

NATIONAL 60+/70+ COUNTY CRICKET CHAMPIONSHIP

PLAYING REGULATIONS

The Laws of Cricket shall apply with the following exceptions and clarifications:-

1. HOURS OF PLAY

- 1.1 All matches in the Group stages and up to and including 31st July will start at 1.30pm. Matches in August will start at 1.00pm. Matches in September will start at 12.30pm. By mutual agreement matches may start earlier.
- 1.2 The Umpires should be present at the toss to agree with the Captains the notional time of Close of Play, drinks intervals, interpretation of wide balls.
- 1.3 The tea interval, which will normally be taken between innings, shall be thirty minutes. With the agreement of Captains and Umpires, the tea interval may be waived, reduced in time, taken before the start of play, at the end of play or at any other appropriate interval.
- 1.4 Close of play shall be 7 hours after the start time as specified in 1.1 (e.g. 8.30 p.m. for a 1.30 p.m. start). Captains and Umpires may agree, before play commences, to change the time of Close of Play.
- 1.5 The Close of Play Time is **ONLY** used for the calculation of overs remaining to be played following an interruption. If, in the opinion of the umpires, the conditions for the players are safe, and the light playable, the match will continue until the required number of overs has been bowled or one side has won.

2. LENGTH OF INNINGS

- 2.1 Each team shall bat for no more than 45 overs unless dismissed before the 45 overs have been completed, or no more than the agreed number of overs for each team if the total number of overs within the match has been reduced
In the 70+ competition Counties can agree to play a 40 overs game.
- 2.2 In matches where the start is delayed or play suspended, or agreement is reached to reduce the number of overs due to adverse weather conditions, the object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. Overs to be bowled shall be calculated on the average of 18 overs per hour (one over per 3 minutes 20 seconds) in the time remaining before Notional Close of Play.
N.B. Excessive temperatures may justify the number of overs being reduced.
- 2.3 If owing to a suspension of play during the innings of the side batting second, it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, they will bat for the number of overs calculated as specified in 2.2.
- 2.4 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been dismissed in less than the agreed number of overs.
- 2.5 Umpires, following a delay or suspension of play shall calculate the revised number of overs to be played in a match and notify both captains and scorers.

3. THE RESULT

- 3.1 A result can only be achieved if both teams have batted for at least 20 overs unless one team has been all out in less than 20 overs or the team batting second has scored enough runs to win.

- 3.2 In all matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal in a Group match the match will be a tie irrespective of the number of wickets lost.
- 3.3 If the scores are equal in a Cup match the team who have taken the greater number of wickets shall be the winner. If still equal, the winner shall be decided as follows:-
- 3.3.1 Match with equal number of overs per side - The team with the higher score at the end of the penultimate over and so on until a winner is decided.
- 3.3.2 Match with different number of overs per side - The side with the higher overall scoring rate shall be the winner. If still equal, the winner shall be the side with the highest score after 40 overs, or if still equal after 30 overs, or if still equal after 20 overs, or if still equal after 10 overs.
- 3.4 If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply after 20 overs;
- 3.4.1 If the match is abandoned, after 20 overs have been bowled in the second innings, the winner shall be decided by the higher run rate (runs divided by overs to two decimal places).
- 3.4.2 If, due to suspension of play, the number of overs in the innings of the side batting second is revised, their target score shall be calculated by multiplying the reduced number of overs by the average runs per over (to two decimal places) by the side batting first.
The target score must be exceeded. In the event of the team batting first being all out then their run rate will be calculated on the full number of overs to which they would have been entitled.
- 3.4.3 Incomplete overs shall be ignored in calculating run rates, which should be established using the score at the end of the last completed over.
- 3.5 In a rain affected game where the first innings has commenced the first innings shall be allowed to run its course where time permits in order to minimise the disadvantage to the team batting first.
- 3.6 If a match is abandoned before both teams have received 20 overs (unless a team has been bowled out in less than 20 overs) no points will be awarded. The match can only be replayed once, as determined by the Competition Organiser.
- 3.7 If the replay is abandoned without a result points will be awarded as per regulation 9.5.
- 3.8 In the event of two sides being present at a rearranged Cup game which cannot be completed, the game will be decided by a bowl-off organised by the umpires.
Five designated bowlers from each side shall bowl two balls each at a set of stumps and the winner will be the side to hit the stumps most times. In the event of a tie, the five bowlers from each side shall, in turn, bowl one ball alternately until there is a winner.
- 3.9 If neither side is at the ground, the result shall be decided by the toss of a coin organised by the Competition Organiser and carried out with the participation of both Counties via e-mail.

4. NUMBER OF OVERS PER BOWLER

- 4.1 In a 45 over match no bowler may bowl more than NINE overs. However, in a delayed start or interrupted match, where the overs are reduced, 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. Based on 32 overs 2 bowlers can bowl 7 overs and 3 can bowl*

*6 overs. Bowlers one and two have already exceeded this limit.
They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so other bowlers are limited to 6 overs.*

4.2 An over in progress at an interruption shall be completed on resumption.

4.3 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. LAW 14 – DECLARATIONS

Law 14 will not apply to these Competitions. The captain of the batting side may not declare his innings closed at any time during the course of the match.

6. LAW 25 -- WIDE BALL

In addition to Law 25, the following will apply:

Umpires are advised to apply a strict and consistent interpretation of this law in order to prevent constant negative bowling wide of the wicket. Any off-side or leg-side delivery, which in the opinion of the umpire does not give the batsman a reasonable opportunity to score, shall be called a wide.

For guidance purposes, a leg side wide shall be called if a ball pitches outside the line of leg stump and stays outside the line as it passes the batsman-

7. FIELDING RESTRICTIONS

7.1 At the instant of delivery a minimum of four fielders (plus the bowler and wicket keeper) must be within an area bounded by two semicircles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch. In the event of an infringement, the square-leg umpire shall call and signal "NO BALL".

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 (but not metal) disc measuring seven inches in diameter.

7.2 Number of fielders on the leg side -- the Competitions do NOT comply with the ECB rule for non first-class limited overs Competitions and therefore there shall NOT be a limit of five fielders on the leg side.

8. 70+ CHAMPIONSHIP

In this competition either team may play 12 players but only 11 will be permitted to bat, bowl or be in play for the fielding side at any time during an innings. The Laws of Cricket will NOT apply to bowlers returning to the field of play.

9. POINTS SCORING SYSTEM FOR GROUP MATCHES

9.1 The team winning the match shall score 22 points. The losing side will be awarded bonus points as per 9.3.

9.2 In the event of a tie (as defined in paragraph 3.2) both sides shall score 11 points.

9.3 Bonus points when batting - 1 point for every 25 runs over 100 *i.e.* 125, 150, 175, 200, 225 (*maximum* 5).

9.4 Bonus points bowling - 1 point for every 2 wickets taken *i.e.* 2, 4, 6, 8, 10 (*maximum* 5).
(In the event of a team not having 11 players available to bat, the fielding team will receive 5 points when all available batsmen have been dismissed)

9.5 Cancelled or abandoned matches where a replay is not possible – Average points. (A maximum of 32 points will be shared between the two teams based pro-rata on their average points for the season.)

10. BAD WEATHER

10.1 In the event of bad weather no match will be cancelled except with the agreement of both Counties concerned. The home team must be considerate of the costs and travel time of the away team and should be prepared to rearrange the fixture if inclement weather will/could curtail or force cancellation of the fixture.

Both teams should consult the weather forecasts as shown on the Met Office, BBC Weather and Weather Channel websites before making a decision.

If there is any dispute, the Competition Organiser will give a final adjudication.

10.2 Where the weather forecasts indicate a possibility of any significant rain it is recommended that the pitch and run ups should be covered before the toss unless the use of sheets has an adverse effect on the playing area. County Managers must ensure that adequate covers are available for all 60+ 1st XI matches and, wherever possible, for all other matches.

10.3 Unless the interruption is very brief, during any interruption to play because of rain, hail, etc. the pitch and run ups MUST be covered (by moveable covers and/or sheeting) in 60+ 1st XI games and, wherever possible, in all other matches.

10.4 Cricketing Officials have a Duty of Care towards those who are taking part in any activity that is under their control. If an Umpire feels that it is dangerous to continue because of a thunderstorm, then he/she should instruct participants to retire to the pavilion rather than risk serious injury. In all Championship matches the 30/30 rule will be adopted.

If thunder follows a lightning flash by 30 seconds or less, people in the open are at risk of being struck by lightning. In these circumstances play must cease immediately.

All players and umpires must immediately leave the field and must not return to the field until 30 minutes after the last lightning flash.

11. SUPPLEMENTARY ARRANGEMENT

Away teams shall pay a contribution of £45 for Teas