

The Cricketer Cup Playing Regulations

1. Matches shall be played in one day.
2. The Laws of Cricket shall apply with the following exceptions:
 - 2.1. Each side shall bat for 50 overs unless its innings is completed earlier or **BOTH CAPTAINS** agree before the start of the match that a lesser number of overs shall be played. Neither side may declare its innings closed. If a match is delayed or interrupted by conditions of ground, weather or light, Playing Regs 3 and 4 shall apply.
 - 2.2. **Restrictions on the Placement of Fieldsmen:**
 - 2.2.1. 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 discs.
 - 2.2.2. At the instant of delivery, there may not be more than five fieldsmen on the leg side.
 - 2.2.3. In an uninterrupted match (50) overs, there shall be mandatory power plays as follows:
 - 2.2.3.1. For overs 1 to 10 a maximum of two fielders are allowed outside the 30 yard circle.
 - 2.2.3.2. For overs 11 to 40 a maximum of four fielders are allowed outside the 30 yard circle.
 - 2.2.3.3. For overs 41 to 50 a maximum of five fielders are allowed outside the 30 yard circle.
 - 2.2.4. In circumstances where the number of overs of the batting team is reduced, the number of overs in regard to the restrictions in 2.2.3.1, 2.2.3.2 and 2.2.3.3 above shall be reduced proportionately in accordance with the following table. Fractions are to be ignored in all calculations regarding the number of overs. For the sake of clarity, it should be noted that this shall apply to both the 1st and 2nd innings of the match. Where the number of overs for the team batting second is reduced, the restrictions in 2.2.3.1, 2.2.3.2 and 2.2.3.3 above will be maintained for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

Innings	Powerplay	Powerplay	Powerplay
duration	1	2	3
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
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

2.2.5. In the event of an infringement of any of the above fielding restrictions, “no ball” shall be called and signalled.

2.3 Bowling restrictions

2.3.1. In a match of 50 overs per side no bowler may bowl more than 10 overs.

2.3.2. In a reduced overs match, the maximum number of overs that a bowler shall be allowed to bowl shall be a fifth of the number of overs in the innings (unless such a number has been exceeded before the interruption). If this is not a whole number, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.

2.3.3. If a relief bowler is required to complete an over, such part of an over will count as a full over only as each bowler’s limit is concerned.

Example 1: An innings is reduced to 42 overs: 2 bowlers can bowl a maximum of 9 overs and the remaining bowlers may bowl a maximum of 8.

Example 2: after 16 overs, rain interrupts play and the innings is reduced to 32 overs; 2 bowlers have already bowled 8 overs. 2 bowlers can bowl 7 overs and the remaining bowlers can bowl 6. The two bowlers mentioned count as the bowlers who can bowl 7 overs, so the remaining bowlers can bowl a maximum of 6.

2.4. Hours of Play

2.4.1 In all rounds except the Final the hours of play shall be 11.30 am - 8.00 pm. The start time may be brought forward **ONLY** with the agreement of **BOTH CAPTAINS AND BOTH UMPIRES**, and if this is agreed, the home captain shall be responsible for informing all relevant. If the start time is brought forward, the finish time shall be adjusted accordingly.

2.4.2 A decision to put the start time back may only be made in accordance with the Playing Regulations, or if in the opinion of **BOTH UMPIRES, AND WITH THE AGREEMENT OF BOTH CAPTAINS**, exceptional circumstances exist that justify doing so. If this is agreed, the home captain shall be responsible for informing all relevant.

2.4.3 If the start time is put back, the finish time shall be adjusted accordingly, unless **BOTH UMPIRES** agree that in order to achieve a result of the match this is not possible in which case it shall remain unchanged and the overs reduced accordingly if necessary.

2.4.4 The hours of play for the Final shall be fixed each year by The Committee and communicated to all participating Clubs by it in good time in advance of the start of the competition.

2.4.5 In all rounds, including the Final, the umpires shall order extra time if in their opinion a finish to the match can be obtained.

2.5. Intervals

In every round, except the Final, there will be one interval of **40** minutes between innings, unless the captains agree otherwise before the toss; but in the event of weather interference it shall be within the complete jurisdiction of the umpires to cancel or alter any such arrangement at any time or times if, in their opinion, the best interests of the match can be served by so doing. In the event of the side batting first being bowled out in less than 50 overs, common sense will prevail!

2.6. **No Ball**

- 2.6.1. In addition to Law 21 the delivery following all modes of no ball except a single delivery which passes over head height of the striker standing upright shall be signalled as a “Free Hit” for whichever batter is facing it. If the delivery for the Free Hit is not a legitimate delivery (any kind of No Ball or Wide), the next delivery shall also become a Free Hit for whichever batter is facing it. A no ball for a single delivery which passes over head height of the striker standing upright is excluded from the free hit penalty.
- 2.6.2. For any Free Hit, the Striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the Free Hit is called Wide Ball.
- 2.6.3. The umpire will signal a Free Hit (after the normal no ball signal) by announcing “Free Hit” and then extending one arm straight upwards and moving it in a circular motion.
- 2.6.4. The Free Hit delivery counts as a regular ball in the over unless it is a Wide Ball or any form of no ball.
- 2.6.5. Field changes are **NOT** permitted for the Free Hit deliveries except if there is a change of striker or if the no ball was the result of a fielding restriction breach, in which case the field may change only to such extent as is necessary to correct the breach. In any case of a free hit any fieldsman within 15 yards of the batter may retreat on the same line to a position 15 yards away.

2.7. **Wide ball – judging a wide**

In addition to Law 22 the following will apply:

- 2.7.1. 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.
- 2.7.2. Any offside or legside delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a wide
- 2.7.3. A leg side wide shall be called if, irrespective of where the ball pitches, it passes outside the line of the leg stump, irrespective of any movement by the Striker. Wide shall not be called if the ball passes wide of leg stump but between the wicket and the striker.
- 2.7.4. From the moment the ball ceases to be dead, whenever a batter has changed his grip and/or his stance (or feinted to do so) or has attempted a reverse sweep or switch hit or feinted to do so, then he loses the tight definition of the leg-side wide and the wide guidelines are employed on both sides of the wicket, not just the off-side.
- 2.7.5. A ball that passes between the Striker and the leg stump shall not be judged a Wide.

N.B. The above provisions do not apply if the striker makes contact with the ball.

2.8. **Run-Rate**

Should regulation 4.4.2. b) apply to the determination of the result by Run-Rate (RR), RR shall be defined as follows:

A team's RR shall be calculated by dividing the number of runs it scores by the number of overs it receives e.g. 200 runs scored, 40 overs received = RR 5.00.

N.B.

a) In the event of a team being all out in less than its quota of overs, its RR shall be calculated on the full quota of overs to which it would have been entitled and **not** the number of overs in which it was dismissed -e.g. entitled to receive 50 overs and dismissed for 200 in 40 overs RR = 4.00 and **not** 5.00.

b) The calculation of RR is to be applied absolutely in accordance with this regulation. Whether or not the number of overs received by the side batting second is reduced from its full entitlement of 50 overs is of no relevance.

3. **Matches where there is a delayed start or where play is suspended after the match has started.**

If DLS is not being used, Playing Regulations 3.3.3, 3.3.4, 3.3.5, and 3.3.6 shall apply.

3.3.1. 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 teams 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.

3.3.2. As a guide the following table is published:

OVERS REMAINING CALCULATION CHART	
(1 over per 3 minutes 45 seconds)	
Playing Time Remaining	Total Overs to bowl
75 minutes.....	20
82.5 minutes.....	22
90minutes.....	24
97.5 minutes.....	26
105 5 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

3.3.3. 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 3.3.1 above. The provisions in regulations 3.3.1 and 3.3.2 above shall also apply.

3.3.4 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, **and in compliance with playing Regulation 4.4.2 b), Duckworth Lewis is not being used**, then the number of overs to be bowled shall be those that could be bowled by the scheduled close of play 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.

3.3.5. 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.

3.3.6. 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 NEW TOSS WILL TAKE PLACE).**

N.B. Before the start of the match the umpires shall decide in accordance with Playing Regulation 4 whether or not DLS shall be used in it and inform both captains and the scorers of their decision.

4. The Result

4.4.1. When there is no interruption in the match and when both sides have had the opportunity 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, a Super Over shall be played in accordance with the procedure at the attached Schedule 1 to these Playing Regulations.

4.4.2. If there is a suspension in play after the start of the match, the following shall apply in determining the result:

EITHER

a) Duckworth Lewis Stern (DLS)

DLS shall be used **only** if in the opinion of the umpires **ALL** the following conditions are met:

- i) **at least one** of the scorers is in possession of the DLS version designated to Clubs by The Committee to them every year in good time before the start of the competition;
- ii) **at least one of** the scorers is in the opinion of the umpires considered capable of, and competent to, operate DLS throughout the whole match; and
- iii) **all** the technical facilities required to use DLS are available on the ground – i.e. all relevant IT equipment in working order including a printer or in its place access via the umpires mobile ‘phone to relevant data from the scorer’s computer, **and a back- up solution in place should any IT equipment fail**, the capability to clearly display the DLS par score on a continuous basis on the scoreboard etc.

N.B.

1): Should the umpires consider that any one of i), ii), and iii) above is not fully in place, they shall rule that DLS shall not be used.

2) The umpires' decision re the use of DLS shall be final. It shall not be open to debate or discussion with team captains, players or officials, and shall only made in full compliance with the condition above.

3) Playing Regs 4.4.5 and 4.4.6 shall also apply.

OR

b)

4.4.3. If the umpires have ruled that DLS shall not be used, the result shall be determined on the basis of run rate (Playing Regulation 2.8 refers). Playing Regulation 4.4.4. shall also apply.

4.4.4. 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 **Run Rate. See Regulation 2.8 above.**

4.4.5. If ground, weather or light prevents a decision or if a match ends level on all counts, the captains shall arrange a replay on a ground to be chosen by the visiting captain. If captains fail to agree on the date of a replay, the game will be played the following Sunday.

4.4.6. A result must be reached by the Sunday preceding the date of the next round. If for any reason it is not possible to play the match within the parameters of these regulations, then a bowl-out, spin of a coin, or with the mutual agreement of both captains, any other method deemed appropriate shall determine the result. A bowl-out is the preferred option of the Committee and the way in which the bowl-out shall be conducted is set out in the attached Schedule 2 to these Playing Regulations.

4.4.7. Playing Regulations 4.4.5 and 4.4.6 shall not apply to the Final. In the Final, if no result is obtained within the Playing Regulations, The Final shall be replayed at a venue, on a date, and starting at a time, all of which shall be arranged by The Committee whose decision shall be final and not open to appeal, discussion, or debate by either of The Schools participating in it.

5. Result Reporting

All result reporting by Clubs and Umpires shall be as designated by The Committee who shall inform all relevant people regarding this every season in good time before the start of the competition.

6. Umpires

In all matches umpires will be appointed by the committee, but each side must provide a scorer, who may not be a player in the match concerned. Team captains are responsible for seeing that competent scorers are present for each game. Clubs are required to do all possible to ensure that their appointed scorer is capable of scoring electronically using the scoring package designated by The Committee each year prior to the start of the competition. Clubs should also do all possible to ensure that their appointed scorer is capable of operating DLS competently, either via that package or via stand- alone software.

Any Club requiring a scorer should contact Keir Hopley on 07766 443684 - keir.hopley@blueyonder.co.uk – or Mark Williams on 07957 482059 – cmb.williams55@gmail.com – who may be able to provide a scorer on a fee basis but they would appreciate 10 days' notice. Once appointed, cancellations cannot be accepted.

7. Cricket Balls

7.7.1 In all matches including The Final two new and identical, Grade 'A' cricket balls will be provided by the committee and delivered to one of the appointed umpires before the match. In the event of the match (with the exception of The Final) being postponed the umpire will give the captain of the home side for the replay the balls. In the event of The Final being postponed the umpire will give the new balls provided by the Committee for it back to the Committee to distribute to one of the appointed umpires for the replay.

7.7.2. In all matches except The Final the Home Team shall provide at least 3 spare cricket balls of variable use and wear, that must be available for inspection and approval by the umpires and both captains not later than at the meeting for the toss. These cricket balls shall be Grade 'A' balls, but do not have to be made by the same manufacturer as those provided for the match by the Committee.

7.7.3. In The Final in addition to the cricket balls provided by the Committee, the Committee shall provide at least 3 spare cricket balls of variable use and wear, that must be available for inspection and approval by the umpires and both captains not later than at the meeting for the toss. These cricket balls shall be Grade 'A' balls, but do not have to be made by the same manufacturer as those provided for the match by the Committee.

8 Disputes

Any disputes must be referred to **The Secretary** immediately by a responsible club official who shall inform any other clubs concerned. Any decisions by the Committee on matters affecting the competition, whether included in these rules and playing conditions or not, is final and binding.

9. Substitute fielders

Any substitute fielder must be eligible to play in the competition for the School for whom they are fielding.

10. The bowling of fast short pitch balls (The Bouncer)

A bowler shall be limited to two fast short-pitched deliveries per over, which is defined as one that passes or would have passed over shoulder height of the batter standing upright at the popping crease. This ruling shall apply even though the striker may have made contact with the ball with their bat, person or equipment. (Any short-pitched delivery passing over head height is a No Ball).

The Umpire at the bowler's end will make it clear to both bowler and batter at the wicket when such delivery within this limited is bowled. If this limit is exceeded in the same over, the Umpire shall call and signal No Ball on each such occasion.

SCHEDULE 1

Super Over Procedure

1. A Super Over involves each team facing an over of six balls (unless ended earlier as provided for in paragraph 2), and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
2. The loss of two wickets shall end the batting team's one over innings.
3. If the Super Over is a tie, subsequent Super Overs shall be played until a winner is determined. Other than in exceptional circumstances (as set out in paragraph 23 below), an unlimited number of Super Overs may be played where necessary to determine a result.
4. Subject to weather conditions, the Super Over shall take place on the scheduled day of the match, and in normal circumstances it shall commence 5 minutes after the conclusion of the match.
5. The Super Over shall be played until completion in accordance with playing regulation 2.4 (hours of play).
6. The Super Over shall take place on the pitch allocated for the match, unless otherwise determined by the umpires in consultation with the Ground Authority. The umpires' decision regarding this shall be final and accepted by the captains.
7. Only nominated players in the match (including Concussion Replacements) may participate in the Super Over.
8. Any penalty time being served in the match shall be carried forward to the Super Over.
9. The umpires shall stand at the same end at which they finished the match.
10. The team batting second in the match shall bat first in the Super Over.
11. The umpires shall select the ball to be used in the Super Over. It will be used by both teams, unless the umpires decide that it needs to be replaced during the Super Over. The selected (and if necessary, replacement ball (s)) shall be either of the match balls or one of the spare balls provided under playing regulations 7.7.2 and 7.7.3 (cricket balls). The umpires' decision regarding this shall be final and accepted by the captains.
12. The fielding side shall choose the end from which it is to bowl its one over.
13. The Super Over shall be played with the same fielding restrictions as would be applicable in the third Power Play of the match (playing regulation 2.2.2.3 (restrictions on the placement of fieldsmen applies)).
14. The interval between the two overs in the Super Over shall be 5 minutes.

TIED SUPER OVER – REPEATING THE SUPER OVER

15. If the Super Over is tied, then subsequent Super Overs shall be played until there is a winner (subject to paragraph 23).

16. In normal circumstances any subsequent Super Over shall start 5 minutes after the previous Super Over ends.

17. The team batting second in the previous Super Over shall bat first in the subsequent Super Over.

18. The ball (and if necessary, replacement ball (s)) selected for use by the umpires in the previous Super Over shall be used again by both teams in any subsequent Super Over(s).

19. The fielding side shall bowl its over in a subsequent Super Over from the opposite end from which it bowled in the previous Super Over

20. Any batter dismissed in any previous Super Over shall be ineligible to bat in any subsequent Super Over.

21. Any bowler who bowled in the previous Super Over shall be ineligible to bowl in the subsequent Super Over.

22. In all other ways the procedure for a subsequent Super Over shall be the same as for the initial Super Over.

SUPER OVER UNABLE TO BE COMPLETED

23. Where the Super Over or subsequent Super Overs are abandoned for any reason prior to completion then the match shall be decided on the toss of a coin.

SCHEDULE 2

Bowl-Out Procedure

Where a 'bowl-out' contest is used to achieve a result, the procedure shall be as follows: five players from each side will bowl over-arm two deliveries each at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9). The first bowler from Team A will bowl two deliveries and the first bowler from Team B will bowl two deliveries, then the second bowler from Team A will bowl two deliveries and so on. The side which bowls down the wicket (as defined in Law 28.1) most 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 (the order in which the bowlers bowl in the sudden death may differ from the first stage bowl-out).

The following shall also apply in the respect of 'bowl-outs':

- 1) 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.
- 2) If a bowler bowls a 'no ball' it will count as one of his two deliveries but will not count towards the score of the team.
- 3) If the original match has started, the five cricketers to take place in the 'bowl-out' must be selected from the original 11 cricketers and the 12th man. If there has been no play in the original match (the toss has not taken place), the five cricketers may be selected from any of the Club's members.

Each side will appoint a wicket-keeper to stand behind the wicket but out of the reach of the stumps.