



## Over 50's County Championship

### Competition Rules

- 1 **Title**

The title of the Competition shall be the Over 50's County Championship, for the Brian Aspital Trophy.
- 2 **Management**
  - 2.1 All decisions relating to the interpretation of these rules or to matches played in the Competition shall be made by the Over 50's County Championship Committee and will be final and binding.

The Over 50's County Championship Committee may delegate in any such circumstances any of their powers and duties to an independent sub-committee as it sees fits to ensure there is no conflict of interest.
  - 2.2 All potential breaches of these Rules, or disputes arising from the application or interpretation of these Rules, shall be referred to a subcommittee of not less three members of the Over 50's County Championship Committee, whose decision shall be final and binding. The subcommittee will consider any such matter and following such procedures as it considers appropriate and shall not be bound by rules governing the admissibility of evidence in judicial or other proceedings. In certain circumstances at the discretion of the Over 50's County Championship committee an arbitrator may be appointed to give advice to the subcommittee as it sees fit.

If any party objects to any member of the subcommittee on the basis of a conflict of interest, the Over 50's County Championship Committee shall consider whether it is necessary to appoint a new member of the Committee.
- 3 **Entry**
  - 3.1 The Competition shall be open to 40 participants made up of 39 counties and the Channel Islands. Only one team may enter from each county.
  - 3.2 Counties who participated in the previous year's Competition shall automatically be included in the Competition for the following year unless written notification to the contrary is given by 1st December in the year prior to the Competition. A county wishing to be re-admitted to the Competition

must give notice to that effect to the Over 50's County Championship Committee by 1st September in the year prior to the Competition.

- 3.3 Each team participating in the Competition will pay an entry fee (set by the Over 50's County Championship Committee) prior to being able to compete in the competition each season. Non payment of the fee will result in the scheduled game(s) being conceded or deemed a 'no result' in the event of both teams' non payment of the entry fee.

#### **4 Competition Structure**

- 4.1 The Competition shall be organised consisting of 5 groups of 8 teams as decided from time to time by the Over 50's County Championship Committee in consultation with the participants.
- 4.2 The top seeded sixteen sides shall qualify for the Brian Aspital Trophy knockout stage. The next 16 seeded teams (17<sup>th</sup> – 32<sup>nd</sup>) will qualify for the Plate knockout competition which will run alongside on the same dates. Qualification and draw format detailed are under Playing Condition 8.4 and 9.4.
- 4.3 The Participants shall undertake all match arrangements up to and including the Knockout Semi-Final stages.
- 4.4 The Over 50's County Championship Committee shall undertake arrangements for the Finals.

#### **5 Qualification of Players**

- 5.1 All players must be 50 or over when participating in any match in the Competition.
- 5.2 Players must either be:
- 5.2.1 born in the County they are representing or;
  - 5.2.2 resident in the County they are representing or;
  - 5.2.3 a bona-fide member of a club situated in or affiliated to the County Board they are representing and have played a minimum of 6 league or cup game during the preceding season. All clubs must be affiliated to the County Board they are representing.
- 5.3 Players that have previously represented a County in a Over 50's County Championship competition may continue to represent that County, even if they no longer meet the criteria under 5.2. This also includes any over 50 County 2<sup>nd</sup> XI and 3<sup>rd</sup> XI matches played in other competitions.
- 5.4 Players shall represent only one County in the Competition in any one season.
- 5.5 All players must have been resident in the UK for one year prior to the commencement of the current season. This requirement is not necessary for any British citizen born in the UK.
- 5.6 It is the responsibility of each participating team to ensure that all players meet the eligibility required above and if challenged be able to provide suitable evidence of eligibility for any player. If they are in any doubt, they should contact the Secretary of the Over 50's County Championship Committee for guidance before fielding a player.
- 5.7 Any breach of these rules will result in the loss of the game involving an ineligible player and result in disqualification from the knockout stages of the

competition, including any other sanction which the Over 50's County Championship Committee should deem appropriate.

## **6 Cricket Balls**

It is the responsibility of both teams to provide one match balls each for all group and knockout games. The Over 50's County Championship Committee may subject to confirmation assist with or provide two matches balls for each game throughout the competition. All matches must use the same make of ball for both innings. The approved ball for all matches is a red Tiflex Winsor. The committee will review the ball from time to time, and request feedback from the participants in the competition to ensure the balls are of a standard and value that the competition requires.

## **7 Umpires**

- 7.1 Each County team in conjunction with their local ECB Association of Cricket Officials shall appoint one full ECB ACO member for all group and knockout matches up to the semi-final. The Home team may appoint both umpires to stand in a group match by mutual consent between the two counties involved.

## **8 Scorer**

Each team shall provide a scorer for each match they play.

## **9 Match Arrangements**

- 9.1 Fixtures in the Group stage are to be played on the dates as shown on the Fixture List published by the Over 50's County Championship Committee unless the two counties involved in the fixture mutually agree to switch the match to another date prior to the deadline within which group matches have to be completed by.

All group matches must be completed on or before the Sunday following the last scheduled group game of the season. Otherwise they will be deemed a "No result".

- 9.2 If a match is cancelled or there is no result due solely to bad weather, every effort shall be made to re-arrange the fixture on the Wednesdays during the seasons when games are not scheduled. The Home side shall, within seven calendar days, provide the Away team with at least one alternative date on which the match may be re-arranged if the immediate next spare Wednesday is not available. Failure to give an alternative date within 7 days will result in the match being forfeited by the Home team, unless agreement has been confirmed by the Away team by that date. If both counties have mutually agreed not to re-arrange the match because of insufficient time or any other reason, it will be deemed a 'no result'. In any such circumstance, evidence of communications will be required.

### 9.3 **First Knockout Round, Quarter-Final and Semi-Final matches**

Matches in these three rounds will be played on the designated dates unless both counties mutually agree to play on an alternative date, which is no later than the Wednesday following the scheduled date. Matches where no result is achieved, due to bad weather, can be re-arranged, providing the re-arranged match is played on or before the Wednesday preceding the next round. Where insufficient time is available and no result has been achieved then the match will be decided based on 3.2 - 3.4 of the playing conditions below.

### 10 **Match Results**

It is the responsibility of the Home side to enter the result and full scorecard details onto the appropriate Play-Cricket site within 24 hours of the match being completed. The Away side should confirm that the summary result has been correctly entered within the next 24 hours. Both sides must ensure that their squad details have been entered on Play-Cricket website prior to each match they play. A player will be deemed ineligible to take part in a game unless they are registered on the Play Cricket website prior to taking part in that game.

In the event of the match being cancelled or abandoned it is still the responsibility of the Home County to enter the fact on Play-Cricket.

### 11 **Code of Conduct**

All players, coaches or match officials shall be bound by the MCC Spirit of Cricket and ECB General Conduct Regulations.

## **Playing Conditions**

The most recent publication of the Laws of Cricket shall apply with the following exceptions:

### 1 **Hours of Play**

1.1 All matches in the Competition other than the Final shall commence at 1.00pm unless mutually agreed otherwise by the two teams in any one match.

1.2 All sides are expected to be in position to bowl the first ball of the last of their 45 overs within 3 hours playing time (including time taken for drinks). In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction area in 7.3 than would normally be the case. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled cessation time for the innings. The full quota of overs will be completed.

This time restriction and requirement to have one fewer fielder outside the fielding restriction area will not apply for reduced overs matches.

- 1.3 The Tea Interval, which will normally be taken between innings, shall be of twenty minutes duration or otherwise agreed by both sides before the coin toss.

In interrupted or delayed matches, the Tea Interval may be shortened or waived with the agreement of both Captains. Captains and umpires must agree before play commences the latest time at which play can finish to allow subsequent changes in the number of overs, should play be interrupted by bad weather. In the event of agreement not being reached, Close of Play shall be 7.30pm or 6 hours and 30 minutes after the agreed start time.

## 2 **Length of Innings**

Each team shall bat for 45 overs unless all out earlier.

In matches where the start is delayed or play is suspended:

- 2.1 The object shall always be to re-arrange the number of overs so that both teams have the opportunity of batting for the same number of overs. Overs still to be bowled shall be based on an average rate of 15 overs per hour (one over per 4 minutes or part thereof) in the time remaining before Close of Play (See 1.2).
- 2.2 If the number of overs of the side batting first is reduced, no fixed time will be specified for the close of their innings.
- 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 a number of overs to be calculated as in 2.1.
- 2.4 The team batting second shall not bat for a greater number of overs than the first team, unless the latter has been all out in less than the agreed number of overs.
- 2.5 The minimum length of a match shall be 20 overs per side unless a result has been achieved earlier.

This Playing Condition can be over-ruled by 9.1 in the case of matches played in the Knockout stages of the Competition.

N.B. Umpires shall notify all concerned of the time of resumption of play following delay or suspension, immediately they have reached a decision. The umpires shall be responsible for calculating the revised number of overs to be played in the match and for notifying the decision immediately to all concerned.

## 3 **The Result**

- 3.1 A result can be achieved only if both teams have batted for at least 20 overs unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. All other matches in which one or both teams have not had the opportunity of batting

for a minimum of 20 overs shall be declared 'no result' matches and will be subject to Playing Condition 8.2.

- 3.2 In 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 shall be declared a tie and both teams shall receive two points. If the scores are equal in a knockout round 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:

- 3.2.1 45 overs-a-side matches

The team with the higher score at the end of the 44th over (providing both teams have received 44 overs), if still equal, at the end of the 43rd over (providing both teams have received 43 overs) and so on, until a winner is decided.

- 3.2.2 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.

- 3.2.3 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.

- 3.3 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 for all group and knockout stage matches:

- 3.3.1 If the match is abandoned before the Close of Play, the result shall be decided on the Duckworth/Lewis method (version of DL shall be prescribed by the competition organiser. If no agreement, Play-Cricket Scorer/PCS Pro should be used).

- 3.3.2 If, due to suspension of play, the number of overs in the innings of the side batting second has to be revised, their target score shall be calculated by the Duckworth/Lewis method. With the Duckworth/Lewis method, an integral target will be set for the team batting second with one run less than this target resulting in a Tie.

- 3.3.3 If 3.3.2 results in a tie and a winner is required or if a result cannot be achieved in the match, there will be a bowl-out (outdoors or indoors) under the supervision of the umpires to determine a winner.

- 3.4 If circumstances in 3.3.3 make a 'bowl-out' impossible, the match shall be decided by the toss of a coin.

#### 4 **Number of Overs Per Bowler**

- 4.1 No bowler may bowl more than nine overs, however, in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, 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. Two bowlers can bowl 7 overs and three bowlers can bowl 6. 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.

When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

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 Declarations**

Law 15 will not apply in this competition. The captain of the batting side may not declare their innings closed at any time during the course of the match.

## **6 Wide Ball – Judging a Wide Ball**

In addition to Law 22 the following will apply.

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.

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. For guidance purposes, a legside wide should be called if a ball passes on the legside outside the pads of the batter in their normal batting position.

## **7 Restriction on Placement of Fielders**

### **7.1 Two semi-circles shall be drawn on the field of play.**

The semi-circles shall have as their centre the middle stump at each 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 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 At the instant of delivery, there may not be more than five fielders on the leg side.**

### **7.3 For the duration of the innings only five fielders are permitted to be outside the field restriction marking at the instant of delivery.**

### **7.4 In the event of an infringement of the above fielding restrictions, the umpire at the striker's end shall call and signal 'No Ball'.**

## 8 **Points**

8.1 The following points system will apply:

Win	<b>20</b>
Tie	<b>10</b>
Abandoned	<b>5</b>
Cancelled	<b>5</b>
Loss	<b>0 + Bonus Points</b>
Conceded	<b>0</b>
Match Conceded to	<b>20</b>

## 8.2 **Bonus Points**

The following bonus points system will apply for teams that lose only (no additional points added to teams that win or matches that finish as a tie or abandoned):

### Batting

150-174 runs	<b>1</b>
175-199 runs	<b>2</b>
200-224 runs	<b>3</b>
225 & more runs	<b>4</b>

### Bowling

3-4 wickets	<b>1</b>
5-6 wickets	<b>2</b>
7-8 wickets	<b>3</b>
9-10 wickets	<b>4</b>

8.3 In the event of two or more teams in any Regional Group having an equal number of points, their overall positions in the table shall be based on the result of the Group match between the sides.

8.4 If still equal, the team with the higher net run rate in the Group matches in which a result was achieved will be placed in the higher position.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate of both teams shall be based on the full quota of overs to which the batting team would have been entitled and not on the number of overs in which the team was dismissed.

8.5 In the event of any team not fulfilling a fixture for any reason other than weather, they will be deemed to have conceded and therefore lost the match and they will also have deemed to have bowled 45 overs (270 balls) and taken 0 wickets for the purposes of the calculation in 8.4.

8.6 The five group winners, five runners-up and five third placed counties in each group will automatically go forward into the First Knockout Round. The fourth placed county with the best record will automatically qualify for the First Knockout Round.

This will be determined first by the county with the most league points, and, if more than one county has equal points, the qualifier will be the County with the best overall net run rate as calculated in 8.4.

- 8.7 For the avoidance of doubt, the knockout draw will be strictly made on the basis of seedings only with conventional draw methodology. ie 1<sup>st</sup> plays 16<sup>th</sup>, 2<sup>ns</sup> plays 15<sup>th</sup> and so on.
- 8.8 For the Plate knockout competition, teams seeded 17 to 32 will compete on a same basis to that of the main knockout competition adopting the same draw methodology. ie 17<sup>th</sup> plays 32<sup>nd</sup> and 18<sup>th</sup> plays 31<sup>st</sup>.

## 9 **First Knockout Round, Quarter-final and Semi-final Matches**

9.1 Where a Knockout 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 result can only be achieved in a match of less than 20 overs per side if both sides have the opportunity to bat for the full number of overs originally allocated at the start of the new match.

9.2 If a result cannot be achieved by the designated closing date for the round, the winners of the tie will be decided by a 'bowl-out' or the toss of a coin.

### 9.3 Bowl-Outs

In the event of no result being obtained by other methods and where there is no reserve date on which to play the game, a bowl-out (outdoors or indoors) will take place to achieve a result. Five players from each side will bowl two overarm deliveries each at a wicket (conforming to Law 8) from a wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases marked (conforming to Law 7). The side, which bowls down the wicket (as defined in Law 29) the 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 following shall also apply in respect of bowl-outs:

9.3.1 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.

9.3.2 If a bowler bowls a No ball it will count as one of the two deliveries but will not count towards the score of the team.

9.3.3 If the original match has started, then the five cricketers nominated to take part in the bowl-out must be chosen from the eleven cricketers and 12th man selected to play in the match.

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 players in the squad as registered on Play-Cricket.

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

9.4 The five group winners and the best three runners-up shall receive a home tie in the First Knockout Round. The best three runners-up shall be determined as

in 8.4 (as for the fourth best county in the First Knockout Round). The same principle will apply to the Plate knockout competition where teams finishing 17<sup>th</sup> to 21<sup>st</sup> will all receive home draws in the first knockout round.

10 **Finals**

Arrangements for both knockout Finals shall be made by the Over 50's County Championship Committee. In the event of a no result the match may be arranged for another date at the earliest opportunity.

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