

# 2019 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 up to and including 31<sup>st</sup> 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. 8.00 p.m. for a 1.00 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 the match will be a tie irrespective of the number of wickets lost.
- 3.3 If the scores are equal in a Cup Final 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) points will be awarded as per Rule 9.A 3<sup>rd</sup> or 4<sup>th</sup> XI match can only be replayed once, as determined by the Competition Organiser.

### 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 ALL LEAGUE MATCHES**

9.1 Winning team 10 points, plus Bonus points. Losing team Bonus points only.

9.2 Tied Game 5 points each, plus Bonus points

9.3 Bonus points;

9.3.1. Batting:

(a) Scoring 125, 150, 175, 200, 225, 1 point each. (Maximum 5)

(b) A team batting 2nd and winning will earn batting points as above but may also earn 1 point for each 2 wickets in hand. (Maximum 5)

(NB. The combined batting points accrued from (a) plus (b) above is capped at 5. )

In a 70+ Championship game where 40 overs are agreed at the outset, batting points scoring will be 100,125,150,175,200, 1 point each {Maximum 5}

9.3.2. Bowling: Each 2 wickets 1 point. (Maximum 5)

(Note: For purpose of awarding bowling points any side playing short or having a player retire for any reason and unable to return shall, provided all available batsmen have been dismissed, be deemed to have had the absent player, or players, dismissed in addition.)

9.4 Abandoned game; 8 points (plus bonus points) each team.

9.5 Cancelled game; 8 points each team.

9.6 The maximum points a team can score in each game is 20.

## **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 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+ 1<sup>st</sup> 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+ 1<sup>st</sup> 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

## **12 DISCIPLINARY REGULATIONS AND PROCEDURES.**

At all times it is to be remembered that the core aim of the Disciplinary Regulations is to maintain the highest standards of behaviour and conduct in the name of Cricket. The procedures detailed in the Regulations are intended to be fair, straightforward and proportionate to the needs of the Championship and Participants, respecting fundamental principles of natural justice and fairness but recognizing that those involved with the process will not typically be, and do not need to be, legally qualified. Therefore, as long as the principles of natural justice and fairness are not infringed, minor practical or technical points will not serve to invalidate the procedure or any decisions or findings under the Disciplinary Regulations.

### **12.1. PROCEDURE**

- 12.1.1 The relevant Competition Organiser or Championship Secretary shall, as soon as reasonably practicable and ideally within 24 hours following receipt of a report, inform the County Representative/ Secretary that a breach of the Code of Conduct has been reported, together with the level of that breach and in the case of a Level 1 or 2 breach, the expected penalty to be issued by the County. Any Level 1 or 2 breach of the code will, subject to an appeal by the County, result in an immediate minimum two match ban for the player(s) concerned.
- 12.1.2 Any Level 1 or 2 breach of the Code of Conduct should in the first instance be dealt with by the Participant's County (in accordance with the guideline penalties detailed in Paragraph 3 below, and the Secretary/Representative of the County shall notify the Championship Secretary by the Thursday of the week following the reported incident(s) of any action taken by the County or which it proposes to take.
- 12.1.3 Within 48 hours of receipt of notification from the County as to its action , or proposed action the Championship Secretary shall consider the matter with the relevant Competition Organiser and resolve to either endorse the action taken by the County and confirm that no further action is required or, if the action taken or proposed is considered inappropriate, refer the matter for a full Disciplinary Hearing.
- 12.1.4 All Level 3 and 4 breaches of the Code will automatically be subject to a formally convened Disciplinary Hearing.

### **12.2 DISCIPLINARY HEARINGS**

- 12.2.1 In the event of disagreement between the Championship and the County (12.1.3), a Disciplinary Hearing will be convened (as per 12.2.3). Notice shall be given to the Participant via the Secretary/Representative of his/her County.
- 12.2.2 Where a charge against a player is referred to a Disciplinary Hearing, his Captain and County may be charged separately under their responsibilities as set out in the Code of Conduct.
- 12.2.3 In any case which is referred for a Disciplinary Hearing, the Championship Secretary shall convene the Hearing on or before the Thursday of the week following the receipt of an appeal by the County

at a venue arranged by the Championship and at the County's cost (if any). Should the appeal not be upheld, the Disciplinary Panel will have the authority to additionally impose a fine or points deduction and , furthermore, should the Panel consider the appeal to be frivolous, ill-founded or a ploy to delay the imposition of the expected penalty, then it will have the authority to increase the initial penalty. Any delay in hearing the appeal may only be granted at the discretion of the Chairman of the Disciplinary Panel (appointed in accordance with paragraph 12.2.7)

12.2.4 In the event an appeal is lodged by the player's County, then any ban imposed will be suspended until the Disciplinary Hearing has taken place and the outcome communicated to the County concerned.

12.2.5 The accused Participant shall be entitled to:

Submit written statements a minimum of 48 hours ahead of the Disciplinary Hearing,

Attend the Hearing and state his case,

Be legally represented or supported by a colleague,

Call witnesses.

12.2.6 If the Participant is to have representation present at the Disciplinary Hearing then details of that representation must be given to the Championship Secretary not less than 48 hours before the date of the Hearing.

12.2.7 The Disciplinary Hearing shall be conducted by a Disciplinary Panel appointed by the Championship Chairman and shall consist of not less than three and not more than five persons , none of whom should be connected with the Participant, the Participant's County or any Opposition County involved at the time of the alleged breach.

12.2.8 A Participant involved in disciplinary proceedings will be solely responsible for meeting such costs or expenses as it or they may incur.

12.2.2.9 The standard of proof shall be on the balance of probabilities.

### 12.3. PENALTIES

12.3.1 If at a Disciplinary Hearing a breach of the Code of Conduct is proved, the Disciplinary Panel shall have the power to impose one or more of the following additional penalties, together with such order as to costs as it deems appropriate.

In the case of a player:-Require the player to submit appropriate letter(s) of apology within a specified time; Record a reprimand and to give a warning as to future conduct; Impose a fine, not to exceed £500;To suspend the player for additional matches for a stated period of time; To deduct League points from the player's team; Expel the player from the League.

As a guideline only the following penalties should be expected in regard to suspensions for matches.

Level 1            2 to 6 matches

Level 2            3 to 8 matches

Level 3            4 to 10 matches

Level 4            A minimum of 10 matches.

In the case of a County:-To require the County to submit appropriate letter(s) of apology within a specified time; To record a reprimand and to give a warning as to future conduct; To impose a fine; To deduct League points from the County's team; To expel the County from any competitions of the Championship.

Date 25/01/2019.