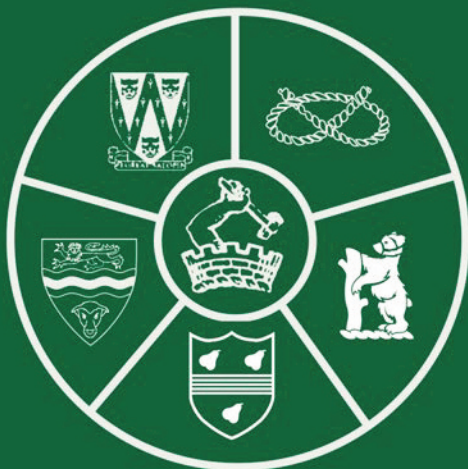


BIRMINGHAM & DISTRICT PREMIER CRICKET LEAGUE



**FIXTURES
PLAYING DIRECTIVES &
PLAYING CONDITIONS**

2024

PRESIDENT
MICK CORCORAN

VICE PRESIDENTS

D.J. Abell	N.M. Husbands	J. Ross
N.J. Archer*	J. Huband*	Naheem Sajjad
P.R. Bagley	L.R. Ingram*	A. Seville
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H.P. Bell	G.H.H. Lamb*	E.G. Simms
A. Biggs	A.E. Lea	A.C. Smith
D.J. Brown	G. Lewis	G. Smith
A. Burkes	D. Manning	W.E. Smith*
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P. Davis	N. Moore	G.S. Warner*
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R. Dovey	C.L. Price*	M. Whitehall
C. D. Fearnley	P. Radburn*	J.P. Wright
R.J. Fleet*	J. Reeves	M. Zabair

* Past President

CHAIR

DAVID MANNING (Wolverhampton C.C.)
Tel: 07789 030056 (M)
e-mail: d.manning63@yahoo.com

VICE CHAIR

MOHAMMAD ZABAIR (Smethwick C.C.)
Tel: 07495 957456 (M)
e-mail: mzhakeem@gmail.com

GENERAL MANAGER

PAUL SMITH
Tel: 07971 417890 (M)
e-mail: paulsmith@bdpcL.org

FINANCE MANAGER

ANDREW BIGGS (Himley C.C.)
Tel: 07861 800510 (M)
e-mail: biff109@btinternet.com

SAFEGUARDING OFFICER

ANDY WHEELER (Barnards Green C.C.)
Tel: 07791 047073 (M)
e-mail: andy.wheeler27@hotmail.co.uk

CLUB REPRESENTATIVES

RICHARD COX (W.B. Dartmouth C.C.), TONY LEA (Himley C.C.),
IAN STOKES (Moseley C.C.), HEATHER VERNON (Bridgnorth C.C.),
MALCOLM WHITEHALL (Kenilworth Wardens C.C.),

MEMBER CLUBS

Premier Division One

Barnards Green	WR14 2 ET	01684 575962
Barnt Green	B45 8LN	0121 445 1684
Berkswell	CV7 7GE	01676 533 962
Halesowen	B63 3EG	0121 550 2744
Himley	DY3 4LB	01902 898239
Kenilworth Wardens	CV8 2AL	01926 852476
Knowle & Dorridge	B93 8ET	01564 774338
Moseley	B90 3PE	0121 744 5694
Ombersley	WR9 0ET	07887 501055
Smethwick	B67 6BJ	0121 558 0084
West Bromwich Dartmouth	B71 4JQ	0121 553 0168
Wolverhampton	WV6 9BJ	01902 754053

Premier Division Two

Bridgnorth	WV16 4LB	07419 848170
Coventry & N.W.	CV3 1HB	024 7645 1426
Dorridge	B93 8QA	01564 230177
Harborne	B17 0BE	0121 427 4110
Kidderminster	DY10 1TH	01562 824175
Leamington Spa	CV32 5UG	01926 423854
Old Hill	B64 7HF	01384 566827
Shifnal	TF11 8HD	01952 462033
Shrewsbury	SY2 6PT	0121 744 5694
Tamworth	B78 3AT	01827 63428
Wellington	TF1 2BW	01952 251539
Worfield	WV15 5JZ	01746 716351

UMPIRES MANAGER
PAUL SHANNON
Tel: 07557 051515 (M)
e-mail: paulshannon@bdpcl.org

UMPIRES PANEL

Jonathan Ashton	Tel: 07813 913233 (M)
Nathan Bartram	Tel: 07833 804572 (M)
Keith Boyall	Tel: 07720 894387 (M)
Duncan Brearley	Tel: 07595 231664 (M)
Mark Brown	Tel: 07866 403135 (M)
Mark Burgess	Tel: 07785 381481 (M)
Will Clarke	Tel: 07790 495311 (M)
James Cole	Tel: 07933 396663 (M)
Richard Coombs	Tel: 07966 288519 (M)
Stephen Dodds	Tel: 07734 263991 (M)
Ian Gorton	Tel: 07812 152755 (M)
David Gower	Tel: 07791 942260 (M)
Paul Hector	Tel: 07985 515461 (M)
Andrew Hicks	Tel: 07760 587347 (M)
Rod Jones	Tel: 07866 082022 (M)
Ismail Khan	Tel: 07588 405031 (M)
Keith Little	Tel: 07951 198834 (M)
Ian Matthews	Tel: 07709 422864 (M)
Lawson Mayor	Tel: 07582 949610 (M)
Connor McGarry	Tel: 07833 252557 (M)
Rob Murphy	Tel: 07761 957452 (M)
Rob Noon	Tel: 07570 948022 (M)
Richard Perkins	Tel: 07952 613327 (M)
Mansoor Qureshi	Tel: 07799 088765 (M)
Martyn Rawbone	Tel: 07938 960685 (M)
Gary Smith	Tel: 07768 736368 (M)
Nigel Smith	Tel: 07958 217426 (M)
Hamid Sohaib	Tel: 07809 219865 (M)
Kashif Sumra	Tel: 07938 628726 (M)
Mark Turner	Tel: 07721 937798 (M)
Phil Vann	Tel: 07971 591193 (M)
Robin Wilson	Tel: 07964 257657 (M)

PREMIER DIVISION ONE FIXTURES 2024

Saturday 20th April (12.00 p.m.)

Berkswell	v	Wolverhampton
Halesowen	v	Barnards Green
Knowle & Dorridge	v	Barnt Green
Ombersley	v	Moseley
Smethwick	v	Himley
W.B. Dartmouth	v	Kenilworth Wardens

Saturday 27th April (12.00 p.m.)

Barnards Green	v	Ombersley
Barnt Green	v	Smethwick
Himley	v	Halesowen
Kenilworth Wardens	v	Berkswell
Moseley	v	W.B. Dartmouth
Wolverhampton	v	Knowle & Dorridge

Saturday 4th May (12.00 p.m.)

Barnt Green	v	Wolverhampton
Berkswell	v	Ombersley
Himley	v	Kenilworth Wardens
Knowle & Dorridge	v	Barnards Green
Smethwick	v	Moseley
Moseley	v	Halesowen

Saturday 11th May (12.00 p.m.)

Barnards Green	v	Smethwick
Halesowen	v	Wolverhampton
Kenilworth Wardens	v	Barnt Green
Moseley	v	Himley
Ombersley	v	Knowle & Dorridge
W.B. Dartmouth	v	Berkswell

Saturday 18th May (12.00 p.m.)

Barnt Green	v	Moseley
Berkswell	v	Halesowen
Himley	v	Barnards Green
Knowle & Dorridge	v	W.B. Dartmouth
Smethwick	v	Ombersley
Wolverhampton	v	Kenilworth Wardens

Saturday 25th May (12.00 p.m.)

Barnards Green	v	Berkswell
Barnt Green	v	Halesowen
Kenilworth Wardens	v	Smethwick
Moseley	v	Knowle & Dorridge
Ombersley	v	W.B. Dartmouth
Wolverhampton	v	Himley

Saturday 1st June (12.00 p.m.)

Berkswell	v	Moseley
Halesowen	v	Ombersley
Himley	v	Barnt Green
Knowle & Dorridge	v	Kenilworth Wardens
Smethwick	v	Wolverhampton
W.B. Dartmouth	v	Barnards Green

Saturday 8th June (12.00 p.m.)

Barnards Green	v	Barnt Green
Berkswell	v	Knowle & Dorridge
Halesowen	v	Kenilworth Wardens
Moseley	v	Wolverhampton
Ombersley	v	Himley
W.B. Dartmouth	v	Smethwick

Saturday 15th June (12.00 p.m.)

Barnt Green	v	Ombersley
Himley	v	W.B. Dartmouth
Kenilworth Wardens	v	Moseley
Knowle & Dorridge	v	Halesowen
Smethwick	v	Berkswell
Wolverhampton	v	Barnards Green

Saturday 22nd June (12.00 p.m.)

Barnards Green	v	Kenilworth Wardens
Berkswell	v	Himley
Halesowen	v	Moseley
Knowle & Dorridge	v	Smethwick
Ombersley	v	Wolverhampton
W.B. Dartmouth	v	Barnt Green

Saturday 29th June (12.00 p.m.)

Barnt Green	v	Berkswell
Himley	v	Knowle & Dorridge
Kenilworth Wardens	v	Ombersley
Moseley	v	Barnards Green
Smethwick	v	Halesowen
Wolverhampton	v	W.B. Dartmouth

Saturday 6th July (12.00 p.m.)

Barnards Green	v	Halesowen
Barnt Green	v	Knowle & Dorridge
Himley	v	Smethwick
Kenilworth Wardens	v	W.B. Dartmouth
Moseley	v	Ombersley
Wolverhampton	v	Berkswell

Saturday 13th July (12.00 p.m.)

Berkswell	v	Kenilworth Wardens
Halesowen	v	Himley
Knowle & Dorridge	v	Wolverhampton
Ombersley	v	Barnards Green
Smethwick	v	Barnt Green
W.B. Dartmouth	v	Moseley

Saturday 20th July (12.00 p.m.)

Barnards Green	v	Knowle & Dorridge
Halesowen	v	Moseley
Kenilworth Wardens	v	Himley
Moseley	v	Smethwick
Ombersley	v	Berkswell
Wolverhampton	v	Barnt Green

Saturday 27th July (12.00 p.m.)

Barnt Green	v	Kenilworth Wardens
Berkswell	v	W.B. Dartmouth
Himley	v	Moseley
Knowle & Dorridge	v	Ombersley
Smethwick	v	Barnards Green
Wolverhampton	v	Halesowen

Saturday 3rd August (12.00 p.m.)

Barnards Green	v	Himley
Halesowen	v	Berkswell
Kenilworth Wardens	v	Wolverhampton
Moseley	v	Barnt Green
Ombersley	v	Smethwick
W.B. Dartmouth	v	Knowle & Dorridge

Saturday 10th August (12.00 p.m.)

Barnt Green	v	Barnards Green
Knowle & Dorridge	v	Berkswell
Kenilworth Wardens	v	Halesowen
Wolverhampton	v	Moseley
Himley	v	Ombersley
Smethwick	v	W.B. Dartmouth

Saturday 17th August (12.00 p.m.)

Barnards Green	v	Wolverhampton
Berkswell	v	Smethwick
Halesowen	v	Knowle & Dorridge
Moseley	v	Kenilworth Wardens
Ombersley	v	Barnt Green
W.B. Dartmouth	v	Himley

Saturday 24th August (12.00 p.m.)

Barnt Green	v	W.B. Dartmouth
Himley	v	Berkswell
Kenilworth Wardens	v	Barnards Green
Moseley	v	Halesowen
Smethwick	v	Knowle & Dorridge
Wolverhampton	v	Ombersley

Saturday 31st August (12.00 p.m.)

Barnards Green	v	Moseley
Berkswell	v	Barnt Green
Halesowen	v	Smethwick
Knowle & Dorridge	v	Himley
Ombersley	v	Kenilworth Wardens
W.B. Dartmouth	v	Wolverhampton

Saturday 7th September (11.00 a.m.)

Berkswell	v	Barnards Green
Halesowen	v	Barnt Green
Himley	v	Wolverhampton
Knowle & Dorridge	v	Moseley
Smethwick	v	Kenilworth Wardens
W.B. Dartmouth	v	Ombersley

Saturday 14th September (11.00 a.m.)

Barnards Green	v	W.B. Dartmouth
Barnt Green	v	Himley
Kenilworth Wardens	v	Knowle & Dorridge
Moseley	v	Berkswell
Ombersley	v	Halesowen
Wolverhampton	v	Smethwick

PREMIER DIVISION TWO FIXTURES 2024

Saturday 20th April (12.00 p.m.)

Bridgnorth	v	Wellington
Harborne	v	Coventry & N.W.
Old Hill	v	Leamington
Shrewsbury	v	Shifnal
Tamworth	v	Kidderminster
Worfield	v	Dorridge

Saturday 27th April (12.00 p.m.)

Coventry & N.W.	v	Tamworth
Dorridge	v	Old Hill
Kidderminster	v	Bridgnorth
Leamington	v	Harborne
Shifnal	v	Worfield
Wellington	v	Shrewsbury

Saturday 4th May (12.00 p.m.)

Bridgnorth	v	Harborne
Dorridge	v	Shifnal
Leamington	v	Wellington
Old Hill	v	Kidderminster
Shrewsbury	v	Tamworth
Worfield	v	Coventry & N.W.

Saturday 11th May (12.00 p.m.)

Bridgnorth	v	Shrewsbury
Coventry & N.W.	v	Old Hill
Harborne	v	Shifnal
Kidderminster	v	Leamington
Tamworth	v	Worfield
Wellington	v	Dorridge

Saturday 18th May (12.00 p.m.)

Dorridge	v	Kidderminster
Leamington	v	Coventry & N.W.
Old Hill	v	Tamworth
Shifnal	v	Wellington
Shrewsbury	v	Harborne
Worfield	v	Bridgnorth

Saturday 25th May (12.00 p.m.)

Coventry & N.W.	v	Shrewsbury
Dorridge	v	Harborne
Kidderminster	v	Worfield
Shifnal	v	Leamington
Tamworth	v	Bridgnorth
Wellington	v	Old Hill

Saturday 1st June (12.00 p.m.)

Bridgnorth	v	Coventry & N.W.
Harborne	v	Tamworth
Leamington	v	Dorridge
Old Hill	v	Shifnal
Shrewsbury	v	Kidderminster
Worfield	v	Wellington

Saturday 8th June (12.00 p.m.)

Bridgnorth	v	Old Hill
Coventry & N.W.	v	Dorridge
Harborne	v	Wellington
Kidderminster	v	Shifnal
Shrewsbury	v	Worfield
Tamworth	v	Leamington

Saturday 15th June (12.00 p.m.)

Dorridge	v	Tamworth
Leamington	v	Bridgnorth
Old Hill	v	Shrewsbury
Shifnal	v	Coventry & N.W.
Wellington	v	Kidderminster
Worfield	v	Harborne

Saturday 22nd June (12.00 p.m.)

Bridgnorth	v	Dorridge
Coventry & N.W.	v	Wellington
Harborne	v	Kidderminster
Shrewsbury	v	Leamington
Tamworth	v	Shifnal
Worfield	v	Old Hill

Saturday 29th June (12.00 p.m.)

Dorridge	v	Shrewsbury
Kidderminster	v	Coventry & N.W.
Leamington	v	Worfield
Old Hill	v	Harborne
Shifnal	v	Bridgnorth
Wellington	v	Tamworth

Saturday 6th July (12.00 p.m.)

Coventry & N.W.	v	Harborne
Dorridge	v	Worfield
Kidderminster	v	Tamworth
Leamington	v	Old Hill
Shifnal	v	Shrewsbury
Wellington	v	Bridgnorth

Saturday 13th July (12.00 p.m.)

Bridgnorth	v	Kidderminster
Harborne	v	Leamington
Old Hill	v	Dorridge
Shrewsbury	v	Wellington
Tamworth	v	Coventry & N.W.
Worfield	v	Shifnal

Saturday 20th July (12.00 p.m.)

Coventry & N.W.	v	Worfield
Harborne	v	Bridgnorth
Kidderminster	v	Old Hill
Shifnal	v	Dorridge
Tamworth	v	Shrewsbury
Wellington	v	Leamington

Saturday 27th July (12.00 p.m.)

Dorridge	v	Wellington
Leamington	v	Kidderminster
Old Hill	v	Coventry & N.W.
Shifnal	v	Harborne
Shrewsbury	v	Bridgnorth
Worfield	v	Tamworth

Saturday 3rd August (12.00 p.m.)

Bridgnorth	v	Worfield
Coventry & N.W.	v	Leamington
Harborne	v	Shrewsbury
Kidderminster	v	Dorridge
Tamworth	v	Old Hill
Wellington	v	Shifnal

Saturday 10th August (12.00 p.m.)

Dorridge	v	Coventry & N.W.
Leamington	v	Tamworth
Old Hill	v	Bridgnorth
Shifnal	v	Kidderminster
Wellington	v	Harborne
Worfield	v	Shrewsbury

Saturday 17th August (12.00 p.m.)

Bridgnorth	v	Leamington
Coventry & N.W.	v	Shifnal
Harborne	v	Worfield
Kidderminster	v	Wellington
Shrewsbury	v	Old Hill
Tamworth	v	Dorridge

Saturday 24th August (12.00 p.m.)

Dorridge	v	Bridgnorth
Kidderminster	v	Harborne
Leamington	v	Shrewsbury
Old Hill	v	Worfield
Shifnal	v	Tamworth
Wellington	v	Coventry & N.W.

Saturday 31st August (12.00 p.m.)

Bridgnorth	v	Shifnal
Coventry & N.W.	v	Kidderminster
Harborne	v	Old Hill
Shrewsbury	v	Dorridge
Tamworth	v	Wellington
Worfield	v	Leamington

Saturday 7th September (11.00 a.m.)

Bridgnorth	v	Tamworth
Harborne	v	Dorridge
Leamington	v	Shifnal
Old Hill	v	Wellington
Shrewsbury	v	Coventry & N.W.
Worfield	v	Kidderminster

Saturday 14th September (11.00 a.m.)

Coventry & N.W.	v	Bridgnorth
Dorridge	v	Leamington
Kidderminster	v	Shrewsbury
Shifnal	v	Old Hill
Tamworth	v	Harborne
Wellington	v	Worfield

PLAYING DIRECTIVES

1. FIXTURES

- 1.1 Each side shall play all other sides in their respective Division, twice during the season, unless the weather makes it impossible for an arranged fixture to take place.
- 1.2 The fixtures shall be arranged by the General Manager and approved by the Management Board.
- 1.3 All fixtures shall be played on the dates and at the venues designated, as published, unless agreed by the Management Board.
- 1.4 If a fixture is unfulfilled for anything other than climatic reasons or other extraordinary circumstances, e.g. civil commotion, infestation by wasps/bees or illegal occupation of land, the match and 24 points (20 points in matches 1 to 5 and 17 to 22) will be awarded to the "non-offending" club. In addition, 24 points (20 points in matches 1 to 5 and 17 to 22) will be deducted from the "offending club". The "offending" club shall, also, reimburse the "non-offending" club for the umpires attendance fees when insufficient notice shall have been given to avoid such expenses.
- 1.5 If a club fails to fulfil a second fixture, during the same season, it shall be expelled from the League with immediate effect and its results, to date, shall be expunged.
- 1.6 Clubs are expected to field eleven players in all fixtures even if it leaves lower teams short of numbers.

2. THE MATCH

- 2.1 A team shall be deemed to be late if less than seven members are present at the toss which shall take place on the field of play, in the presence of one or both of the umpires, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play.
- 2.2 A team that is deemed to be late will forfeit the toss and the overs remaining at the rescheduled start time will be divided equally between the two teams.
- 2.3 The team claiming the toss will be deemed to have won the toss and, in the case of matches 6 to 16, points will be allocated according to playing condition 8.
- 2.4 A match may not be cancelled without the consent of both captains and any home team that cancels a match without offering the visitors an opportunity to

view the conditions for themselves will be deducted 24 points (20 points in matches 1 to 5 and 17 to 22). In addition, 24 points (20 points in matches 1 to 5 and 17 to 22) will be awarded to the visiting club.

- 2.5 Normally, both teams must report to the ground before a decision is made regarding the fitness of the conditions. However, the match may be called off, before the start, without the away team travelling, subject to the following conditions: -
- (i) The weather forecast and the weather conditions are such that the state of the pitch and/or the outfield means that there would be no chance of the game starting by the latest time allowable by the playing conditions, even if the usual drying methods are employed.
 - (ii) Captains of both teams agree on an abandonment by speaking together and not by any other form of communication.
- 2.6 If the captains fail to agree on an abandonment, and time is available, the ground should be inspected by an independent umpire who will be entitled to claim an attendance fee of £15. His/her decision will be final and binding on both clubs.
- 2.7 The home club must report the abandonment of the fixture to the General Manager immediately after the decision to abandon has been made.
- 2.8 If a dispute occurs, prior to or on the day of the match, the away team retains the right to travel to inspect the ground, for themselves, but they will be responsible for paying the full attendance fee of both appointed umpires if the match is, subsequently, abandoned without a ball being bowled.
- 2.9 If this option is taken, the home team must attend, pending an inspection by the appointed umpires.
- 2.10 If, subsequently, conditions are deemed fit and play commences, the umpires will report the facts to the General Manager, who will impose a penalty of 24 points (20 points for matches 1 to 5 and 17 to 22) on the home team if he sees fit.
- 2.11 If the decision to cancel is taken on the day before or on the day of the match and the away team has declined the invitation to view the conditions, for themselves, the appointed umpires should be informed that the fixture has been abandoned immediately. They should be paid the full attendance fee if caused to travel.

- 2.12 Any team that concedes a match, once it has commenced, will be reported by the umpires to the General Manager. He will refer the matter to the Cricket & Registration Committee who shall have the power to impose fines and/or points deductions if it finds that the concession is inappropriate and/or contrary to the Spirit of Cricket.
- 2.13 The following ECB Directives shall apply in all matches; captains, team managers and umpires shall be responsible for ensuring that they are followed: -
- (i) Fast bowling directives
 - (ii) The safety guidance on the wearing of helmets by young players up to the age of 18
 - (iii) The guidance on fielding regulations for young players
 - (iv) The guidance for junior players in open age cricket

3. GROUND AND FACILITY CRITERIA

Penalties for non-compliance with any of the conditions listed below can be found in a document entitled "Fines Tariff" which can be found in the Resource section of the League website www.birminghamleague.org under the drop-down menu "Downloads"

- 3.1 Home clubs shall be responsible for the preparation, covering, re-covering and correct marking of the pitch and for setting up the wickets before the toss.
- 3.2 The match pitch must not be artificially watered less than 48 hours before the start of any match.
- 3.3 The pitch should be firm, dry and true, providing good carry and consistent bounce with no excessive seam movement or spin throughout and will be judged on how it plays not whether it is dry or what colour it looks.
- 3.4 Between innings the home team shall arrange for the pitch to be swept and re-marked and, if necessary, rolled.
- 3.5 Each club shall provide leak-proof pitch covers that cover the whole of the match pitch.

- 3.6 The match pitch shall be covered for the two nights before the match and, if necessary, until the first ball is bowled and whenever necessary during the preparation of the pitch. The bowlers' run-ups and the pitches either side of the match pitch must also be covered.
- 3.7 Under the direction and supervision of the umpires, the home team is responsible for ensuring the pitch, the bowlers' run-ups and the pitches either side of the match pitch are fully covered: -
- (i) if there is any rain after the toss has taken place **or**
 - (ii) during any rain interruption **or**
 - (iii) during any interval and there is threat of rain **or**
 - (iv) if play is suspended due to poor light and there is a threat of rain
- 3.8 In the interests of time-saving, it is permissible to use flat sheets to cover the pitch during the match at the discretion of the umpires but, if the break in play is likely to be for an extended period, the roll-on wheeled covers, covers for the bowlers' run-ups and side sheets for the pitches either side of the match pitch must be applied.
- 3.9 It is expected that the home team will ensure that full access is available to all equipment needed to clean up in the event of adverse weather and to use it as soon as rain has ceased, or as directed by the umpires.
- 3.10 Clubs must provide adequate mopping-up equipment for use during wet weather. The minimum equipment required is a bow-dry mopping-up machine or equivalent. This work should be carried out under the direction and supervision of the umpires.
- 3.11 Clubs are expected to make all possible efforts to ensure that their grounds are fit to play in the event of bad weather. This requirement should take precedence over other activities such as warm-ups etc.
- 3.12 In exceptional circumstances (usually caused by bad weather) and if both sides agree, a fresh pitch may be cut on a match day to allow cricket to be played. The 45-yard boundary requirement may be relaxed for this purpose only.
- 3.13 The captain of either team may request to have the pitch rolled before the toss is made at the start of the match.

- 3.14 A choice of light or heavy roller should be made available for use prior to and during all matches. Although it is desirable to have a heavy roller available during matches, this may not, always, be possible due to the lack of a suitable driver, contract hire etc. Rollers available on a match day should be confirmed between the umpires and captains prior to the toss.
- 3.15 The square should be well maintained and in good condition. The entire square should be cut prior to each game, the pitch clearly identified from the remainder of the square and fully prepared for positive cricket.
- 3.16 Outfields should be flat, even and well maintained with good drainage, closely-mown every week, below $\frac{3}{4}$ " or 20mm, with no grass cuttings left on the surface enabling the ball to run truly.
- 3.17 The boundary should be clearly marked by a fence **OR** a substantial rope **OR** a white line supplemented by boundary flag markers every 20 yards. It should be a minimum distance of 45 yards from the centre of the match pitch.
- 3.18 Two sight screens (black in matches 1 to 5 and 17 to 22 and white in matches 6 to 16) covering a minimum width of 24 feet, shall be placed at each end of the ground. They should be painted with non-reflective paint and should be in good condition. If the screen stands within the playing area, a roped/boarded area must be provided of sufficient size to allow the screens to be moved without adjusting the screens/boards.
- 3.19 All member clubs shall be equipped on their ground with a working clock which is clearly visible to all players and umpires during the course of the match.
- 3.20 The ground surrounds should be regularly cut and neatly maintained with suitable measures in place to ensure that time lost searching for lost balls is minimised. All paintwork should be in good condition.
- 3.21 Dressing-rooms should be of a reasonable size for home and away teams and well decorated with adequate seating and hooks for clothes. The floor should be of suitable material for bare feet, non-slip and must be disinfected on a regular basis.
- 3.22 Separate and secure changing rooms should be provided for umpires of a similar standard to those for players and with easy access to showers. They should also be of a reasonable size. Rooms must be lockable and, if this is not possible, a secure locker should be provided.
- 3.23 An adequate, sheltered, seated viewing area should be available for the batting team.

- 3.24 A minimum of three showers per team should be provided in a hygienic area with non-slip flooring.
- 3.25 Toilets should be adequate and hygienic. Separate WCs for men and women should be provided. A toilet for the disabled should be included in new buildings and in any plans for refurbishment.
- 3.26 All club grounds, clubhouses and other facilities should comply with current health and safety, fire and food hygiene legislation.
- 3.27 First aid equipment should be clearly displayed and available to all players and spectators. Clubs are encouraged to train a member in first aid and to make a qualified first aider available on match days.
- 3.28 Clubs are urged to make food available for spectators, if possible. There should also be adequate bar facilities available for post-match hospitality.
- 3.27 Every effort should be made to ensure that there is disabled access to all areas of the ground and clubhouse (including the scoreboard) and, where the pavilion is on more than one level, consideration should be given to how, for example, a wheelchair user would access the floors either above or below ground level.

4. DAMAGE TO GROUND & FACILITIES

- 4.1 If damage is caused to any member club's ground and facilities by visiting player(s) or spectator(s), the visiting club shall be responsible for the payment and repair of such damage.

5. BALLS

- 5.1 A new Dukes County International "A" ball, supplied to the home club, by the League, to ensure complete uniformity, shall be used at the commencement of each innings in all matches in Premier Division One and Premier Division Two.
- 5.2 Home clubs must ensure that four new balls and at least six spare balls of the same brand are available to the umpires before the toss. These balls shall be of varying ages and use and should be approved by both captains. Once approved, they may not be changed under any circumstances and the selection of a spare ball from this stock, when the ball in use is lost, shall be at the sole discretion of the umpires. Failure to supply the correct balls to the umpires, prior to the toss, may result in a points deduction.

- 5.3 At the end of each match, home clubs are advised to mark the used balls with the number of overs bowled in the relevant innings. This will assist captains and umpires with their selection of spare balls in future matches.
- 5.4 In the event of a new ball being lost within the first five overs of either innings, the replacement will be another new ball as supplied to the umpires, prior to the game.
- 5.5 If the home team fails to provide new balls at the time of the toss, it shall forfeit the toss. The team claiming the toss will be deemed to have won the toss and in matches 6 to 16, points will be allocated according to playing condition 8.
- 5.6 If the team claiming the toss, elects to field, the match will be delayed until the new balls arrive. If the team claiming the toss, elects to bat, the match will start at the scheduled time and the fielding side shall bowl with a used ball throughout the innings. The ball to be used shall be selected by the umpires.

6. UMPIRES

- 6.1 All Panel members shall be members of ECB ACO and they shall be appointed to officiate in both Divisions of the League.
- 6.2 They will each receive an allowance from the home club, the allowance to be decided by the Management Board at the start of each season.
- 6.3 Clubs must pay the umpires fees before the match commences. Fees are an attendance fee and must be paid even when no play is possible. In the event of an umpire standing alone, he/she shall receive 150% of the normal attendance fee.
- 6.4 All umpires should arrive at the ground, at least 60 minutes before the scheduled start of the match, to confirm the completion of team sheets and any local conditions. They will also oversee the toss and they should take the field five minutes prior to the opening delivery of each innings.
- 6.5 Umpires in matches 1 to 5 and 17 to 22 must wear coloured clothing as prescribed by the Umpires Committee at the start of each season. In all cases, the umpires must be dressed the same.
- 6.6 Umpires in matches 6 to 16 must wear a white coat/blouson, a white shirt, a tie, and dark trousers (black or navy blue). Coat/blouson and tie are optional according to the weather. A polo shirt may be worn, as an alternative, but, in all cases, the umpires must be dressed the same.

- 6.7 Where there is no umpire present at the commencement of a match, both sides should attempt, in the first instance, to find a suitable person to stand on their behalf. If this is not possible, a player from the batting side should stand at the bowler's end and another player from the batting side should stand at square leg. If the match commences late because there is no umpire present at the start, the playing time may be extended to cover the delay e.g. if a match commences 10 minutes late then all timings for intervals and the completion of innings shall be put back by 10 minutes.
- 6.8 The penalty runs provided for in Law 41 shall not apply in matches where there is no umpire appointed by the Management Board.
- 6.9 Umpires should ensure that: -
- (i) when necessary, sight-screens are moved by the batting side.
 - (ii) the outgoing and incoming batsmen cross on the field of play following the fall of a wicket.
 - (iii) on the conclusion of an innings, the match is resumed punctually, within 30 minutes.
 - (iv) when the last over has commenced it shall always be completed, unless a result has been reached or the players have reason to leave the field.
- 6.10 Umpires are responsible for noting the times and duration of play which must be noted on the Umpires Report.
- 6.11 Umpires are asked to notify the General Manager of any match which is late starting.
- 6.12 The umpires shall be the sole judges of the fitness of the ground, weather and light for play.
- 6.13 If, at any time, the umpires together agree that the conditions of ground, weather and light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place they should immediately suspend play, or not allow play to commence or to restart.
- 6.14 Any captain, player, groundsman or club official who attempts to contradict the umpires or adopt delaying tactics to prevent a prompt start or resumption of play will be reported to the Disciplinary Committee for dissent.

- 6.15 Cricket bats should only be measured at the request of the opposing captain and should be measured when the batsman comes to the wicket.
- 6.16 Should either captain require a meeting with the umpires at the end of the match they should request this immediately the match ends and the meeting should be in the umpires' room or other suitable, private location.

7. FIELDER LEAVING THE FIELD

- 7.1 If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come onto the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as practicable.
- 7.2 If a player is absent from the field for longer than **eight** minutes, the following restrictions shall apply to their future participation in the match: -
- (i) The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as penance time), subject to a maximum cumulative penance time of 90 minutes.
 - (ii) The player shall not be allowed to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 90 minutes. However, once his side has lost five wickets in its batting innings, he may bat immediately.
- 7.3 The restriction in (i) and (ii) above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and has subsequently been forced to leave the field or is consequently unable to take the field. External blow should be interpreted broadly to include, but not restricted to, such things as collisions with boundary boards, clashes of heads, heavy falls, etc. Nor shall the restriction apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

- 7.4 For the purposes of (i) and (ii) above, playing time shall comprise the time play is in progress excluding tea intervals, intervals between innings and official drinks intervals.
- 7.5 If a player is off the field at the commencement of an interruption in play through ground, weather or light conditions, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field if play had been in progress.
- 7.6 Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or other exceptional circumstances, a player is on the field or waiting to bat but still has some unexpired penance time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time provided he returns to the field of play immediately after the interruption or, in the case of a batsman, provided that he personally informs the umpires that he is fit to participate.

8. SCORING

- 8.1 Each team shall supply a competent scorer, who, preferably, shall have passed the Level 2 Scorer membership of ECB ACO. If he/she is not a member of ECB ACO, a competent scorer should be scoring on a regular basis and is likely to be aged 13 or over.
- 8.2 A competent scorer is a person who: -
- (i) Has a basic knowledge of the Laws of Cricket
 - (ii) Has a basic knowledge of scoring procedures
 - (iii) Has a knowledge of umpires' signals and is able to communicate appropriately with the umpires
 - (iv) Is able to identify all individual players of the team for which they are scoring
- 8.3 The penalty for failing to provide a competent non-playing scorer is a three-point deduction on the first and every, subsequent, occasion during the season.
- 8.4 If no scorer is available, the Captain will nominate one of his team players to undertake the scoring. No substitute shall be allowed for this player, who may resume his place in the nominated side without any penalties under the Laws of Cricket if a scorer is, subsequently, provided.

- 8.5 Scorers must be in an enclosed area, away from the public, which is totally under cover. The scoreboard (or room provided) which may be within or detached from the pavilion, should be of an acceptable standard, clean, tidy and maintained inside and outside in good condition with a height-adjustable seat for each scorer. It should be clearly visible from the pavilion and everywhere on the field of play. Access to the internet is mandatory to enable Live Scores to the League website.
- 8.6 A suitable 13Amp socket must be available to facilitate the use of two laptop computers in all matches played under the jurisdiction of BDPCL.
- 8.7 Scoring must be undertaken on a laptop computer and Live Scores must be maintained using the latest version of PCS PRO available at the start of the season, together with any updates released during the remainder of the season.
- 8.8 Scorers are urged to acknowledge umpires' signals by displaying a white or coloured disc which can be clearly seen from the middle.

9. TEAM SHEETS

- 9.1 At the start of each season, the League will provide all clubs with a book of team sheets which must be completed by the home and away teams before every match played under the jurisdiction of BDPCL.
- 9.2 Before the toss for innings, each captain must nominate his players who may not, thereafter, be changed without the consent of the opposing captain.
- 9.3 The nominated players must be set out on a team sheet, a copy (pink) of which must be presented to the umpires and another copy (yellow) which must be presented to the opposition captain at the toss. The top copy (white) must be retained by both clubs for inspection by the League on request.
- 9.4 Captains, wicket keepers, Category 2 players (Contracted), Category 3 players (Overseas) and players under the age of 19 years on 31st August of the previous year must be identified on the team sheet.
- 9.5 A replacement player shall be allowed by right in the event of a Category 2 player, currently playing in a League match, being required to join his First-Class County team after the commencement of the match or being placed on official stand-by prior to the commencement of the match. Such replacement player may be permitted to bat or bowl in that match. If the player is batting at the time when he is required to leave the match, he shall retire "not out". His replacement shall be permitted to bat later in the innings. If the replacement player is not registered to play for the club concerned in BDPCL, he/she will be

permitted to play provided that he/she is registered by the club on play-cricket.com within 48 hours of completion of the match.

- 9.6 If it transpires, after the start of the match, that a mistake has been made on the team sheet (e.g. the same player is named twice, or a player is wrongly named or the player is not registered) the match shall continue, and the umpire shall report the facts to the General Manager. He shall have the power to deal with the matter himself or refer it to the Cricket & Registration Committee who will have the power to impose sanctions and penalties if they see fit.

10. CAPTAINS' REPORTS

- 10.1 Captains are required to: -

(i) Assess and mark the umpires

- 10.2 The form should be completed online via the League website no later than 5.00 p.m. on the Monday immediately after the match in the case of League matches and within 48 hours of the completion of the match in the case of Cup matches.

11. UMPIRES' REPORTS

- 11.1 Umpires are required to: -

(i) Record which side won the toss

(ii) Report on the facilities provided for themselves and the scorers

(iii) Report any failure to meet the required over-rate

(iv) Mark the quality of the pitch and outfield

(v) Report on the conduct of the match

(vi) Report any other matter they deem relevant

- 11.2 The form should be completed online via the League website no later than 5.00 p.m. on the Monday immediately after the match in the case of League matches and within 48 hours of the completion of the match in the case of Cup matches.

12. CLOTHING

- 12.1 Players in matches 1 to 5 and 17 to 22 shall wear coloured clothing and players in matches 6 to 16 shall wear white clothing. The current ECB Regulations on advertising insignia shall apply to all items of clothing and equipment worn or

used on the field. Details are available from the ECB website. Teams may have named and or numbered shirts providing all eleven players are similarly attired. Names will be surnames only and numbers shall be two digits maximum.

13. LEAGUE TABLES

- 13.1 Teams will be ranked in a League Table according to the number of points awarded.
- 13.2 In the event of two or more sides finishing equal on points then in order to ascertain their respective finishing positions in their respective Divisions, both generally and for the purpose of promotion and relegation, the positions shall be determined in the following manner: -
 - (i) The side with the highest number of wins shall be placed higher.
 - (ii) If there are still two or more sides with an even number of points in equal position, then the side with the highest number of ties shall be placed higher.
 - (iii) If there are still two or more sides with an even number of points in equal position then their position shall be decided by the result of the matches played between each other in that season, i.e. the side obtaining the highest number of points in the matches shall be placed higher.

PLAYING CONDITIONS

MATCHES 1 to 5 and 17 to 22

Except as varied below, the Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply.

1. DURATION

- 1.1 Scheduled hours of play shall be 12.00 p.m. to 7.10 p.m. with the exception of matches played in September which shall be 11.00 a.m. to 6.10 p.m. All timings are subject to adjustment, depending on the start time, and the timings in subsequent playing conditions shall be adjusted by the amount by which the start time is also adjusted.
- 1.2 A cut-off time shall be fixed prior to the start of each innings and shall be adjusted if there is an interruption for inclement weather or other unavoidable cause.
- 1.3 Play shall continue after the scheduled or rescheduled close of play, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved.
- 1.4 A 30 minutes interval shall be taken between innings unless weather conditions so dictate that it is appropriate, in the interests of time saving, to take the interval during a weather break in the first innings. In this case, there shall be a 10 minutes interval between innings unless the interval coincides with the end of an innings when the 30 minutes interval shall be concurrent.
- 1.5 All matches shall consist of one innings per side and each innings shall be limited to 50 overs, save where time is lost after the scheduled 12.00 p.m. start time, due to inclement weather or other unavoidable cause, when the number of overs shall be reduced as described below.
- 1.6 When calculating overs lost, the umpires shall ignore the first 30 minutes of stoppage time.
- 1.7 The captain of the batting team shall not declare his innings closed at any time during the match.
- 1.8 If the team batting first is dismissed before its allocation of overs has been completed, the team batting second shall be entitled to bat for 50 overs, or as reduced, due to inclement weather or other unavoidable cause.
- 1.9 If the team batting first is dismissed within 25 overs or less from the start, a 10 minutes interval shall be taken between innings and play shall continue until a result is obtained.

- 1.10 Allowances shall be made for unavoidable breaks in play which are of a duration of three minutes or more and confirmed to the captain of the fielding side and the batter at the wicket at the time of the delay. The umpires shall note any such stoppages and notify the scorers at the conclusion of an innings. There shall be no allowance for breaks of less than three minutes and batters are expected to cross on the field of play at the fall of a wicket.
- 1.11 Drinks intervals shall be agreed with the umpires by the fielding captain prior to the start of each innings. Five minutes shall be allowed for each interval and shall not count as time lost.

2. DELAYED STARTS AND INTERRUPTIONS

- 2.1 Where the start of the match is delayed, due to inclement weather or other unavoidable cause, the umpires shall reduce the number of overs in the match by one over for every completed four minutes of time lost.
- 2.2 To constitute a match, a minimum of 20 overs shall be bowled to the side batting second unless a result has been achieved earlier.
- 2.3 No match shall start after 4.50 p.m. (minimum 40 overs plus 10 minutes interval between innings).
- 2.4 When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of four minutes per over in the total time available for play, i.e. time already played added to time remaining though not including the time allocated to the interval.
- 2.5 The revision of the number of overs shall ensure, whenever possible, that both teams are allowed the opportunity to bat the same number of overs. (Where this is not possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added, and the new total divided in half).
- 2.6 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter is dismissed in less than its allocated overs.
- 2.7 A fixed time shall be specified for the commencement of the interval, and, also, the close of play for the match, by applying a rate of four minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play and the duration of the interval shall be taken into account.
- 2.8 If there is more than one interruption to the innings of the side batting first, the above calculations shall always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

- 2.9 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings has been completed and playing condition 4. shall apply.
- 2.10 When playing time has been lost and it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of four minutes per over in respect of the aggregated lost playing time.
- 2.11 If the first innings is completed prior to the agreed cut-off time and there is an interruption, due to inclement weather or other unavoidable cause, during the second innings, any calculation in relation to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings commenced early has elapsed.
- 2.12 A rescheduled time for the close of play will be fixed by applying a rate of four minutes per over in respect of each over already bowled and/or rescheduled to be bowled in the innings. (The timing and duration of relative delays and interruptions in play with respect to the second innings shall be taken into account in specifying this time). This calculation shall not cause the match to finish earlier than the time that was set for the cessation of play at the commencement of the second innings.
- 2.13 If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result has been achieved and playing condition 4. shall apply.
- 2.14 Fractions are to be ignored in all calculations regarding the number of overs, with the total rounded up.

3. NUMBER OF OVERS PER BOWLER

- 3.1 In a 50 overs match, no bowler may bowl more than 10 overs in an innings. In a match where the start has been delayed and the innings of both teams are reduced prior to the start of the match to less than 50 overs, no bowler shall bowl more than one fifth of the total overs allowed.
- 3.2 Where the total overs are not divisible by five, 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, three bowlers may bowl nine overs and no other bowler may bowl more than eight overs.
- 3.3 If the overs are reduced after the commencement of the match, the maximum number of overs allowed per bowler shall be calculated as in 3.1 and 3.2 above.

- 3.4 If a bowler is incapacitated or suspended and unable to complete an over, another bowler shall complete the over from the same end, provided he does not bowl two overs consecutively, nor bowls parts of each of two consecutive overs in that innings. Such part of an over shall count as a full over insofar as each bowler's limit is concerned.
- 3.5 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he shall be allowed to finish the incomplete over.

4. OVER RATE PENALTIES

- 4.1 The captain of the fielding side is responsible for his team's over rate but it shall be considered good practice for the umpires to advise captains if they are falling behind. Captains are encouraged to check the over rate with the umpires at any time during the innings.
- 4.2 All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours and 20 minutes playing time.
- 4.3 In the event of them failing to do so, the full quota of overs shall be completed and one fewer fielder shall be permitted outside the fielding restriction area in 5.3 than would normally be the case in the Powerplay at the time.
- 4.4 All penalties in this regard shall be imposed immediately the ball first becomes dead after the scheduled or rescheduled cessation time for the innings.
- 4.5 If the innings is terminated before the scheduled or rescheduled cut-off time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty shall apply based on the rescheduled cut-off time for that innings.
- 4.6 The umpires shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion that play is interrupted by the weather, the scheduled or re-scheduled closing time for that innings. The umpire at the bowler's end shall inform the fielding captain, the batter and his fellow umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).
- 4.7 In all reduced over matches the fielding team will be given one over's leeway in addition to any time that the umpires may allow for stoppages.
- 4.8 For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or re-scheduled cut-off time.

- 4.9 Allowances prior to a stoppage are carried forward for the purpose of the application of playing condition 4. only – they do not influence the recalculated number of overs or the scheduled close of play.
- 4.10 Over rate penalties only apply to innings of 20 overs or more duration.

5. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

In addition to Law 28.4, the following restrictions shall apply: -

- 5.1 At the instant of delivery, there may be no more than five fielders on the leg side.
- 5.2 In addition to the restriction contained in clause 5.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which shall apply are set out in the following paragraphs.
- 5.3 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 semi-circle shall be 30 yards. The semi-circles shall be linked to two parallel lines drawn on the field. The fielding restriction areas shall be marked by continuous painted white lines or "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.

At the instant of delivery: -

Powerplay 1 – no more than two fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

Powerplay 2 – no more than four fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

Powerplay 3 – no more than five fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

- 5.4 In circumstances when the number of the overs of the batting side is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table on the next page. For the sake of clarity, it should be noted that the table shall apply to both the innings of the side batting first and the innings of the side batting second.

- 5.5 If play is interrupted during an innings and the table referred to in 5.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt, this applies even if the interruption has occurred mid-over.

Illustrations of 5.5

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

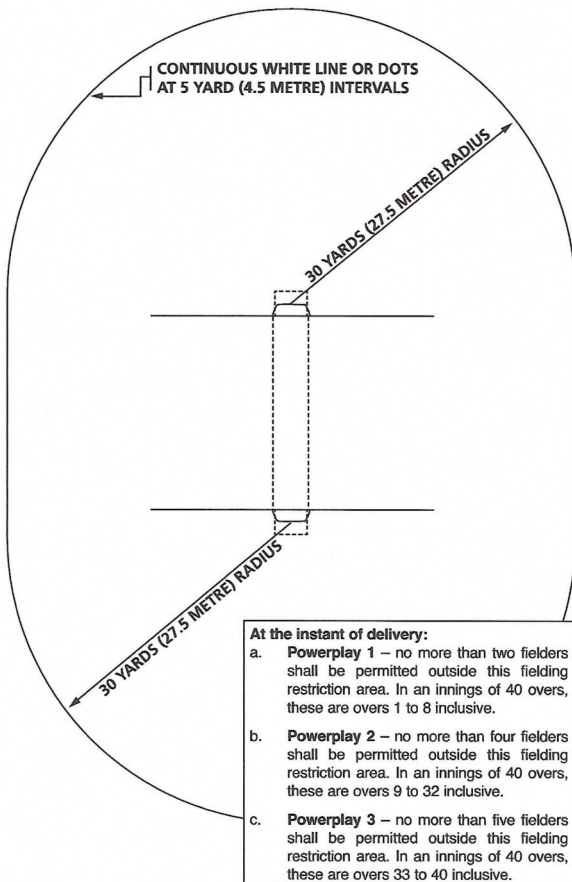
A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

- 5.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his/her arm in a large circle.
- 5.7 If there is an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal "No ball".
- 5.8 If the umpire at the striker's end fails to call and signal "No ball" when the fielding restrictions in this playing restriction have been breached or when Law 28.4 has been breached, the striker may draw the matter to the attention of the umpire, immediately the ball becomes dead. If the umpire at the striker's end can verify the breach, he shall call and signal "No ball". If the umpire at the striker's end is unable to verify the breach, he shall confirm that the events of the delivery shall be unchanged.

6. NO BALLS

- 6.1 The penalty for a No ball shall be two runs.
- 6.2 In addition to 6.1 above, the delivery following a No ball shall be a free hit for whichever batter is facing it. This applies for all modes of No ball except a short-pitched delivery that passes or would have passed clearly above head height of the striker standing upright at the popping crease.
- 6.3 If the delivery for a free hit is not a legitimate delivery (any kind of No ball or Wide ball), the next delivery shall become a free hit for whichever batter is facing it.
- 6.4 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".

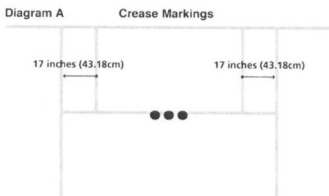
Restrictions on the Placement of Fielders



- 6.5 The umpires shall signal a free hit (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.
- 6.6 Field changes are not permitted for free hit deliveries unless there is a change of striker or the No ball was the result of a fielding restriction breach in which case the field shall be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker shall retreat to a position on the same line no more than 15 yards from the striker.

7. WIDE BALLS

- 7.1 Umpires are instructed to apply a very strict and consistent interpretation when judging a wide in order to prevent negative bowling wide of the wicket.
- 7.2 Pitch markings should be expanded to include lines 17" (43.18 cm) inside and parallel to each return crease as an aid to umpires judging whether an off-side wide has been bowled. These markings shall be painted in blue.



- 7.3 A wide ball shall be called, irrespective of where the ball pitches, if it passes on the leg side of the striker and the leg stump, despite the striker's movement. (For additional clarity, a ball that passes between the batter and the leg stump shall not be called a wide. If a ball is hit by a batter or if a ball hits any part of his equipment, it shall not be called a wide, irrespective of where it pitched or would have passed).
- 7.4 If the striker plays a switch hit or a reverse sweep or gets into position to play such a shot, he shall be deemed to bring the ball equally within his reach on the leg side as on the off side. Consequently, in these circumstances, 7.3 shall not apply and the guidance given in 7.3 shall apply on both the off side and the leg side.

8. THE BOWLING OF FAST SHORT PITCHED BALLS

The following conditions are not a substitute for Law 41.6 which umpires shall apply at any time.

- 8.1 A bowler shall be limited to one fast short-pitched delivery per over.
- 8.2 A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease. This ruling shall apply even if the striker may have made contact with the ball with his bat, person and equipment.
- 8.3 The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.

Innings Duration (Overs)	Powerplay 1 (Overs)	Powerplay 2 (Overs)	Powerplay 3 (Overs)
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

- 8.4 In addition, for the purposes of this regulation and subject to 8.6 below, a ball that passes above head height of the batter, that prevents him/her from being able to hit it with his bat by means of a normal cricket stroke shall be called a “No ball”.
- 8.5 For the avoidance of doubt, any fast short-pitched delivery that is called a “No ball” under this playing condition shall also count as the one allowable short-pitched delivery in that over.
- 8.6 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in 8.2 above, the umpire at the bowler’s end shall call and signal “No ball” on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal “No ball” and then tap the top of his/her head with the other hand.
- 8.7 If a bowler delivers a second fast short-pitched ball in an over, the umpire, after the call and signal of “No ball” and when the ball is dead, shall caution the bowler, indicating that this is a first and final warning, inform the other umpire, the captain of the fielding side and the batters at the wicket, of what has occurred.
- 8.8 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal “No ball” when the ball is dead and direct the captain to remove the bowler forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over or part thereof.
- 8.9 The bowler thus suspended shall not be allowed to bowl again in that innings.
- 8.10 The umpire shall report the occurrence to the other umpire, the batter at the wicket and, as soon as possible, to the captain of the batting side.
- 8.11 At the end of the match, the umpires will then report the matter to the General Manager who shall take appropriate action against the captain and the bowler concerned.

9. RESULT

- 9.1 In a match which has no interruptions after the start of play, the team which has scored the most runs wins. If scores are equal, the result is a tie.
- 9.2 If, due to a suspension in 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 then a revised target score will be set for the number of overs which the team batting second will have the opportunity of facing subject to this being at least 20 overs, this revised target being calculated by the Duckworth Lewis Stern (DLS) method. The revised target score is recalculated after each interruption. Note in some cases the target score

calculated with DLS may be higher than the actual score of the side batting first.

- 9.3 If the team batting second reaches the revised target score at any time prior to the conclusion of the innings, then the match shall be won by the team batting second. If the team batting second falls one run short of the revised target score and is either, all out or the overs have expired, the result is a tie. If the team batting second does not reach the revised target score minus one run and is either, all out or the overs have expired, the team batting first has won the match.
- 9.4 If a match is suspended such that the overs expire with the side batting second not receiving its allocated number of overs (providing that it has received at least 20 overs) the result will be decided by DLS.
- 9.5 DLS based on the wickets lost and overs and balls used provides a par score. If, at the time the match concludes, the score of the team batting second has exceeded this par score the result is a win for the team batting second. If the score of the team batting second is equal to the par score, the match is a tie. If the score of the team batting second is less than the par score, the team batting first has won. If the side batting second has not received 20 overs, the match is classified as abandoned.
- 9.6 In all matches during the innings of the side batting second, the DLS par score for the last ball of the over being bowled should be displayed on the scoreboard.
- 9.7 If, after the restart of play, it is discovered that the wrong DLS target has been set, the faulty target shall stand.

10. POINTS

- 10.1 for a win = 20 points
- 10.2 for a tie = 8 points (plus any bonus points)
- 10.3 for a loss = 0 points (plus any bonus points)
- 10.4 for an abandoned match with some play = 5 points (plus any bonus points)
- 10.5 for an abandoned match without a ball being bowled = 5 points
- 10.6 Batting bonus points are only available when a minimum of 20 overs have been bowled in an innings and they will be awarded as follows: -
- Average run rate of 2.00 to 2.99 per over = 1 point
 - Average run rate of 3.00 to 3.99 per over = 2 points
 - Average run rate of 4.00 to 4.99 per over = 3 points
 - Average run rate of 5.00 or above runs per over = 4 points

- (i) When a team is dismissed, the average run rate shall be calculated by dividing the total of runs scored at the end of the innings by the number of overs available to the batting side.
 - (ii) When an innings is curtailed, due to poor weather, the average run rate shall be calculated by dividing the total runs scored at the end of the innings by the number of overs received at the end of the innings.
- 10.7 Bowling bonus points are available from the start of an innings and they will be awarded as follows: -
- 3 wickets taken – 1 point
 - 5 wickets taken – 2 points
 - 7 wickets taken – 3 points
 - 9 wickets taken – 4 points
- 10.8 Should the batting side play with less than 11 players due to either a player or players being absent, or leaving the field through illness, injury or other cause that his/her innings cannot be completed and the remainder of the side are dismissed before the last ball of the innings, the batting side shall be considered “all out” and the bowling side shall receive maximum bowling points. Also refer to Law 25.4 (Batter leaving the field) – “retired not out”.
- 10.9 If there is a delayed start and the number of overs available to each team is reduced, due to time lost, the thresholds for bowling bonus points shall be adjusted in accordance with the table at 10.11.
- 10.10 If there is an interruption in either innings, after the match has commenced, and the number of overs available to either team is reduced, due to time lost, the thresholds for bowling bonus points in both innings shall be adjusted in accordance with the table at 10.11. This will be based on the maximum number of overs available throughout the whole of the innings after play commences for the final time following an interval or an interruption.

10.11

	4 points	3 points	2 points	1 point
40 + overs	9 wickets	7 wickets	5 wickets	3 wickets
30-39 overs	8 wickets	6 wickets	4 wickets	2 wickets
20-29 overs	7 wickets	5 wickets	3 wickets	1 wicket

PLAYING CONDITIONS

MATCHES 6 to 16

Except as varied below, the Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply.

1. DURATION

- 1.1 Scheduled hours of play shall be 12.00 p.m. to 7.00 p.m. All timings are subject to adjustment, depending on the start time, and the timings in subsequent playing conditions shall be adjusted by the amount by which the start time is also adjusted.
- 1.2 A cut-off time shall be fixed prior to the start of each innings which shall be adjusted if there is a drinks interval, a stoppage for any reason lasting more than three minutes, an interruption for inclement weather or other unavoidable cause.
- 1.3 The cut-off time shall, also, be extended by two minutes for each wicket that falls in an innings up to and including the ninth wicket but there will be no allowance for the tenth wicket that falls in either innings or for any wicket taken with the final ball of an innings or immediately before a declaration.
- 1.4 Play may continue after the scheduled or rescheduled close of play, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved.
- 1.5 A 30 minutes interval shall be taken between innings unless weather conditions so dictate that it is appropriate, in the interests of time saving, to take the interval during a weather break in the first innings. In this case, there shall be a 10 minutes interval between innings unless the interval coincides with the end of an innings when the 30 minutes interval shall be concurrent.
- 1.6 All matches shall be of 110 overs duration save where time is lost after the scheduled 12.00 p.m. start time, due to inclement weather or other unavoidable cause, when the number of overs shall be reduced as described below.
- 1.7 In an uninterrupted match, the duration of the first innings shall be 55 overs unless the side batting first is dismissed or declares its innings closed.
- 1.8 If a team batting first is dismissed or declares its innings closed before their maximum overs' allocation is completed, any complete overs remaining will be available to both sides. The time allowed to bowl the new total of overs shall be calculated in accordance with the overs chart, allowing 3 minutes and 30 seconds per over.

- 1.9 If the team batting first is dismissed or declares its innings closed within 25 overs or less from the start, a 10 minute interval shall be taken between innings and play may continue until a result is obtained.
- 1.10 Allowances will be made for unavoidable breaks in play which are of a duration of three minutes or more and confirmed to the fielding captain and the batters at the wicket at the time of the delay. The umpires shall, also, notify the scorers of any such stoppage at the end of the innings. Breaks of less than three minutes are to be ignored and no allowances made. Batters are expected to cross on the field of play at the fall of a wicket.
- 1.11 Drinks intervals shall be agreed with the umpires by both captains prior to the start of each innings. Five minutes shall be allowed for each interval and shall count as time lost.

2. DELAYED STARTS AND INTERRUPTIONS

- 2.1 Where the start of a match is delayed, due to inclement weather or other unavoidable cause, and the toss has not taken place, the number of overs available to each side shall be equal. The umpires shall reduce the number of overs per team by one over for every seven minutes of time lost between 12.00 p.m. and the actual start time. (Tables for the guidance of umpires are printed at the rear of this section).
- 2.2 If rain falls after the toss but before the scheduled start, thus causing a delay, 2.1 shall be applied.
- 2.3 If, after the completion of the first innings, there is insufficient time for the team batting second to receive a minimum of 20 overs, the match shall be abandoned.
- 2.4 No match shall start after 4.30 p.m. (minimum 40 overs plus 10 minutes break between innings).
- 2.5 Where time is lost due to inclement weather or other avoidable cause after the start of the match, the number of overs to be played shall be reduced by one over for every full 3 minutes and 30 seconds lost. The team batting first shall complete its initial allocation of overs unless it is dismissed, or it declares its innings closed. The number of overs to be received by the side batting second shall be reduced. The cut-off time shall be calculated before the start of the second innings by multiplying the number of overs remaining by 3 minutes and 30 seconds.
- 2.6 If the first innings is completed prior to the agreed cut-off time and there is an interruption, due to inclement weather or other unavoidable cause, during the second innings, any calculation in relation to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings commenced early has elapsed.

- 2.7 If play is suspended during an over in the second innings, the number of full overs to be bowled shall be recalculated and any balls not bowled in the incomplete over shall be added.
- 2.8 The umpires, in their calculations, shall aggregate all interruptions for bad weather and shall count all fractions of overs as complete overs.
- 2.9 If the first innings is interrupted, due to inclement weather or other unavoidable cause, and time is lost, a target for a winning draw must be agreed by the umpires, scorers and captains before the second innings commences. If it, subsequently, transpires that the target has been miscalculated, the original target will stand.
- 2.10 If the second innings is interrupted, due to inclement weather or other unavoidable cause, play may not resume until a revised target for a winning draw has been agreed by the umpires, scorers and captains.
- 2.11 Where the team batting second does not have the opportunity of batting the same number of overs as the team batting first, due to time being lost during the first innings and/or during the second innings, the target for a winning draw will be calculated immediately prior to the start of the second innings (if time is lost during the first innings) and/or before each re-commencement of play after any interruption in the second innings .
- 2.12 The target for a winning draw shall be calculated by using the following formula: -

$$(100 + \{B \times 1.2\}) \times C \div 100$$

B = difference in the number of overs received by each team

C = average run rate per over achieved by the team batting first

Average run rate per over = Innings total / number of overs allocated

Note: i) The run rate of both the first and second innings shall be calculated to two decimal places.

Note ii) After any interruption during the first innings and time is lost, the formula shall be applied, and the adjusted run rate shall be agreed by the umpires and both scorers before the start of the second innings. Once agreed, it shall be final unless there is a further interruption and time is lost during the second innings.

Note iii) if there are any interruptions to play during the second innings and time is lost, the formula shall be re-applied and the run rate for the innings shall be re-calculated on each occasion.

Note iv) After any interruption during the second innings and time is lost, the adjusted run rate shall be agreed by the umpires and both scorers prior to the re-commencement of play and, once agreed, shall be final unless there are any further interruptions.

- 2.13 If the players are off the field of play at the scheduled or rescheduled cut-off time for the second innings, the match is at an end.
- 2.14 In reduced overs matches, if a win is not secured, the result shall be based on the side with the higher overall scoring rate based on: -
- i. Team declared – total runs divided by overs received
 - ii. Otherwise – total runs divided by overs allocated

3. NUMBER OF OVERS PER BOWLER

- 3.1 No bowler may bowl more than 30% of the overs available in any innings up to a maximum of 17.
- 3.2 In a match that is interrupted during the second innings, if, on resumption, a bowler has exceeded the new maximum number of overs permitted, he/she shall not be allowed to bowl again in that innings. However, if an interruption occurs mid-over and, on resumption, the bowler has exceeded the new maximum allocation, he/she will be allowed to finish the incomplete over.
- 3.3 If a bowler is incapacitated or suspended and is unable to complete an over, another bowler shall complete the over from the same end, provided he does not bowl two overs consecutively nor bowls parts of each of two consecutive overs in that innings. Such part of an over shall count as a full over only in so far as each bowler's limit is concerned.
- 3.4 The umpires shall, prior to the start of the innings, or on resumption of play after an interruption, advise the scorers and captains of the maximum number of overs available per bowler. (Tables for the guidance of umpires are printed at the rear of this section).

4. OVER RATE PENALTIES

- 4.1 The captain of the fielding side is, solely, responsible for his team's over rate and any information supplied by the umpire regarding over rates should be regarded as guidance and not definitive. Although captains are encouraged to check the over rate with the umpires during the innings, any incorrect information supplied by the umpire may not be used as a reason not to impose the penalty.

- 4.2 The minimum over rate to be achieved by both teams is 17 overs per hour and the following penalty point deduction shall apply during if this is not achieved: -
- 1st occasion – one-point deduction
 - 2nd occasion – two-points deduction
 - 3rd occasion – three-points deduction
- In the event of further reports, the points deduction will increase by one point for each report.
- 4.3 At the close of play, umpires shall advise captains that they will be notifying the General Manager, via the online umpires' report, if they have failed to maintain an overall rate of 17 overs per hour. Failure of the umpires to comply with this clause shall not invalidate the deduction of points.
- 4.4 Two minutes shall be allowed for each wicket that falls in an innings up to and including the fall of the ninth wicket but there will be no allowance for the tenth wicket that falls, in either innings, or for any wicket taken with the final ball of an innings or immediately before a declaration.
- 4.5 Time allowances will not be subject to retrospective negotiation– the umpires' decision shall be final and there will be no right of appeal.
- 4.6 Any attempt to contact the umpire(s) to discuss the reporting of a slow over rate, retrospectively, will be deemed to be an inappropriate approach and any club and/or individual reported for such an approach will be subject to disciplinary action.
- 4.7 There will be no penalty for slow over rates in any innings that lasts less than 20 overs.
- 4.8 In all reduced overs matches, the fielding team will be allowed an additional five minutes to complete their allotted overs before any points penalties are imposed.

5. RESTRICTION ON PLACEMENT OF FIELDERS

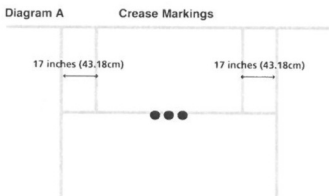
In addition to Law 28.4, the following fielding restrictions shall apply: -

- 5.1 Two semi-circles should 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 semi-circle shall be 30 yards.
- 5.2 The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or dots at five-yard intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

- 5.3 At the instant of delivery, no more than five fielders shall be permitted outside the field restriction area. In the event of an infringement, the umpire at the striker's end shall call and signal "No ball" and the score shall be adjusted in accordance with Law 21 and an extra delivery in that over shall be allowed.
- 5.4 If the umpire at the striker's end fails to call and signal "No ball" when the fielding restrictions have been breached, the striker may draw the matter to the attention of the umpire immediately the ball becomes dead. If the umpire at the striker's end can verify the breach, he shall call and signal "No ball". If the umpire at the striker's end is unable to verify the breach, he shall confirm that the events of the delivery shall be unchanged.

6. WIDE BALLS

- 6.1 Law 22.1 will apply but in addition: -
- (i) for bowlers attempting to utilise the rough outside a batter's leg stump, not necessarily as a negative tactic, the strict limited over wide interpretation shall be applied.
 - (ii) for bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the strict limited over wide interpretation shall be applied.



7. THE BOWLING OF FAST SHORT-PITCHED BALLS

The following conditions are not a substitute for Law 41.6 which umpires may apply at any time.

- 7.1 A bowler shall be limited to two fast short-pitched deliveries per over.
- 7.2 A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease. This ruling shall apply even if the striker may have made contact with the ball with his bat, person and equipment.
- 7.3 The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.

- 7.4 In addition, for the purposes of this regulation and subject to 7.6 below, a ball that passes above head height of the batter, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called and signalled a “No ball”.
- 7.5 For the avoidance of doubt, any fast short-pitched delivery that is called and signalled a “No ball” under this playing condition shall also count as one of the allowable short-pitched deliveries in that over.
- 7.6 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in 7.2 above, the umpire at the bowler’s end shall call and signal “No ball” on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal “No ball” and then tap the top of his/her head with the other hand.
- 7.7 If a bowler delivers a third fast short-pitched ball in an over, the umpire, after the call and signal of “No ball” and when the ball is dead, shall caution the bowler, indicating that this is a first and final warning, inform the other umpire, the captain of the fielding side and the batter at the wicket of what has occurred.
- 7.8 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal “No ball” when the ball is dead and direct the captain to remove the bowler forthwith. If necessary, the over shall be completed by another bowler who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- 7.9 The bowler thus suspended shall not be allowed to bowl again in that innings.
- 7.10 The umpire will report the occurrence to the other umpire, the batter at the wicket and, as soon as possible, to the captain of the batting side.
- 7.11 At the end of the match, the umpires will report the matter to the General Manager who shall take such action as considered appropriate against the captain and the bowler concerned.

8. POINTS

- 8.1 for the winning side that wins the toss and elects to field
= 20 points (including bonus points).
- 8.2 for the winning side in all other instances
= 24 points (including bonus points).
- 8.3 for a loss
= 0 points (plus bonus points).

- 8.4 for a tie
= 8 points (plus bonus points)

Points for a tie may only be claimed when the side batting second is dismissed.

- 8.5 for a draw where average run rates per over are equal
= 5 points each side (plus bonus points).
- 8.6 for a winning draw in an uninterrupted match when both sides receive an equal number of overs
= 10 points (plus bonus points) to the side batting first when the total of the side batting second is equal to or less than 80% of the total of the side batting first.
- 8.7 for a winning draw in an uninterrupted match when both sides receive an equal number of overs
= 8 points (plus bonus points) to the side batting first when the total of the side batting second is more than 80% of the total of the side batting first.
- 8.8 for a winning draw in an uninterrupted match when both sides do not receive an equal number of overs, i.e. when the side batting first has declared
= 10 points (plus bonus points) to the side batting first when the average run rate per over of the side batting second is equal to or less than 80% of the average run rate per over of the side batting first.
- 8.9 for a winning draw in an uninterrupted match when both sides do not receive an equal number of overs, i.e. when the side batting first has declared
= 8 points (plus bonus points) to the side batting first when the average run rate per over of the side batting second is more than 80% of the average run rate per over of the side batting first.
- 8.10 for a winning draw in an interrupted match when both sides do not receive the same number of overs due to an interruption after the match has commenced
= 10 points (plus bonus points) to the side batting first, if the side batting second fails to score more than 80% of the average run rate per over scored in the first innings, provided that, at least, 20 overs have been bowled in the second innings.
- 8.11 for a winning draw in an interrupted match when both sides do not receive the same number of overs due to an interruption after the match has commenced
= 8 points (plus bonus points) to the side batting first, if the side batting second scores more than 80% of the average run rate per over scored in the first innings, provided that, at least, 20 overs have been bowled in the second innings.

- 8.12 for a winning draw in an interrupted match when both sides do not receive the same number of overs due to an interruption after the match has commenced
= 8 points (plus bonus points) to the side batting second that earns a winning draw due to a higher average run rate per over.
- 8.13 for a losing draw
= 2 points (plus bonus points).
- 8.14 for an abandoned game with some play
= 5 points each side (plus bonus points).
- 8.15 for an abandoned game with no play
= 5 points each side.
- 8.16 Batting bonus points are available when a minimum of 20 overs have been bowled in an innings and they will be awarded as follows: -
Average run rate of 2.00 to 2.99 runs per over - 1 point
Average run rate of 3.00 to 3.99 runs per over - 2 points
Average run rate of 4.00 to 4.99 runs per over - 3 points
Average run rate of 5.00 or above runs per over - 4 points
- (i) When a team is dismissed, the average run rate per over shall be calculated by dividing the total at the end of the innings by the number of overs available to the batting side.
- (ii) When an innings is curtailed, due to poor weather, the average run rate per over shall be calculated by dividing the total at the end of the innings by the number of overs received at the end of the innings.
- 8.17 Bowling bonus points are available from the start of an innings and they will be awarded as follows: -
3 wickets taken - 1 point
5 wickets taken - 2 points
7 wickets taken - 3 points
9 wickets taken - 4 points

Should the batting side play with less than 11 players due to either a player or players being absent, or leaving the field through illness, injury or other cause that his/her innings cannot be completed and the remainder of the side are dismissed before the last ball of the innings, the batting side shall be considered "all out" and the bowling side shall receive maximum bowling points. Also refer to Law 25.4 (Batsman leaving the field) – 'retired not out'.

- 8.18 If there is a delayed start and the number of overs available to each team is reduced, due to time lost, the thresholds for bowling bonus points shall be adjusted in accordance with the table at 8.20.

- 8.19 If there is an interruption in either innings, after the match has commenced, and the number of overs available to the team batting second is reduced, due to time lost, the thresholds for bowling bonus points in the second innings shall be adjusted in accordance with the table at 8.20. This will be based on the maximum number of overs available throughout the whole of the second innings after play commences for the final time following an interval or an interruption.

8.20

	4 points	3 points	2 points	1 point
40 + Overs	9 wickets	7 wickets	5 wickets	3 wickets
30-39 Overs	8 wickets	6 wickets	4 wickets	2 wickets
20-29 Overs	7 wickets	5 wickets	3 wickets	1 wicket

- 8.21 In a match where a result is not obtained due to adverse weather conditions:

- (i) provided that the last over due in the match has been bowled (regardless of any overs that may have been lost due to previous interruptions) the result will be a draw with bonus points, if applicable, in accordance with the match rules set out above.
- (ii) if the side batting second has not received more than 20 overs (unless there is a result earlier) 5 points will be awarded to each side for an abandoned match plus any bonus points which may have been earned.
- (iii) if the side batting second receives more than 20 overs, but the last ball due in the match has not been bowled, the match will be classed as abandoned as a draw. Each side shall retain its bonus points plus points for a winning or a losing draw.

**Formula for calculating the target for a winning draw
when the team batting second receives
less overs than the team batting first due to time being
lost during the first and/or second innings of the match
in Matches 6 to 16**

The target for a winning draw shall be calculated by using the following formula: -

$$(100 + \{B \times 1.2\}) \times C / 100$$

B = difference in the number of overs received by each team

C = average run rate per over achieved by the team batting first

Average run rate per over = Innings total / number of overs allocated

A. When a match is interrupted during the first innings and time is lost

First innings score 222 for 7 (55 overs)

Second innings reduced to 35 overs

Apply the formula $(100 + \{B \times 1.2\}) \times C / 100$

B = 20

C = 4.04

$(100 + \{20 \times 1.2\}) \times 4.04 / 100$

$(100 + 24) \times 4.04 / 100$

$124 \times 4.04 = 500.96$

$500.96 / 100 = 5.01$

$35 \text{ overs} \times 5.01 = 175.35$

Therefore, target for winning draw = 176

$175.35 \times 80\% = 140.28$

Therefore, 80% target = 141

B. When there is an interruption in the second innings and time is lost

First innings score 222 for 7 (55 overs)

Second innings reduced to 25 overs

Apply the formula $(100 + \{B \times 1.2\}) \times C / 100$

B = 30

C = 4.04

$(100 + \{30 \times 1.2\}) \times 4.04 / 100$

$(100 + 36) \times 4.04 / 100$

$136 \times 4.04 = 549.94$

$549.94 / 100 = 5.49$

$25 \text{ overs} \times 5.49 = 137.25$

Therefore, target for winning draw = 138

$137.25 \times 80\% = 109.80$

Therefore, 80% target = 110

C. When there is a further interruption in the second innings and time is lost

First innings score 222 for 7 (55 overs)
Second innings reduced to 20 overs
Apply the formula $(100 + \{B \times 1.2\}) \times C / 100$
 $B = 35$
 $C = 4.04$
 $(100 + \{35 \times 1.2\}) \times 4.04 / 100$
 $(100 + 42) \times 4.04 / 100$
 $142 \times 4.04 = 573.68$
 $573.68 / 100 = 5.74$
 $20 \text{ overs} \times 5.74 = 114.80$
Therefore, target for winning draw = 115
 $114.80 \times 80\% = 91.84$
Therefore, 80% target = 92

Note i) The run rate of both the first and second innings shall be calculated to two decimal places.

Note ii) after any interruption during the first innings and time is lost, the formula shall be applied and the adjusted run rate shall be agreed by the umpires and both scorers before the start of the second innings. Once agreed, it shall be final unless there is a further interruption and time is lost during the second innings.

Note iii) If there are any interruptions to play during the second innings and time is lost, the formula shall be re-applied and the run rate for the innings shall be re-calculated on each occasion.

Note iv) After any interruption during the second innings and time is lost, the adjusted run rate shall be agreed by the umpires and both scorers prior to the re-commencement of play, and once agreed, shall be final unless there are any further interruptions.

Formula for calculating the 80% target when the team batting second receives more overs than the team batting first due to a declaration or dismissal

- A. First innings score = 275 for 8 declared (52 overs)
Second innings increased to 58 overs
Average run rate per over in first innings = 5.29#
 $58 \text{ overs} \times 5.29 = 306.82$
 $306.82 \times 80\% = 245.46$
Therefore, 80% target = 246
- B. First innings score = 189 all out (50 overs)
Second innings increased to 60 overs
Average run rate per over in first innings = 3.44+
 $60 \text{ overs} \times 3.44 = 206.40$
 $206.40 \times 80\% = 165.12$
Therefore, 80% target = 166

Run rate based on total runs scored divided by number of overs received.
+ Run rate based on total runs scored divided by number of overs allocated.

**Work Sheet to calculate the target for a winning draw
when the team batting second receives less overs than the team
batting first due to time lost during either the first and/or the second innings
in Matches 6 to 16**

Apply the following formula: - $(100 + \{B \times 1.2\}) \times C / 100$

B = difference in the number of overs received by each team

C = average run rate per over achieved by the team batting first

Example:

First innings score 222 for 7 (55 overs)

Second innings reduced to 35 overs

Apply the formula $(100 + \{B \times 1.2\}) \times C / 100$

B = 20

C = 4.04

$(100 + \{20 \times 1.2\}) \times 4.04 / 100$

$(100 + 24) \times 4.04 / 100$

$124 \times 4.04 = 500.96$

$500.96 / 100 = 5.01$

$35 \text{ overs} \times 5.01 = 175.35$

Therefore, target for winning draw = 176

$175.35 \times 80\% = 140.28$

Therefore, 80% target = 141

A	100		100
B	Total runs scored in 1 st innings		222
C	Total overs used in 1 st innings		55
D	Average runs per over of team batting first	B + C	4.04
E	Overs to be bowled at team batting second		35
F	Difference in overs	C - E	20
G		F x 1.2	24
H	Average runs per over for team batting second	(A + G) x D / A	5.01
J	Target for winning draw for team batting second	E x H	175.35
K	80% target	J x 80%	140.28

If there is an interruption in the second innings: -

- (i) The figures in rows A, B, C and D are unchanged.
- (ii) Confirm the revised overs total for the innings and insert into row E.
- (iii) Recalculate the figures in rows F, G, H, J and K.

If there is an interruption in the second innings: -

- (iv) The figures in rows A, B, C and D are unchanged.
- (v) Confirm the revised overs total for the innings and insert into row E.
- (vi) Recalculate the figures in rows F, G, H, J and K.

Always calculate the cut-off time for the second innings (overs remaining x 3.5 minutes).

**Guidelines for umpires to calculate the maximum
number of overs that a bowler is permitted to bowl
in Matches 6 to 16**

Overs in an Innings		Max Overs per Bowler	Overs in an Innings		Max Overs per Bowler
Over 55	N/A	17	36	x 30% =	10.8 (11)
			35	x 30% =	10.5 (11)
55	x 30% =	16.5 (17)	34	x 30% =	10.2 (11)
54	x 30% =	16.2 (17)			
			33	x 30% =	9.9 (10)
53	x 30% =	15.9 (16)	32	x 30% =	9.6 (10)
52	x 30% =	15.6 (16)	31	x 30% =	9.3 (10)
51	x 30% =	15.3 (16)			
			30	x 30% =	9.0 (9)
50	x 30% =	15.0 (15)	29	x 30% =	8.7 (9)
49	x 30% =	14.7 (15)	28	x 30% =	8.4 (9)
48	x 30% =	14.4 (15)	27	x 30% =	8.1 (9)
47	x 30% =	14.1 (15)			
			26	x 30% =	7.8 (8)
46	x 30% =	13.8 (14)	25	x 30% =	7.5 (8)
45	x 30% =	13.5 (14)	24	x 30% =	7.2 (8)
44	x 30% =	13.2 (14)			
			23	x 30% =	6.9 (7)
43	x 30% =	12.9 (13)	22	x 30% =	6.6 (7)
42	x 30% =	12.6 (13)	21	x 30% =	6.3 (7)
41	x 30% =	12.3 (13)			
			20	x 30% =	6
40	x 30% =	12.0 (12)			
39	x 30% =	11.7 (12)			
38	x 30% =	11.4 (12)			
37	x 30% =	11.1 (12)			

**Guidelines for umpires and captains for matches
which are delayed at the start due to inclement weather
or other unavoidable cause in Matches 6 to 16**

Minutes Lost	Overs Lost	Overs Left	Minutes Lost	Overs Lost	Overs Left	Minutes Lost	Overs Lost	Overs Left
3.5	1	109	87.5	25	85	171.5	49	61
7	2	108	91	26	84	175	50	60
10.5	3	107	94.5	27	83	178.5	51	59
14	4	106	98	28	82	182	52	58
17.5	5	105	101.5	29	81	185.5	53	57
21	6	104	105	30	80	189	54	56
24.5	7	103	108.5	31	79	192.5	55	55
28	8	102	112	32	78	196	56	54
31.5	9	101	115.5	33	77	199.5	57	53
35	10	100	119	34	76	203	58	52
38.5	11	99	122.5	35	75	206.5	59	51
42	12	98	126	36	74	210	60	50
45.5	13	97	129.5	37	73	213.5	61	49
49	14	96	133	38	72	217	62	48
52.5	15	95	136.5	39	71	220.5	63	47
56	16	94	140	40	70	224	64	46
59.5	17	93	143.5	41	69	227.5	65	45
63	18	92	147	42	68	231	66	44
66.5	19	91	150.5	43	67	234.5	67	43
70	20	90	154	44	66	238	68	42
73.5	21	89	157.5	45	65	241.5	69	41
77	22	88	161	46	64	245	70	40
80.5	23	87	164.5	47	63			
84	24	86	168	48	62			

GRAHAM WILLIAMSON TROPHY

RULES

1. TITLE

The title of the competition shall be the Graham Williamson Trophy.

2. MANAGEMENT

The management of the competition shall be undertaken by the BDPCL Cricket & Registration Committee and all decisions relating to these rules, the playing conditions and matches played in the competition shall be final and binding on all concerned.

3. ENTRY

Entry to the competition shall be mandatory for the previous season's Premier Division One and Premier Division Two winners.

If a fixture is unfulfilled after the draw has been made, for anything other than climatic reasons, the club responsible will be requested to submit an explanation for their withdrawal from the fixture to the Cricket & Registration Committee who shall have the power to impose whatever sanctions they see fit. These sanctions shall include the power to impose financial penalties and/or a deduction of up to a maximum number of 20 League points from the club, if it is deemed that the reasons submitted for failing to fulfil the fixture are unacceptable.

4. COMPETITION STRUCTURE

The competition shall be organised on a knock-out basis and the BDPCL Cricket & Registration Committee shall be responsible for making the draw, annually.

5. QUALIFICATION OF PLAYERS

Category 1, Category 2 and Category 3 players are eligible to play in this competition. Unless they are selected to play for the Warwickshire Academy XI or the Worcestershire Academy XI in the competition, players shall only be eligible to play for one club in any season. Players who are selected in either of the Academy XI's may play for the club that holds their League registration in later rounds if they are not required to play for the Academy XI or the Academy XI has been eliminated from the competition.

6. CRICKET BALLS

A new white Duke's County International 'A' cricket ball provided by the BDPCL shall be used at the commencement of each innings. Each club shall provide some spares and they must be approved before the toss for innings by the captains and umpires.

7. COLOURED CLOTHING

Players in all matches in the competition shall wear coloured clothing.

8. UMPIRES

Umpires shall be appointed by the BDPCL Umpires & Scorers Committee and shall be entitled to claim an attendance fee which will be agreed by the Management Board at the start of each season. Payment is to be made by the home club before the match commences.

9. SCORERS

Each team shall provide their own non-playing scorer in all matches. Scoring must be undertaken on a laptop computer and Live Scores must be maintained using the latest version PCS PRO available at the start of the season, together with any updates released during the remainder of the season.

10. FIXTURES

The match must be played on the date scheduled by the BDPCL Cricket & Registration Committee.

If a result is not achieved on the scheduled date due to inclement weather, the match shall be re-arranged by the General Manager following discussion with the clubs concerned.

11. TEAM SHEETS

Before the toss for innings, each captain must nominate his players who may not, thereafter, be changed without the consent of the opposing captain.

The nominated players must be set out on a team sheet, a copy (pink) of which must be presented to the umpires and another copy (yellow) which must be presented to the opposition captain at the toss. The top copy (white) must be retained by both clubs for inspection by the General Manager on request.

Captains, wicket-keepers, Category 2 players, Category 3 players and players under the age of 19 years on 31st August of the previous year must be identified on the team sheet.

PLAYING CONDITIONS

GRAHAM WILLIAMSON TROPHY

Except as varied below, the Laws of Cricket 2017 Code (3rd Edition – 2022 shall apply.

1. DURATION

- 1.1 Scheduled hours of play shall be 12.30 p.m. to 6.20 p.m. All timings are subject to adjustment, depending on the start time, and the timings in subsequent playing conditions shall be adjusted by the amount by which the start time is also adjusted.
- 1.2 A cut-off time shall be fixed prior to the start of each innings and shall be adjusted if there is an interruption for inclement weather or other unavoidable cause.
- 1.3 Play shall continue after the scheduled or rescheduled close of play, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved.
- 1.4 A 30 minutes interval shall be taken between innings unless weather conditions so dictate that it is appropriate, in the interests of time saving, to take the interval during a weather break in the first innings. In this case, there shall be a 10 minutes interval between innings unless the interval coincides with the end of an innings when the 30 minutes interval shall be concurrent.
- 1.5 All matches shall consist of one innings per side and each innings shall be limited to 40 overs, save where time is lost after the scheduled 12.30 p.m. start time, due to inclement weather or other unavoidable cause, when the number of overs shall be reduced as described below.
- 1.6 When calculating overs lost, the umpires shall ignore the first 60 minutes of stoppage time.
- 1.7 The captain of the batting team shall not declare his innings closed at any time during the match. If the team batting first is dismissed before its allocation of overs has been completed, the team batting second shall be entitled to bat for 40 overs, or as reduced, due to inclement weather or other unavoidable cause.
- 1.8 If the team batting first is dismissed within 25 overs or less from the start, a 10 minutes interval shall be taken between innings and play shall continue until a result is obtained.

- 1.9 Allowances shall be made for unavoidable breaks in play which are of a duration of three minutes or more and confirmed to the captain of the fielding side and the batter at the wicket at the time of the delay. The umpires shall note any such stoppages and notify the scorers at the conclusion of an innings. There shall be no allowance for breaks of less than three minutes and batters are expected to cross on the field of play at the fall of a wicket.
- 1.10 Drinks intervals shall be agreed with the umpires by the fielding captain prior to the start of each innings. Five minutes shall be allowed for each interval and shall not count as time lost.

2. DELAYED STARTS AND INTERRUPTIONS

- 2.1 Where the start of the match is delayed, due to inclement weather or other unavoidable cause, the umpires shall reduce the number of overs in the match by one over for every completed four minutes of time lost.
- 2.2 To constitute a match, a minimum of 10 overs shall be bowled to the side batting second unless a result has been achieved earlier.
- 2.3 No match shall start after 5.50 p.m. (minimum 20 overs plus 10 minutes interval between innings).
- 2.4 When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of four minutes per over in the total time available for play, i.e. time already played added to time remaining though not including the time allocated to the interval.
- 2.5 The revision of the number of overs shall ensure, whenever possible, that both teams are allowed the opportunity to bat the same number of overs. (Where this is not possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added, and the new total divided in half).
- 2.6 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter is dismissed in less than its allocated overs.
- 2.7 A fixed time shall be specified for the commencement of the interval, and, also, the close of play for the match, by applying a rate of four minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play and the duration of the interval shall be taken into account.
- 2.8 If there is more than one interruption to the innings of the side batting first, the above calculations shall always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

- 2.9 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings has been completed and playing condition 4. shall apply.
- 2.10 When playing time has been lost and it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of four minutes per over in respect of the aggregated lost playing time.
- 2.11 If the first innings is completed prior to the agreed cut-off time and there is an interruption, due to inclement weather or other unavoidable cause, during the second innings, any calculation in relation to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings commenced early has elapsed.
- 2.12 A rescheduled time for the close of play will be fixed by applying a rate of four minutes per over in respect of each over already bowled and/or rescheduled to be bowled in the innings. (The timing and duration of relative delays and interruptions in play with respect to the second innings shall be taken into account in specifying this time). This calculation shall not cause the match to finish earlier than the time that was set for the cessation of play at the commencement of the second innings.
- 2.13 If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result has been achieved and playing condition 4. shall apply.
- 2.14 Fractions are to be ignored in all calculations regarding the number of overs, with the total rounded up.

3. NUMBER OF OVERS PER BOWLER

- 3.1 In a 40 overs match, no bowler may bowl more than eight overs in an innings. In a match where the start has been delayed and the innings of both teams are reduced prior to the start of the match to less than 40 overs, no bowler shall bowl more than one fifth of the total overs allowed.
- 3.2 Where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance – e.g. in a 23 over match, three bowlers may bowl five overs and no other bowler may bowl more than four overs.
- 3.3 If the overs are reduced after the commencement of the match, the maximum number of overs allowed per bowler shall be calculated as in 3.1 and 3.2 above.

- 3.4 If a bowler is incapacitated or suspended and unable to complete an over, another bowler shall complete the over from the same end, provided he does not bowl two overs consecutively, nor bowls parts of each of two consecutive overs in that innings. Such part of an over shall count as a full over insofar as each bowler's limit is concerned.
- 3.5 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he shall be allowed to finish the incomplete over.

4. OVER RATE PENALTIES

- 4.1 The captain of the fielding side is responsible for his team's over rate but it shall be considered good practice for the umpires to advise captains if they are falling behind. Captains are encouraged to check the over rate with the umpires at any time during the innings.
- 4.2 All sides are expected to be in position to bowl the first ball of the last of their 40 overs within 2 hours and 40 minutes playing time.
- 4.3 In the event of them failing to do so, the full quota of overs shall be completed and one fewer fielder shall be permitted outside the fielding restriction area in 5.3 than would normally be the case in the Powerplay at the time.
- 4.4 All penalties in this regard shall be imposed immediately the ball first becomes dead after the scheduled or rescheduled cessation time for the innings.
- 4.5 If the innings is terminated before the scheduled or rescheduled cut-off time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty shall apply based on the rescheduled cut-off time for that innings.
- 4.6 The umpires shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion that play is interrupted by the weather, the scheduled or re-scheduled closing time for that innings. The umpire at the bowler's end shall inform the fielding captain, the batter and his fellow umpire of any time allowances as and when they arise. (This matter shall not be subject to retrospective negotiation).
- 4.7 In all reduced over matches the fielding team will be given one over's leeway in addition to any time that the umpires may allow for stoppages.
- 4.8 For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or re-scheduled cut-off time.

- 4.9 Allowances prior to a stoppage are carried forward for the purpose of the application of playing condition 4. only – they do not influence the recalculated number of overs or the scheduled close of play.
- 4.10 Over rate penalties only apply to innings of 20 overs or more duration.

5. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

In addition to Law 28.4, the following restrictions shall apply: -

- 5.1 At the instant of delivery, there may be no more than five fielders on the leg side.
- 5.2 In addition to the restriction contained in clause 5.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which shall apply are set out in the following paragraphs.
- 5.3 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 semi-circle shall be 30 yards. The semi-circles shall be linked to two parallel lines drawn on the field. The fielding restriction areas shall be marked by continuous painted white lines or "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.

At the instant of delivery: -

Powerplay 1 – no more than two fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.

Powerplay 2 – no more than four fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive.

Powerplay 3 – no more than five fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive.

- 5.4 In circumstances when the number of the overs of the batting side is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table overleaf. For the sake of clarity, it should be noted that the table shall apply to both the innings of the side batting first and the innings of the side batting second.

- 5.5 If play is interrupted during an innings and the table referred to in 5.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt, this applies even if the interruption has occurred mid-over.

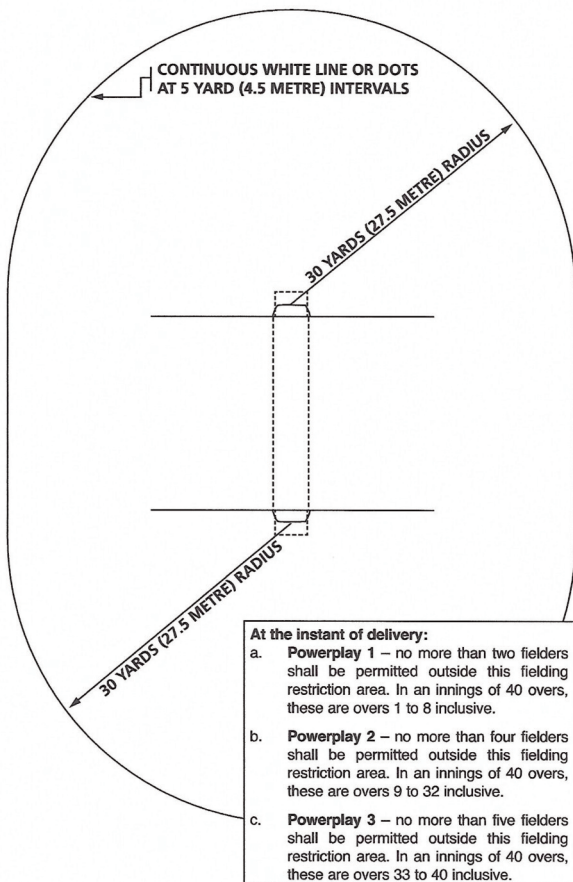
Illustrations of 5.5

A 40 over innings is interrupted after 6.3 overs and reduced to 23 overs. The new phases are 5+14+4. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 12.3 overs. The final phase begins after 19 overs have been bowled.

A 30 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

- 5.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his/her arm in a large circle.
- 5.7 If there is an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal "No ball".
- 5.8 If the umpire at the striker's end fails to call and signal "No ball" when the fielding restrictions in this playing restriction have been breached or when Law 28.4 has been breached, the striker may draw the matter to the attention of the umpire, immediately the ball becomes dead. If the umpire at the striker's end can verify the breach, he shall call and signal "No ball". If the umpire at the striker's end is unable to verify the breach, he shall confirm that the events of the delivery shall be unchanged.

Restrictions on the Placement of Fielders



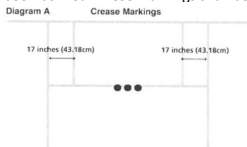
Innings Duration (Overs)	Powerplay 1 (Overs)	Powerplay 2 (Overs)	Powerplay 3 (Overs)
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8

6. NO BALLS

- 6.1 The penalty for a No ball shall be two runs.
- 6.2 In addition to 6.1 above, the delivery following a No ball shall be a free hit for whichever batter is facing it. This applies for all modes of No ball except a short-pitched delivery that passes or would have passed clearly above head height of the striker standing upright at the popping crease.
- 6.3 If the delivery for a free hit is not a legitimate delivery (any kind of No ball or Wide ball), the next delivery shall become a free hit for whichever batter is facing it.
- 6.4 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".
- 6.5 The umpires shall signal a free hit (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.
- 6.6 Field changes are not permitted for free hit deliveries unless there is a change of striker or the No ball was the result of a fielding restriction breach in which case the field shall be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker shall retreat to a position on the same line no more than 15 yards from the striker.

7. WIDE BALLS

- 7.1 Umpires are instructed to apply a very strict and consistent interpretation when judging a wide to prevent negative bowling wide of the wicket.
- 7.2 Pitch markings should be expanded to include lines 17" (43.18 cm) inside and parallel to each return crease as an aid to umpires judging whether an off-side wide has been bowled. These markings shall be painted in blue.



- 7.3 A wide ball shall be called, irrespective of where the ball pitches, if it passes on the leg side of the striker and the leg stump, despite the striker's movement. (For additional clarity, a ball that passes between the batter and the leg stump shall not be called a wide. If a ball is hit by a batter or if a ball hits any part of his equipment, it shall not be called a wide, irrespective of where it pitched or would have passed).
- 7.4 If the striker plays a switch hit or a reverse sweep or gets into position to play such a shot, he shall be deemed to bring the ball equally within his reach on the leg side as on the off side. Consequently, in these circumstances, 7.3 shall not apply and the guidance given in 7.3 shall apply on both the off side and the leg side.

8. THE BOWLING OF FAST SHORT PITCHED BALLS

The following conditions are not a substitute for Law 41.6 which umpires shall apply at any time.

- 8.1 A bowler shall be limited to one fast short-pitched delivery per over.
- 8.2 A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease. This ruling shall apply even if the striker may have made contact with the ball with his bat, person and equipment.
- 8.3 The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.
- 8.4 In addition, for the purposes of this regulation and subject to 8.6 below, a ball that passes above head height of the batter, that prevents him/her from being able to hit it with his bat by means of a normal cricket stroke shall be called a "No ball".
- 8.5 For the avoidance of doubt, any fast short-pitched delivery that is called a "No ball" under this playing condition shall also count as the one allowable short-pitched delivery in that over.
- 8.6 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in 8.2 above, the umpire at the bowler's end shall call and signal "No ball" on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal "No ball" and then tap the top of his/her head with the other hand.
- 8.7 If a bowler delivers a second fast short-pitched ball in an over, the umpire, after the call and signal of "No ball" and when the ball is dead, shall caution the bowler, indicating that this is a first and final warning, inform the other umpire, the captain of the fielding side and the batters at the wicket, of what has occurred.
- 8.8 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal "No ball" when the ball is dead and direct the captain to remove the bowler forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over or part thereof.
- 8.9 The bowler thus suspended shall not be allowed to bowl again in that innings.
- 8.10 The umpire shall report the occurrence to the other umpire, the batter at the wicket and, as soon as possible, to the captain of the batting side.

- 8.11 At the end of the match, the umpires will then report the matter to the General Manager who shall take appropriate action against the captain and the bowler concerned.

9. RESULT

- 9.1 A result can only be achieved if both teams have had the opportunity to bat for at least 10 overs, unless the team batting second has scored more runs than its opponents or has achieved its target score as hereinafter defined.
- 9.2 Save as hereinafter provided, a match shall be won by the team which has scored the most runs.
- 9.3 In an uninterrupted match, the result shall be a tie if the scores are equal at the end of the innings of the side batting second.
- 9.4 If, due to a suspension in 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 10 overs) then a revised target score shall be set for the number of overs which the team batting second shall have the opportunity of facing, this revised target being calculated by the Duckworth Lewis Stern (DLS) method. A par score shall be set for the second innings. The revised target score is recalculated after each interruption. Note in some cases the target score calculated with DLS may be higher than the actual score of the side batting first.
- 9.5 If a match is abandoned before it has been played to a conclusion and before the side batting second has received its allocated number of overs (providing that it has received not less than 10 overs) the result should be decided by the DLS method as determined and agreed by the captains, umpires and scorers.
- 9.6 If, after the restart of play, it is discovered that the wrong DLS target has been set, the faulty target shall stand.
- 9.7 If the score of the team batting second surpasses the "target score" at any time prior to the conclusion of its innings, the match shall be won by the team batting second but, if bowled out earlier, the match shall be won by the side batting first.
- 9.8 If the team batting second falls one run short of the revised target score and is either, all out or the overs have expired, the result is a tie. If the team batting second does not reach the revised target score minus one run and is either, all out or the overs have expired, the team batting first has won the match.

- 9.9 If a match is suspended such that the overs expire with the side batting second not receiving its allocated number of overs (providing that it has received at least 10 overs) the result will be decided by DLS.
- 9.10 DLS based on the wickets lost and overs and balls used provides a par score. If, at the time the match concludes, the score of the team batting second has exceeded this par score the result is a win for the team batting second. If the score of the team batting second is equal to the par score, the match is a tie. If the score of the team batting second is less than the par score, the team batting first has won. If the side batting second has not received 10 overs, the match is classified as abandoned.
- 9.11 In all matches during the innings of the side batting second, the DLS par score for the last ball of the over being bowled should be displayed on the scoreboard.

10. SUPER OVER

- 10.1 In the event of a tie, if weather conditions and the quality of light permit, the teams will compete in a "Super Over" to determine the winner which will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground staff.
- 10.2 In normal circumstances, the "Super Over" will commence 10 minutes after the conclusion of the match.
- 10.3 Prior to the commencement of the "Super Over" each team will nominate three batters and one bowler; the names of the nominated players must be given to the umpires in writing. Any unserved penalty time at the end of the match will be carried forward to the "Super Over".
- 10.4 The umpires shall stand at the same end as that in which they finished the match.
- 10.5 In both innings of the "Super Over", the fielding side shall choose from which end to bowl.
- 10.6 Each team's over is played with the same fielding restrictions as applied for Powerplay 3 in the match.
- 10.7 The team batting second in the match will bat first in the "Super Over".
- 10.8 The umpires shall select a ball from the box of spare balls which shall be used for both overs of the "Super Over". The ball to be used shall not be a new ball and shall have the characteristics of a ball that has between five overs and 20 overs of usage. For the avoidance of doubt, a ball used in the match shall not be used in the "Super Over". If the ball needs to be changed, then playing conditions as stated for the match shall apply.

- 10.9 The loss of two wickets in the over ends the team's one over innings.
- 10.10 The side with the highest total at the end of both innings shall be declared the winner.
- 10.11 In the event of the teams having the same score after the "Super Over" of the team batting second has been completed, another "Super Over" shall be played if weather conditions and the quality of the light permit.
- 10.12 If it is not possible to decide the result by a "Super Over" due to poor weather conditions or bad light, the result will be determined by a toss of the coin between the captains in the presence of the umpires.

RULES – (TWENTY20) CHALLENGE CUP

1. The title of the competition shall be “The Birmingham & District Premier Cricket League (Twenty20) Challenge Cup”.
2. It shall be mandatory for all member clubs to enter the competition.
3. If a fixture is unfulfilled after the draw has been made, for anything other than climatic reasons, the club responsible will be requested to submit an explanation for their withdrawal from the fixture to the Cricket & Registration Committee who shall have the power to impose whatever sanctions they see fit. These sanctions shall include the power to impose financial penalties and/or a deduction of up to a maximum number of 20 League points from the club, if it is deemed that the reasons submitted for failing to fulfil the fixture are unacceptable.
4. Two new Tiflex Oxbridge Magna cricket balls plus suitable spares are to be supplied by the **HOME** club.
5. Players in all matches in the competition will wear coloured clothing.
6. The winners shall hold the trophy (which shall remain the property of BDPCL) until 31st May of the following year and the trophy holders will be responsible for the safe keeping of the trophy.
7. The decision of any matter arising in connection with the competition shall rest with the BDPCL Cricket & Registration Committee.
8. Only registered club players shall be eligible to play in the competition and no player shall be eligible to play for more than one club in any one season. The penalty for fielding an unregistered or ineligible player will be expulsion from the competition with no right of appeal.
9. Clubs are subject to the following rules regarding Category 2 players: -
 - (i) It may play any Category 2 player who is both under the age of 21 as at 30th September in the calendar year preceding the season in question and has not played for their County during the current season in any of the County Championship, One Day Cup or the T20 Blast; and
 - (ii) It may play no more than one other Category 2 player provided that he/she has played at least two League matches for that club during the current season or has played at least two League matches during the immediate previous season in the event that the match in which they intend to play commences before the first two matches of the current season.

10. Category 3 players are eligible to play in the competition.
11. A full draw shall be made prior to the start of the season and may be regionalised into zones.
12. A closing date for Round One, Round Two and Round Three shall be confirmed prior to the start of the season and matches in those Rounds must be played on or before the closing date.
13. Both clubs are responsible for arranging the match which must be played on a Sunday unless both clubs agree to play in midweek. If clubs are unable to agree a date to play the match, the result will be determined by the toss of a coin conducted by the General Manager.
14. If a result is not achieved on the date agreed by the clubs in Rounds One, Two and Three, due to inclement weather, the result will be decided by the toss of the coin between the two captains (or their deputies) when both are present unless a replay date has been agreed between the clubs and submitted to the General Manager at the same time that he is notified of the original date.
15. A replay will not be permitted unless the original date of the fixture is, at least, seven days prior to the closing date for the Round.
16. Rather than tossing a coin, clubs should attempt to achieve a result by bowling at a wicket. If both captains (or their deputies) are not present, the toss of a coin will be conducted by the General Manager.
17. A date for Finals Day and a reserve date, in the event of inclement weather, shall be confirmed prior to the start of the season.
18. The venue for Finals Day (including two Semi-Finals a Final) shall be confirmed by the Cricket & Registration Committee when the four clubs reaching the Semi-Finals are known.
19. By mutual agreement, clubs shall be permitted to play the Semi-Final on an earlier date than Finals Day (on a Sunday or in midweek). In this event, the first named club in the draw will be the **HOME** club.
20. If a match is not completed, due to inclement weather, a replay will be permitted on Finals Day.
21. If a match is not achieved on the scheduled reserve date for Finals Day, the result(s) will be determined by the toss of a coin between the two captains (or their deputies) when

both are present. (Rather than tossing a coin, clubs should attempt to achieve a result by bowling at a wicket). If both captains (or their deputies) are not present, the toss of a coin will be conducted by the General Manager.

22. The **HOME** club shall notify the General Manager when the agreed dates have been confirmed so that umpires may be appointed to stand in the match.
23. All matches must be played on a Sunday unless both clubs agree to play in midweek.
24. The start time for matches due to be played on a Sunday shall be 2.00 p.m. unless a different time is agreed by both clubs. If a different start time is agreed, the **HOME** club must notify the General Manager, so he may confirm the change with the umpires.
25. The start time for matches played in midweek shall be no later than 6.15 p.m.
26. Subject to ground, weather and light, in the event of play being suspended for any reason other than the interval between innings, the playing time should be extended by the amount of time lost up to a maximum of 90 minutes. The captains may agree to dispense with this rule by mutual consent and, in such circumstances, the umpires must be notified before the match commences. This regulation does not apply to midweek matches.
27. In all Rounds, umpires will be appointed by the League and they shall be entitled to claim an attendance fee from the **HOME** club, the fee to be decided by the Management Board at the start of each season.
28. If the League is unable to appoint umpires, clubs must provide one non-playing umpire each. If only one umpire is required, he/she should be provided by the **HOME** club, but the umpire appointed by the League shall stand at the bowler's end throughout the match. If that is the case, the League appointed umpire is entitled to claim 150% of the usual attendance fee.
29. Umpires who become unavailable after appointments have been made must contact the Umpires' Manager Paul Shannon on 07557 051515.
30. Whenever matches are in doubt, due to inclement weather or other unavoidable cause, umpires should contact the **HOME** club to confirm if the match will go ahead.
31. If a match is postponed, due to inclement weather, or any other unavoidable cause, the **HOME** club should contact the visiting team and both umpires as soon as the decision is made to prevent unnecessary travel. If the match is postponed and the **HOME** club has failed to contact the umpires, causing them to travel, they are entitled to claim their attendance fee.

32. Before the toss for innings, each captain must nominate his players who may not, thereafter, be changed without the consent of the opposing captain.
33. The nominated players must be set out on a team sheet, a copy (pink) of which must be presented to the umpires and another copy (yellow) which must be presented to the opposition captain at the toss. The top copy (white) must be retained by both clubs for inspection by the General Manager on request.
34. Captains, wicket-keepers and players under the age of 19 years on 31st August of the previous year must be identified on the team sheet.
35. A team is deemed able to start on time if seven or more players are present for the toss, 15 minutes before the start of play.
36. If a team is unable to toss 15 minutes before the scheduled start of play, it shall forfeit the right to toss for innings.

PLAYING CONDITIONS – (TWENTY20) CHALLENGE CUP

1. Except as specified below, the Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply.
2. There will normally be two sessions of play of one hour and 20 minutes each, separated by an interval of 10 minutes, during which time the pitch may be rolled at the request of the captain of the side batting second.
3. A cut-off time shall be fixed prior to the start of each innings and shall be adjusted if there is an interruption for inclement weather or other unavoidable cause.
4. In an uninterrupted match, each team shall bat for 20 complete six ball overs unless all out earlier. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
5. If there is a prospect of poor light or bad weather, the umpires and captains may, before the toss for innings, agree to reduce the number of overs per innings to a minimum of five complete six ball overs per side.
6. No player shall be allowed to bowl more than four overs in any one innings; however, in a delayed start or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no player shall bowl more than one fifth of the total overs allowed (unless such a number has been exceeded before the interruption) except that, where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.
7. When an interruption occurs, mid-over, and, on resumption, the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
8. If a bowler is incapacitated or suspended and unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over, only in so far as each bowlers' limit is concerned.
9. The number of completed overs bowled shall be clearly shown throughout each innings so that players and spectators shall know, at any time, the number bowled.
10. If the team fielding first fails to bowl the required number of overs by the scheduled cut-off time for the first innings, play shall continue until the required number of overs have been bowled. In the event of them failing to do so, the full quota of overs will be completed and one fewer fielder shall be permitted outside the fielding restriction area than would normally be the case in the Powerplay in progress at the time. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cut-off time for the innings.

11. In delayed or interrupted matches, one over will be deducted for every full four minutes of playing time lost. The number of overs shall be arranged so that both teams have the opportunity of batting for the same number of overs (minimum five overs per side). For reduced overs matches, the timings shall be adjusted by the amount that the starting time is adjusted, allowing four minutes for each six ball over to be bowled.
12. If the innings is terminated before the scheduled or re-scheduled cut off time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cut-off time for that innings.
13. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cut-off time for that innings. The umpire at the bowlers' end will inform the fielding captain, the batters and his fellow umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway.
14. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or re-scheduled cut off time.
15. Umpires are instructed to apply a strict interpretation of time wasting by the batters (five run penalties). Specifically; batters are expected to be ready for the start of the new over as soon as the bowler is ready.
16. At the instant of delivery, there shall not be more than five fielders on the leg side.
17. For the first six overs of each innings (Powerplay overs) only in a 20-over innings, at the instance of delivery, no more than two fielders are permitted to be outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch (the fielding circle).
18. The fielding circle should be marked by painted white "dots" at five-yard intervals, each "dot" to be covered by a white plastic or rubber (not metal) disc measuring seven inches in diameter.

19. In circumstances where the number of overs of the batting team is reduced for either team, the Powerplay overs in 17. above shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both innings of the match.

Total overs in innings	Number of overs for which fielding restrictions will apply
5	1.3
6	1.5
7	2.1
8	2.2
9	2.4
10	3.0
11	3.2
12	3.4
13	3.5
14	4.1
15	4.3
16	4.5
17	5.1
18	5.2
19	5.4

In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal "No ball".

20. For the remaining overs of each innings, only five fielders are permitted to be outside the fielding circle at the instant of delivery.
21. If the umpire at the striker's end fails to call and signal "No ball" when the fielding restrictions have been breached or when Law 28.4 has been breached, the striker may draw the matter to the attention of the umpire, immediately the ball becomes dead. If the umpire at the striker's end is able to verify the breach, he/she shall call and signal "No ball". If the umpire at the striker's end is unable to verify the breach, he/she shall confirm that the events of the delivery shall be unchanged.
22. The penalty for a No ball shall be two runs.
23. If a bowler bowls a ball underarm the umpires shall call and signal "No ball".
24. The delivery following a No ball shall be a free hit for whichever batsman is facing it. This applies to all types of No ball except a short-pitched delivery that passes or would have passed clearly above head height of the striker standing upright at the popping crease.

25. 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 will become a free hit for whichever batter is facing it.
26. For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for a free hit is called a wide ball.
27. Field changes are **NOT** permitted for free hit deliveries unless there is a change of striker or the No ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.
28. The umpires will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.
29. Any fielding restrictions in place at the time will still apply for the free hit delivery.
30. The free hit delivery after a No ball counts as a ball in the over unless it is a wide or any form of No ball.
31. Umpires are instructed to apply a very strict and consistent interpretation when judging a wide in order to prevent negative bowling wide of the wicket.
32. Pitch markings should be expanded to include lines 17" (43.18 cm) inside and parallel to each return crease as an aid to umpires judging when an off-side wide has been bowled. These markings should be painted in blue.
33. A wide ball shall be called if, irrespective of where the ball pitches, it passes on the leg side of the striker and the leg stump, despite the striker's movement. (For additional clarity, a ball that passes between the batsman and the leg stump shall not be called a wide. If a ball is hit by the batter or if a ball hits any part of his/her equipment, it shall not be called a wide, irrespective of where it pitched or would have passed).
34. If the striker plays a switch hit or a reverse sweep or gets into a position to play such a shot, he shall be deemed to bring the ball equally within his reach on the leg side as on the off side. Consequently, in these circumstances, 30. above shall not apply and the guidance given in 29. above shall apply on both the off side and the leg side.
35. A bowler shall be limited to one fast short-pitched delivery per over.
36. A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease. This ruling shall apply even if the striker may have made contact with the ball with his bat, person or equipment.

37. The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short-pitched delivery has been bowled.
38. In addition, for the purposes of this regulation and subject to 37. below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a "No ball".
39. For the avoidance of doubt any fast short-pitched delivery that is called a "No ball" under this playing condition shall also count as the one allowable short pitched delivery in that over.
40. In the event of a bowler bowling more than one fast short-pitched delivery in an over, as defined in number 35. above, the umpire at the bowler's end shall call and signal "No ball" on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal "No ball" and then tap the top of his head with the other hand.
41. If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call "No ball" and when the ball is dead, shall caution the bowler, indicating that this is a first and final warning, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred.
42. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal "No ball" when the ball is dead and direct the captain to remove the bowler forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
43. The bowler thus suspended shall not be allowed to bowl again in that innings.
44. The umpire will report the occurrence to the other umpire, the batters at the wicket and, as soon as possible, to the captain of the batting side.
45. At the end of the match, the umpires will then report the matter to the General Manager who shall take such action as is considered appropriate against the captain and bowler concerned.
46. The above is not a substitute for Law 41.6 which umpires are able to apply at any time.
47. Law 14 (Declaration and Forfeiture) will not apply in this competition. The captain of the batting side may not declare his innings closed at any time during the course of the match.

48. Law 31 (Timed Out) will apply, except that the incoming batter must be in position to take guard or his partner to be ready to receive the next ball within one minute and 30 seconds of the fall of the previous wicket. The incoming batter is expected to be ready to make his way to the wicket, immediately a wicket falls, and is expected to jog to the wicket.
49. When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.
50. If tied at the completion of a match, the team that has lost fewer wickets shall be adjudged the winner.
51. If this gives no result, then the team with the higher score at the end of the 6th completed over shall be adjudged the winner.
52. If still equal, the side with the higher score at the end of the 5th, 4th, 3rd, 2nd and 1st completed over shall be adjudged the winner.
53. A result can only be achieved if both teams have had the opportunity of batting for at least five overs, unless the team batting second has scored more runs than its opponents or has achieved its target score as defined below.
54. 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 five 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 Stern (DLS) method. A par score will be set for the second innings. If this is exceeded, a win for the team batting second shall result. If the par score is equalled, the scores are tied.
55. If a match is abandoned before it has been played to a conclusion and before the side batting second has received its allotted number of overs (providing that it has received not less than five overs) the result should be decided by the DLS method as determined and agreed by the captains, umpires and scorers.
56. If after the restart of play it is discovered that the wrong DLS target had been set, the faulty target shall stand.
57. If the score of the team batting second surpasses the "target score" at any time prior to the conclusion of its innings, the match shall be won by the team batting second but, if bowled out earlier, the match shall be won by the team batting first.

Use of the Duckworth Lewis Stern (DLS) method to determine the result of a match following an interruption(s)

1. The **HOME** club shall provide
 - (i) A DLS Manager who may or may not be the scorer who must identify himself/herself to the umpires and captains before the start of the game.
 - (ii) A laptop computer configured with PCS PRO. The DLS Manager should ensure that the latest version (which also contains the latest DLS version) is in use, as there are regular updates, some of which may be during the season.
2. If the captain of either side requires a copy of the DLS par score table, they shall provide the **HOME** scorer with a contact phone number and/or email address to which the table can be sent as a pdf document. The pdf is to be produced through PCS PRO as an over-by-over table. Alternatively, captains may take their own picture from the scorer's PCS PRO screen **during the innings break or any subsequent interruption** but not during match play.
3. After any hold up in play, the umpires shall notify the scorers and the DLS Manager of the number of overs lost. The DLS Manager and the scorers shall enter the "interruption" and perform any calculations/produce the par score tables (over-by-over version) as required at that time.
4. If the DLS Manager is not the scorer, he/she must understand the DLS method and must produce the DLS calculations himself/herself or check the calculations produced by the scorer. The calculations/tables shall be produced through PCS PRO or using the ICC Coda. The PCS Apps shall not be used as they do not produce a par score table. No other software for DL or DLS shall be used, as its accuracy may not be verified.
5. The umpires are only responsible for recalculating the overs and giving these details to the scorers and the DLS Manager, but both umpires shall satisfy themselves as to the correctness of all such calculations before allowing further play to take place.
6. It is the responsibility of the **HOME** team to make available to the captains and umpires an electronic set of par score tables showing the par score at the end of each over according to how many wickets have been lost. This table shall be produced before the beginning of the innings of the side batting second in all limited overs matches and shall be revised after every interruption/loss of overs with an amended table being available, on request, to each captain and to the umpires before play is re-started.
7. From the beginning of the innings of the side batting second in all limited over matches, the DLS par score at the end of the over in progress shall be displayed on the scoreboard and updated whenever it changes, i.e. at the end of the over or when a wicket falls.

8. Failure to carry out steps 6. and 7. above shall be reported by the umpires to the General Manager. He, in turn, shall report the facts to the Cricket & Registration Committee which has the power to impose points and/or financial penalties as it sees fit.
9. Any dispute between the scorers and the DLS Manager as to the par score or any other DLS matter 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 whose decision shall be final.
10. Should PCS PRO or the ICC Coda be unavailable and there is an interruption, due to inclement weather or other unavoidable cause, the match shall be won by the side with the higher average run rate at the end of each innings. The umpires will report the breach to the General Manager and he shall report the facts to the Cricket & Registration Committee which has the power to impose points and/or financial penalties as it sees fit.

Match Result Reporting Procedure in all Competitions

Both sides must ensure that their squad details have been entered on to the BDPCL play-cricket.com website 24 hours prior to each match they play.

The **HOME** side is responsible for ensuring that the result and full scorecard details are entered on to the BDPCL play-cricket.com website immediately after the match. The **AWAY** side shall confirm that the summary result has been correctly entered within 24 hours of completion of the match.

If, for any reason, it has not been possible to upload the result and scorecard to the BDPCL play-cricket.com website at the end of the match, the **HOME** side is responsible for reporting the result to the General Manager within 30 minutes of the completion of the match.

