

TREVOR BAILEY MATCHPLAY 2018

Rules & Regulations

Organisation

1. Matchplay ("the Competition") shall be controlled and administered by Essex County Cricket Board ("ECCB").
2. The decision of Essex County Cricket Board in each and every circumstance relating to the Match Rules and Playing Conditions and to matches played in the Competition shall be final and binding on all concerned.
3. All Essex Clubs shall be eligible to participate in the Competition
4. Each Club shall pay an entry fee of £120
5. ECCB recognise that Clubs may wish to collaborate in order, to enter a 'Team' into the competition. There is no objection as long the players are a bona fide member of a registered parent club and Play Cricket registered.
6. An individual wishing to play for another club other than their parent in the competition must have the written permission of his/her parent club and provide evidence of membership to the club of the club he/she has chosen to play for to ECCB.
7. A cricketer shall only be eligible to play for a Club or Team in the Competition if born on or after the 1st September 2001, he is a bona fide member and registered to play for a club. No player may represent more than one club or team in the Competition.
 - ii. Any Club or Team knowingly including an ineligible player in a match shall be automatically expelled from the competition.
 - iii. All Players participating in the Competition **must be registered on PLAYCRICKET**
8. No club in the Competition may play a Fully contracted professional player.
9. The draw for all rounds of the Competition shall be made by and be under the control of ECCB.
10. The club drawn at home shall be responsible for all match arrangements. Matches must be played on the appointed date(s) set by ECCB.
11. The ECCB shall be responsible for appointing ECBACO qualified umpires for all matches in the latter stages of the Competition – Quarter Finals, Semi Final and Final. In Zonal/ Group games Each side to provide a qualified ECB ACO Umpire for each match. In the event of no suitable umpire being available any mutually acceptable person EXCLUDING THE TWO TEAM MANAGERS may stand. At no time should an Umpire stand who is under 18 years of age. For assistance in sourcing umpires contact can be made with Tom Kilby: - 01277 214834 or rrkilby@sky.com Please give at a minimum **10 DAYS** notice.
 - ii. Prior to the commencement of each match the Team Managers shall present a list of players the opposing manager and an ECB team list to the officials, and this should be retained in case of later need.
12. Scorers: Each team shall provide their own competent, non-playing scorer in all matches.
13. All matches shall be played with 2 identical new Pink balls nominated and supplied by ECCB. to ensure complete uniformity. Two new balls, one for each innings, shall be used in each match. Each team shall supply 1 ball per game.

14. The option to play in coloured kit is permitted

15. In the event of no decision being reached in a match because of inclement weather, inability to rearrange a fixture before the deadline date, or for any other reason, in the last resort the decision shall be made by the toss of a coin between the two captains in presence of an ECCB appointed official. In the event of the captains not being able to be present, the tossing of a coin shall be referred to ECCB. (N.B. If both captains wish to resolve the decision of the match by another means, e.g. bowling at stumps, then such a decision will be accepted by the ECCB).

16. ***Entries for Matchplay 2018 will only be accepted via online application.***

Generic Rulings & Playing Conditions for Group Zonal Games

1. All matches shall be of 40 overs per side with one day only for completion.

2. Fixture dates having been set, there shall be no variation. Teams responsible for not fulfilling a fixture on scheduled dates shall receive 0 points.

3. Where possible all games should be played on the Clubs' main ground. Fixtures can be played on grass or non-turf pitches.

4. All Matches shall start at 12 noon an option is available to start at any time with the agreement of the two teams prior to game day.

5. In the Group fixtures, 4 points awarded for a win, nil points for a loss, 2 points each for a tied match and 2 points each for weather affected matches.

b) In the event of a match not being completed in the zonal group stage with the team batting second having completed 20 overs or more, the match will be decided by a comparative run rate over the completed 1st innings. (For example: 200 for 7 in 40 overs requires 101 off 20 overs to win).

c) In the zonal group stages if the game is then deemed abandoned and 2 points each will be awarded.

6. In the zonal group stages in the event of two teams finishing level on points or there are more than two teams level on points then the highest net run rate will decide final positions. If it is not possible to separate the teams through Net Run Rate then the result of the matches between those teams shall be the deciding factor.

Net run rates will be based on the number of runs per over scored (for) minus runs per over (against). Sides bowled out within their allotted overs will however have their full over allocation, 40 unless bad weather intervenes. This will be calculated by ECB PLAY CRICKET.

7. Notification of Results

Clubs should input the correct online Result Form to submit the match result no later than 48 Hours after the completed fixture. The result of each match including **FULL Team** must also be submitted by both clubs to Play Cricket in the normal way, the submission and verification by away club to be received by the Wednesday 1200 (midday) after the match. All results should be submitted through your Play-Cricket Administrator; Results can be found via www.essexyouthcomps.play-cricket.com

Failing to confirm results within time frame may lead to point reductions.

Match Rules & Playing Conditions

The Laws of Cricket & The Spirit of Cricket will apply with the following special regulations:

1. Matches shall be of 40 overs a side and shall start at 12 o'clock (midday).

Where time is lost after the scheduled start due to inclement weather, then the number of overs shall be reduced as hereinafter provided in these Rules.

The latest finish time in rain affected games is 5.20pm. This time is known as the scheduled close of play as described below.

The latest start time for a 15 over per side match is 3.00pm.

2. There will be a tea interval of 20 minutes provided by the HOME TEAM between innings. In matches where time is lost for inclement weather, the tea interval may be taken (at the discretion of the umpires) during a rain delay, in order to save time subsequently – see 4.vi. In this instance the interval between the innings will be 10 minutes and 20 minutes will be saved from any time lost due to inclement weather.

3. No bowler shall bowl more than 8 overs in a match, nor more than one fifth of the total number of overs in the innings except where that total is not divisible by 5.

If, for example, a match is reduced to 31 overs, one bowler may bowl 7 overs and 4 other bowlers shall bowl 6 each. (Note – in certain situations this may lead to a bowler having already exceeded his recalculated quota of overs following a rain interruption.)

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler who has not bowled the previous over and will not bowl the next over. Such part of over will count as a full over only in so far as each bowler's limit is concerned.

4. Interruptions to Play

i. If for any reason a match starts up to 20 minutes late, it shall remain a match of 40 overs.

If the match commences more than 20 minutes late, for any reason whatsoever, then one over shall be deducted from each innings for every 8 minutes or part thereof lost after the 20 minutes of 'free' time. No variations will be allowed to this rule and it is therefore essential for the captains and umpires to agree on the match clock before the start of play.

ii. 20 minutes of delays for inclement weather are allowed in total (including prior to the start and during either innings) before any overs are deducted (the "free" time).

iii. In matches where time is lost due to inclement weather the tea interval may be taken (at the discretion of the umpires) during a rain delay in order to save time subsequently. In this instance 20 minutes will be deducted from any time lost used to calculate future overs reductions.

iv. In the event of time being lost after the commencement of the match due to inclement weather or other cause during the innings of the team batting first, then the team batting first will receive 40 overs or as reduced prior to the start of the match. The team batting second will then have its maximum number of overs reduced by one over for each 4 minutes of play lost during the first innings.

v. Should time be lost due to inclement weather or other cause during the innings of the team batting second, then the number of overs which that team would have been entitled to receive shall be reduced by one over for each completed 4 minutes of playing time lost.

vi. Should the first innings finish early due to the batting side being bowled out in less than their allotted overs or the bowling side completing their allotted overs in less than the required time the over reduction for rain interruptions will be adjusted to account for this time that has been gained.

For example: In a 40 over match, the bowling side either completes their 40 overs or bowls out the opposition in 2hrs 45 minutes. This is 15 minutes ahead of the 3 hours allotted time at 15 overs per hour. 15 minutes will therefore be deducted from any lost time used to calculate over reductions to the second innings.

vii. Should the loss of time result in less than 20 overs being available to the team batting second, the game shall be abandoned, regardless of the match situation when this point is reached.

For example: When rain intervenes once a 42 over match has been started, as soon as more than 22 overs have been lost (i.e. more than 88 minutes playing time once the match has started), the game must not be restarted and should be abandoned. The only exception to this is as described in 4 ix.

viii. It is not possible to declare the innings or retire any remaining batsman out in the first innings, to enable a match to continue to a conclusion. This is not deemed to be within the Spirit of Cricket. Clubs have to accept that the weather will intervene unfavourably on occasions.

ix. When a match has started, and the first innings has subsequently been delayed by adverse weather conditions to an extent that the game cannot be completed, it may be restarted as a match of equal overs. This may happen only if **all** of the following three conditions apply:

a. 20 overs or less of the first innings have been completed.

b. Both captains and umpires agree to restarting the game.

c. There is sufficient time left in the game to allow for a match of a minimum of 20 overs per side to take place. The latest start time allowed for a 20 over per side match is 5.10pm. This assumes a 10-minute interval between innings and tea has already been taken.

In the above situation, the used ball from the first innings will be used for the first innings of the new match and the toss will be repeated.

5. Restrictions on the placement of fielders ALL Matchplay Games

i. Two semi-circles shall be drawn on the field of play.

ii. 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.

iii. 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.

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

v. For the first 12 overs of each innings only two fielders are permitted to be outside the field restriction marking at the instant of delivery.

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

vii. In circumstances where the number of overs for the team batting first or second is reduced, the number of overs in regard to the restrictions above shall be reduced proportionately in accordance with the table below. Fractions are to be ignored in all calculations regarding the number of overs

Total Overs of Innings	Overs for which restrictions will apply
20-23	6
24-26	7
27-29	8
30-33	9
34-36	10
37-39	11
40	12

viii. 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'.

6. No Balls

- i. The delivery following any no ball called shall be a free hit for whichever batsman is facing it.
- ii. 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 batsman is facing it.
- iii. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball.
- iv. Field changes are only permitted for free hit deliveries if there is a change of striker. However, 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.
- v. 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.

7. Wide Balls

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

A wide should be called for any ball that passes on the leg-side of the stumps. The only exception to this rule is if the batsman has moved to the leg-side and the ball passes between him and the stumps, then a wide is not called.

8. The Result

- i. The side which scores the most runs shall be the winner.
- ii. If the scores are level in a match where the team batting second has had the opportunity of batting the same number of overs as the team batting first then the winner will be decided as follows:
 - a. The side losing the fewest wickets will be the winner.
- iii. Where a team batting second does not have the opportunity of batting for the same number of overs as the team batting first due to time being lost after the commencement of the match, the result shall be determined as follows:

- a. The "2nd innings run rate" shall be determined immediately prior to the start of the innings of the team batting second using the following formula:

$$(100 + \{d \times 1.5\}) \times (1\text{st innings run rate}) \times (1 / 100)$$

Where d = difference in overs to be played at the commencement of the innings of the team batting second.

1st innings run rate = (1st innings score) / (number of overs allocated to the team batting first)

- b. The run rate of both the first and second innings shall be calculated to two decimal places.
- c. The run rate shall be agreed by both scorers and umpires prior to the start of the innings and once agreed shall be final.
- d. Once the run rate for the second innings has been calculated it shall remain as the run rate for that innings even though a later interruption may reduce the number of overs the team batting second can receive.
- e. If the second innings commences with the same number of overs as allocated to the team batting first the run rate shall remain as the first innings run rate even though a later interruption may reduce the number of overs the team batting second can receive.
- f. The run rate shall be multiplied by the reduced number of overs that the team batting second shall be entitled to receive, after making allowance for time lost after the commencement of the match, and also for any time gained back as per regulation 4 v. The resulting figure shall be the "target score".
- g. If the score of the team batting second surpasses the "target score" at any time prior to the conclusion of its innings then 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.
- h. A match cannot be tied if the scores are equal at the end of the match. In a match interrupted after the commencement, where the revised target score involves a fraction of a run, then the final scores cannot be equal and the result cannot be a tie. If the revised target score does not involve a fraction of a run and the scores are level then the winner will be decided as per rule 8ii.

Rules & Regulations (Knock Out Stage Only) – Additional Conditions & Regulations

EXAMPLE OF REDUCED OVERS RUN RATE CALCULATION						
A	B	C	D	E	F	G
1 st innings Runs Scored	Overs Allotted at Start of Match	Run Rate = A/B (To 2 Decimal Places)	Overs allocated to side batting second at commencement of 2 nd innings	d = Difference in overs (B-D)	d x 1.5	Run Rate for team batting second = (100 + F) x C x 1/100
221	40	5.52	28	12	19.5	5.86
Target Score = Overs allocated to side batting second x G (Example above - Target score = 32 x 5.86 = 187.52 = 188 to win, 187 would result in a loss and no tie is possible) Overs reduced again after start of second innings: New Target score = Revised number overs allocated to side batting second x G (Example further reduction after start of 2 nd innings of 4 overs. New Target score = 28 x 5.86 = 164.08 = 165 to win, 164 would result in a loss and no tie is possible)						

If, in the opinion of the Umpires, in Quarter-finals, Semi-Final and Final matches, there being bad weather, it is not possible for the team batting second to complete 20 overs, nor for the match to be abandoned a new match with a minimum of 10 overs per side completed the following shall apply;

- ii. If through Health and Safety reasons a Super Over not possible, the result will be decided by the toss of a coin in liaison with an ECCB representative only.

iii. Subject to above; Within Quarter finals, Semi-Final and Final there must be a result, the match shall be decided by the following form of contest: A SUPER OVER

- a. In the event of the scores being tied, the teams shall compete in a one over per side eliminator to determine the winner. The following procedure will apply should the provision for a one over per side eliminator be adopted in any match.
- b. Subject to weather conditions the one over per side eliminator will take place at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- c. The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the umpires.
- d. The umpires shall stand at the same end as that in which they finished the match.
- e. In both innings of the one over per side eliminator, the fielding side shall choose from which end to bowl.
- f. Only nominated players in the main match may participate in the one over per side eliminator. Should any player (including the batsmen and bowler) be unable to continue to participate in the one over per side eliminator due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the one over per side eliminator.
- g. Each team's over is played with the same fielding restrictions as apply for a non-Field Restriction Over in the Quarter-Finals, Semi-Finals & Finals.
- h. The team batting second in the match will bat first in the one over eliminator.
- i. The Umpires shall select a ball from the box of spare balls which shall be used for both overs of the one over per side eliminator. The ball to be used shall not be a new ball and should have the apparent wear characteristics of a ball that has had between 5 and 20 overs of usage. For the avoidance of doubt, a ball used in the main match shall not be used in the one over per side eliminator. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.
- j. The loss of two wickets in the over ends the team's one over innings.
- k. In the event of the teams having the same score after the one over per side eliminator the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and in the one over per side eliminator shall be the winner.
- l. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the over per side eliminator) shall be the winner.
- m. If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowed deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

Example:

Runs scored from:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

n. If still equal, then another one over per side eliminator shall be played in accordance with this rule

iii. If through Health and Safety reasons a Super Over not possible, the result will be decided by the toss of a coin in liaison with an ECCB representative only.

iv. Within the, Semi Final and Final fielding restrictions shall apply. 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 semicircles shall be 30 yards (27.4 metres). For the duration of the innings a minimum of 4 fielders are to be inside the field restriction marking at the instant of delivery. At the instant of delivery, there may not be more than five fielders on the leg side. In the event of an infringement of the above fielding restrictions, the umpire at the striker's end shall call and signal 'No Ball'.

Umpires appointed by ECCB will stand only at the following (refreshments will be provided at the Semi-Finals and Final); Trevor Bailey Matchplay – Quarter-Finals, Semi-Finals & Finals.

Fixture Schedule

Date	Round
20 May 2018	Game 1
03 June 2018	Game 2
10 June 2018	Game 3
24 June 2018	Game 4
01 July 2018	Game 5
08 July 2018	Play-off Matches
15 July 2018	Quarter-Finals
23 July 2018	Semi-Finals
12 August 2018	Final

Contact Details

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