

# SEEVENT 60+ NATIONAL COUNTY CRICKET CHAMPIONSHIP

## PLAYING REGULATIONS 2016

(Ratified at November 2015 AGM)

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

*(It is recommended that the Umpires are present at the toss to agree with the Captains the notional time of Close of Play, drinks intervals, interpretation of wides, etc.)*

### 1. HOURS OF PLAY

- 1.1 All matches in the Group stages and up to and including 31<sup>st</sup> July will start at 1.30p.m. The remaining matches in August will start at 1.00p.m. Matches in September will start at 12.30pm.
- 1.2 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 or any other appropriate interval.
- 1.3 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.
- 1.4 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 45 overs unless dismissed before the 45 overs have been completed.
- 2.2 In matches where the start is delayed or play suspended 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.
- 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 30 overs unless one team has been all out in less than 30 overs or the team batting second has scored enough runs to win or as specified in 3.2 below.
- 3.2 If prior to the commencement of the game or as a result of suspension of play during the first innings the game is reduced to less than 45 overs per team the number of overs to be bowled in the second innings to constitute a game shall be two thirds of the agreed number (i.e. 30 to 44 overs) per side, any part over in the calculation being rounded up to the next whole number.

- 3.3 In all matches in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 45 overs each in an uninterrupted match, or a lesser number of overs in an interrupted match) 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.
- 3.4 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:-
- 3.4.1 45 overs a side match
- The team with the higher score at the end of the penultimate over and so on until a winner is decided.
- 3.4.2 Reduced, but equal overs-a-side match
- The team with the higher score at the end of the penultimate over and so on until a winner is decided.
- 3.4.3. Both sides dismissed in 45 overs-a-side or reduced, but equal overs-a-side match
- If both sides are all out, 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.
- 3.5 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 30 overs:-
- 3.5.1 If the match is abandoned, after 30 overs have been bowled in the second innings the result shall be decided on the average run-rate (to 2 decimal places) throughout both innings.
- 3.5.2 If, due to suspension of play, the number of overs in the innings of the side batting second is revised, their target score (to 2 decimal places) shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the side batting first. They will need to exceed the target score to win.
- 3.6 In the event of the team batting first being all out in less than their full quota of overs, the calculation of their run rate shall be based on the full quota of overs to which they would have been entitled and shall apply only where the team batting second has not had the opportunity to bat for the agreed number of overs.
- 3.7 If a match is not started or is abandoned before both teams have received 30 overs (unless a team has been bowled out in less than 30 overs) no points will be awarded. The match will normally be replayed once but Counties may agree further replays within the time limit.
- 3.8 If the replay is abandoned without a result points will be awarded as per regulation 8.5.
- 3.9 Incomplete overs shall be ignored in calculating run rates, which should be established using the score at the end of the last completed over.
- 3.10 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., One designated bowler from each side shall, alternately, bowl six balls each at a proper set of stumps and the winner will be the side to hit the stumps most times. In the event of a tie, each bowler shall bowl alternately until there is a winner.
- 3.11 If neither side is at the ground, the result shall be decided by the toss of a coin organised by the committee Member responsible for the Competition 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 offside or legside 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 legside wide should be called if a ball pitches and stays outside the leg stump.

#### **7. RESTRICTION ON PLACEMENT OF FIELDERS**

- 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 striker's end 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 -- This Competition does NOT comply with the ECB. rule for all non-first-class limited overs Competitions and therefore there shall NOT be a limit of five fielders on the leg side.

#### **8. POINTS SCORING SYSTEM FOR GROUP MATCHES**

- 8.1 The team winning the match shall score 22 points. The losing team will score Bonus points gained under rules 8.2 and 8.3.
- 8.2 Bonus points - batting -1 point for every 25 runs over 100 i.e.125, 150, 175, 200, 225. Maximum 5.
- 8.3 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
- 8.4 In the event of a tie (as defined in para. 3.3) both sides shall score 11 points
- 8.5 In the event of a rain/light curtailed match that has lasted under 30 overs in the second innings or if a match is not commenced and/or not completed for any reason and it is not possible to arrange any further replays before the cut off date for Group matches the teams will be credited with the average number of points (to the nearest whole number) they have scored in the matches played in the Group.

## **9. SUPPLEMENTARY ARRANGEMENT**

Away teams shall pay a contribution of £40 for Teas.

## **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 a game is in doubt before the date of play the home County should do its utmost to call on a local League umpire to inspect the ground to decide if play is possible. Any decision made will be binding on both Counties. If there is any dispute, the Executive Committee 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 If there is any interruption to play because of rain, hail, etc. the pitch and run ups **MUST** be covered (by moveable covers and/or sheeting) unless the interruption is very brief.
- 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 "Call Time" and retreat to the pavilion rather than risk serious injury. In all Seevent 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.