

Rules and Playing Conditions of Cricket Conference Cup

1. Title

The title of the Competition shall be The Conference Cup for the Bertie Joel Trophy.

2. Management

The Competition shall be managed by a sub-committee of the Board of the Club Cricket Conference Limited. The decision of that sub-committee on any matter shall be final save only for appeal to the full Board.

3. Entry

Entry to this competition is by invitation of the Club Cricket Conference Limited.

4. Competition Structure

The Competition shall be organised on a knock-out basis. The Club Cricket Conference Limited will be responsible for conducting the draw. The competition will be redrawn for each round (as, for example, is the FA Cup).

5. Qualification of Players

All players shall be genuine paid-up members of the Club for which they are playing. No player may play for more than one club in the Competition in any one year.

6. Cricket Balls

The Club Cricket Conference Limited will provide the balls for the Final. For all other matches, each competing Club shall be responsible for providing one ball for each match they play, which shall be of Grade A quality. Each club shall bowl with their own ball.

7. Clothing

Players in all matches in the competition will wear traditional white clothing.

8. Umpires

The Club Cricket Conference Limited will supply two umpires for the Final. In all other matches, each Club shall be responsible for the appointment of one umpire who will be a full member of ECB Association of Cricket Officials where possible, and have current CRB clearance.

9. Scorers

Each Club shall be responsible for providing their own scorer for all matches in the Competition.

10. Fixtures

10.1

All matches must be played on the dates specified by the Club Cricket Conference Limited, save that for all rounds bar the final the two Clubs involved in any match may agree to play it on a date before the specified date.

10.2

Should the match be rained off on the scheduled date, then it shall be replayed on a date mutually agreed by the two competing Clubs and by the Club Cricket Conference Limited.

10.3

In the event of no decision being reached in the match because of inclement weather, inability to re-arrange a fixture before the deadline date, or for another reason, then in the last resort, the decision shall be made by the toss of a coin between the two captains when both captains are present. In the event of the captains not being able to be present, the tossing of the coin shall be referred to the Club Cricket Conference Limited.

10.4

The captains shall agree before play begins what action shall be taken if a result is not reached on that day under the playing conditions. If a result is reached under the playing conditions (even if the match is reduced owing to bad weather conditions etc) then that result shall be final and the match shall not be replayed.

11. Team Sheets

Each Club shall provide a team sheet containing the names of all players involved in the match. For any player aged under 19, (according to the prevailing ECB definitions), the age of that player shall also be specified.

12. Match Results

It is the responsibility of the WINNING side to report the result, team scores and any notable performances (batsmen scoring 50 or more; bowlers taking four wickets or more; any other performances of note) to the Club Cricket Conference office by e-mail (stan.nicholson@club-cricket.co.uk) within 24 hours of the match being completed and preferably on the same day of the match being completed. Clubs are strongly encouraged to enter the full scorecards onto their Play-Cricket website.

13. Helmets and/or Faceguards

All players aged under 18 on the day of the match shall wear a helmet with a faceguard when batting and a helmet with faceguard or a faceguard when standing up to keep wicket.

Playing Conditions for the Conference Cup for the Bertie Joel Trophy

1. The Laws of Cricket (2000 Code 6th Edition - 2015) shall apply with the following exceptions:

2. Hours of Play and Interval

2.1 Hours of Play

Normal hours of play will be 1.00pm - 7.10pm (12.00pm– 6.10pm for the Semi Finals, 11.00am - 5.20pm for the Final). With the agreement of both captains in advance of the day of the match, this may be amended to 2.00pm - 8.10pm in which case Playing Condition 2.5. will not apply.

2.2 An interval of 30 minutes (40 minutes in the Final) will be taken at the conclusion of the innings of the team batting first (normally 3.50pm (2.50pm in the Semi Finals, 1.50pm in the Final) in uninterrupted matches). The duration and time of the interval can be varied by the umpires in the case of an interrupted match or a match in which the start is delayed.

2.3 A scheduled cessation time for each innings shall be fixed prior to its commencement by applying the provisions of Playing Conditions 3.1.2 and 3.2.1.

2.4 Close of play shall normally be at 7.10pm (6.10pm in the Semi Finals, 5.20pm in the Final), but play may continue after that time, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved. See Playing Condition 4 below.

2.5 Additional Hour

Subject to weather and light, in the event of play being suspended for any reason other than normal intervals, the playing time shall be extended by the amount of time lost up to a maximum of one hour. If the match starts at 2.00pm, this regulation will not apply. Otherwise, the captains may agree to dispense with this rule only by mutual consent before the date of the match. In such circumstances, the umpires must be notified before the start of the match.

3. Length of Innings

3.1 In Uninterrupted Matches:

3.1.1 Each team shall bat for 45 overs unless all out earlier.

3.1.2 All sides are expected to be in position to bowl the first ball of the last of their 45 overs within 2 hours 50 minutes playing time. In the event of their failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

Play must not continue until the Umpires and Scorers are satisfied that the score is correctly displayed on the scoreboard.

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 cessation time for that innings.

3.2 In Delayed Start Matches:

3.2.1 The number of overs shall be arranged so that both teams have the opportunity of batting for the same number of overs (minimum 10 overs each team). A result can only be achieved in a match of less than 20 overs per side if both sides have the opportunity to bat for the full number of overs originally allocated. The calculation of the number of overs to be bowled shall be based on one over for each full 3.75 minutes (3 minutes 45 seconds) in the time remaining before close of play (normally 8.10pm- see 2.1. and 2.5 above).

As a guide the following table is published: Time for the interval must be allowed for in the calculation (see 2.2.).

Overs Remaining Calculation Chart

(1 over per 3 minutes 45 seconds)

Playing Time RemainingTotal Overs to bowl

75 minutes	20
82.5 minutes	22
90 minutes	24
97.5 minutes	26
105 minutes	28
112.5 minutes	30
120 minutes	32
127.5 minutes	34
135 minutes	36
142.5 minutes	38
150 minutes	40
157.5 minutes	42
165 minutes	44
172.5 minutes	46
180 minutes	48
187.5 minutes	50
195 minutes	52
202.5 minutes	54
210 minutes	56
217.5 minutes	58
225 minutes	60
232.5 minutes	62
240 minutes	64
247.5 minutes	66
255 minutes	68
262.5 minutes	70
270 minutes	72
277.5 minutes	74
285 minutes	76
292.5 minutes	78
300 minutes	80
307.5 minutes	82
315 minutes	84
322.5 minutes	86
330 minutes	88
337.5 minutes	90

3.2.2 A fixed time will be specified for the start of the interval as calculated by applying the provision in 3.2.1 above. In the event of the innings of the team batting first being completed prior to the scheduled time, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier (see below regarding delays or interruptions to the innings of the team batting second). If the team fielding first fails to bowl the required number of overs by the scheduled time, play shall continue until the required number of overs has been bowled and Playing Condition 3.1.2. shall apply. In all reduced overs matches the fielding team will be given one over's leeway in addition to any time that the umpires might allow for stoppages. The interval shall be of the duration determined by the umpires as in 2.2.

3.3 In matches where play is suspended after the match has started:

3.3.1 When play is suspended during the first innings, the object shall be to rearrange the number of overs so that both sides have the opportunity of batting for the same number of overs (minimum 20 overs each side). The calculation of overs shall be as in 3.2.1 above. The provisions in 3.2.2 above shall also apply.

3.3.2 If, owing to a delayed start to the second innings or a suspension in play during the second innings, there is insufficient time for the side batting second to face the same number of overs as the side batting first, then the number of overs to be bowled will be those that could be bowled by the scheduled close of play (see 2.1. and 2.5. above) assuming a rate of 16 overs per hour. The number of overs to be faced by the team batting second will never be increased after an interruption.

3.3.3 In the event of a suspension occurring in the middle of an over, the number of full overs to be bowled will be calculated, and any balls remaining to be bowled in the over during which play was suspended, will be added.

3.3.4 Where the match has started and, due to an interruption there is no longer the opportunity for both sides to face a minimum of 20 overs, if time allows, the original match will be abandoned and a new match of not less than 10 overs per side will commence. A result can only be achieved in a match of less than 20 overs per side if both sides have the opportunity to bat for the full number of overs originally allocated.

3.4. In all matches:

3.4.1 The umpires 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, of the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise (this matter will not be subject to retrospective negotiation). The umpires shall be responsible for calculating the revised number of overs to be played in the match and for notifying the decision immediately to all concerned.

In addition, in all reduced overs matches, the fielding team will be given one over's leeway.

4. The Result

4.1 In an interrupted match where the number of overs has had to be reduced, a result can be achieved only if both teams have batted for at least 20 overs unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. There is provision for a result to be achieved in an equal overs per side contest of a minimum of 10 overs per side as long as both teams have the opportunity to bat for the full number of overs originally allocated see 3.2.1. and 3.3.4.).

4.2 When there is no interruption in the match and when both sides have had the opportunity, subject to the provisions in 3.1.2 above, of batting for the same agreed number of overs, the side scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be determined by the loss of wickets with the side losing the fewer number of wickets being declared the winner. If still equal, or if both sides were all out, the side with the higher score at the end of the completed penultimate over shall be the winner, and if still equal, at the end of the previous over, and so on until a winner can be decided. Exceptionally where both sides are dismissed for the same total, before receiving their full allocation of overs, then the side that has been dismissed in fewer legitimate deliveries received is the winner.

4.3 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 20 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing. This will be calculated on the basis of average run rate unless both sides have agreed before the match that the DLS method will be used. DLS may only be used with such agreement and only if a computer with the appropriate software and a printer are available on the ground.

4.3.1 If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 20 overs or reached their target as

calculated by the relevant method within the set number of overs), the result shall be decided by average run-rate (unless both sides have agreed to use DLS as in paragraph 4.3).

4.3.2 If it is not possible to obtain a result in the Final on the original scheduled date, the Club Cricket Conference will if possible make arrangements for the match to be re-staged. If it proves not to be possible, then the Trophy shall be shared by the two Clubs competing in the Final.

4.4 In the event of no result being obtained from the above and where it is not possible to agree a suitable date for a replay, a bowl-out (outdoors or indoors) will take place to achieve a result.

4.4.1 Five players from each side will bowl two overarm deliveries each at a wicket (conforming to Law 8) from a wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases marked (conforming to Law 9). The side which bowls down the wicket (as defined in Law 28.1a) the more times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis.

4.4.2 The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the umpires' approval.

4.4.3 If a bowler bowls a No ball it will count as one of the two deliveries but will not count towards the score of the team

4.5 If circumstances make the contest impossible, the match shall be decided by the toss of a coin.

5. Number of Overs per Bowler

5.1 No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. However, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may 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, e.g. after 16 overs, rain interrupts play and the innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl 7 overs and three bowlers can bowl 6 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.

5.2 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.

5.3 In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

5.4 The allocation of overs per bowler will not be reduced as a result of the deduction of any penalty overs.

6. ECB Fast Bowling Directives

The ECB Fast Bowling Directives as currently in force will apply to all matches in this competition.

7. Restrictions on the Placement of Fieldsmen

7.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.4 metres). The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by painted white '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.

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

7.3 For the first 15 overs of each innings only two fielders are permitted to be outside the field restriction marking at the instant of delivery.

7.4 For the remaining overs of each innings only five fielders are permitted to be outside the field restriction marking at the instant of delivery.

7.5 In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 7.3 above shall be reduced proportionately in a ratio of 15:45 in accordance with the table below. Fractions are to be ignored in all calculations regarding the number of overs.

Number of overs for which fielding restrictions in 7.3 above will apply:

Total overs in innings ... Overs for which restrictions apply

10 – 11	3
12 - 14	4
15 - 17	5
18 - 20	6
21 - 23	7
24 - 26	8
27 – 29	9
30 – 32	10
33 – 35	11
36 – 38	12
39 – 41	13
42 – 44	14
45	15

7.6 Where the number of overs for the team batting second is reduced, the aim will be to maintain the restrictions in 7.3 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

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

8. Law 14 – Declarations

Law 14 will not apply in the Competition. The captain of the batting side may not declare the innings closed at any time during the course of the match.

9. Law 25 - Wide Ball - Judging a Wide

9.1 In addition to Law 25 the following will apply:

9.2 Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. The following criteria should be adopted as a guide to umpires. If the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a "normal cricket stroke" both from where he is standing and from where he should normally be standing at the crease, the Umpire shall call and signal "Wide Ball". Any ball that passes to the leg side of the wicket without being hit by the striker or hitting any part of the striker's person or equipment shall normally be called "Wide".

9.3 Pitch markings shall be expanded to include lines 17 inches (43.18 centimetres) inside either return crease as an aid to Umpires in judging whether an offside wide has been bowled.

10. Law 42.6 Dangerous and Unfair Bowling

10.1 Law 42.6 (a)(i) Bowling of fast short-pitched balls will apply amended to read as follows:

(a) Any delivery which, after pitching, passes clearly overhead height of the striker standing upright at the crease, and in the umpire's opinion so prevents him from being able to hit it with his bat by means of a normal cricket stroke, although not threatening physical injury, shall be considered as part of the repetition sequence in Law 42.6 (a)(i). The umpire shall call and signal No ball for each such delivery.

(b) Any delivery which, after pitching, passes clearly over shoulder height of the striker standing upright at the crease, and in the umpire's opinion he is able to hit it with his bat by means of a normal cricket stroke, shall, if applicable, be considered part of the repetition sequence in Law 42.6 (a)(i).

(c) Any delivery which, after pitching, passes clearly over shoulder height of the striker standing upright at the crease and wide of the striker so that in the umpire's opinion he is unable to hit it with his bat by means of a normal cricket stroke shall, although not threatening physical injury, be considered part of the repetition sequence in Law 42.6(a)(i) and, if not a No Ball, shall be called and signalled Wide. (Refer to Law 25).

(d) A bowler shall be limited to a total of two deliveries, as defined in paragraphs (a), (b) and (c) above, per over. The umpire will make it clear to the bowler and the batsmen at the wicket when a delivery within this limit has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion. In addition, the umpire will adopt the procedures of Law 42.7.

10.2 Law 42.6 (b) Bowling of high full pitched balls will apply amended to read as follows:

Any high full pitched ball (regardless of its pace) which passes or would have passed above waist height of the striker standing upright at the crease shall be called and signalled No ball by the umpire at the bowler's end. In addition, if the high full pitched ball is fast, it shall be deemed dangerous and unfair and the umpire at the bowler's end, in addition to the call and signal of No ball, will adopt the procedures of Law 42.7.

10.3 Law 42.7 - Dangerous and Unfair Bowling - action by the umpire. Law 42.7 applies except that the reference to Law 42.6 is the amended Law 42.6 as above.

11. Free Hit after a No Ball

11.1 The delivery following a no ball shall be a free hit for whichever batsman is facing it.

Note: this applies to all modes of No ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease.

11.2 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery shall become a free hit for whichever batsman is facing it.

11.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

11.4 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.

11.5 The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.