

Match Rules - Divisions 3A - 6B

1. Duration

- 1.1 Matches will start at 12.00 noon and shall consist of a maximum of 50 overs per innings, except where time is lost after the scheduled start time due to inclement weather or other unavoidable cause, when the number of overs shall be reduced as detailed in 2 below. For the purpose of determining the overs remaining in a match interrupted in the second innings, the Close of Play will be 6.45pm. Declarations are not permitted.
- 1.2 Both sides are expected to be in a position to bowl the first ball of the last of their 50 overs within 3 hours of playing time. If the fielding side fails to meet this requirement one fewer fielder shall be permitted outside the fielding restriction area than would normally be the case as set out in 6.2. All penalties in this regard will be imposed at the end of the over in progress when the scheduled or re-scheduled cessation time for the innings was exceeded. The full quota of overs will be completed.
- 1.3 Tea, taken between innings, will last for a maximum of 30 minutes. At the discretion of the umpire(s) or, if there are no non-playing umpires, by the agreement of both captains, tea may be taken during any stoppage for rain or other causes.
- 1.4 Any time lost due to drinks intervals (which must have been agreed before the toss) or late starting of the match, or late resumption after any interval, or any other unavoidable cause including injury to a player, shall be aggregated and taken into consideration in calculating the time allowed for the completion of an innings.

2. Interference by Weather

- 2.1 Whenever possible, the Duckworth-Lewis-Stern (DLS) method will be used to calculate the Target Score – see 2.6.
- 2.2 In the event of a delayed start the length of the match will be reduced at a rate of one over per innings for each full 7 minutes of playing time lost. See the lost time reckoner on page 48. If there are no further disruptions, the winner of the match will be the team scoring the most runs.
- 2.3 First innings - 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. The number of overs lost to be calculated based on one over per innings for each full 7 minutes of playing time lost.
- 2.4 If, owing to a delayed start to the second innings or a suspension of 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, the umpires will re-calculate, (on every occasion) the number of overs to be bowled. The number of overs to be faced by the team batting second will never be increased after an interruption.
- 2.5 The number of overs to be bowled in 2.4 shall be calculated based on the time remaining in the match, based on 3½ minutes per over. In calculating the

number of overs remaining to be bowled the number shall be rounded up. The number of overs available to the team batting second shall never be more than available to the team batting first following the last recalculation of the number of overs available in the first innings.

2.6 If a player or representative from either side has the means to use the DLS method, either by using the DLS software on a laptop computer, or via the Play Cricket Scoring App, then this will be used to calculate the target score of the side batting second resulting from a loss of overs under 2.3 and 2.4. The version of the DLS software to be used is Professional Version 5.

- In matches where there is either at least one non-playing umpire, the umpire(s) must agree with the scorers and shall inform the captains of the target score before play is resumed.
- In matches where there are no non-playing umpires, the captains and scorers together must agree the target score before play is resumed.
- In the event of a miscalculation of the target score the original score shall not be altered once the captains have been informed, unless there is a subsequent recalculation due a further loss of overs. The target score shall be displayed clearly on the scoreboard.

2.7 If the target is reached or exceeded, the side batting second shall be deemed to have won. If the par score is equalled, the match is a Tie. If the par score is not reached, the side batting first shall be deemed to have won.

2.8 If the umpires (or captains, where there are no non-playing umpires) decide that it is not possible to obtain a target score by using the DLS method, this decision shall be agreed before the toss and the scorers informed.

- If DLS is not used, then where applicable, a target score for the team batting second will be set calculated based on the average run rate (to two decimal places) achieved in the 1st innings multiplied by the number of overs available in the 2nd innings. The winner of the match will be the team scoring the higher number of runs per over, with the exception that, if the side batting second reach or exceed the target score at any point during their innings, they will be deemed to have won. If either side was dismissed before receiving the full allocation of overs the runs per over calculation shall be based on the number of overs the side was entitled to receive (either at the commencement of its innings or as reduced due to subsequent interruptions to play).

2.9 Whatever method is to be used, (either DLS or average run rate), this MUST be agreed at the toss, prior to the start of the game, and cannot be changed thereafter under any circumstances.

2.10 Both sides must have the opportunity to receive a minimum of 20 overs to constitute a match, unless one side is dismissed or a result is achieved.

2.11 The latest start time for a match reduced to 20 overs per side shall be 3.50pm, unless the captains and umpires agree to abandon the match earlier.

2.12 Prior to the toss the home side is the ground authority for all games and is the sole arbiter as to whether or not the ground is fit for play.

2.13 After the toss, the following shall apply with respect to the fitness of ground and the weather:

- Where there are two non-playing umpires, they shall be the sole arbiters.
- Where there is one non-playing umpire, then if there is no agreement between the captains, the umpire's decision shall prevail.
- Where there are no non-playing umpires the responsibility for determining the suitability of the conditions shall be with the two captains. They are to act having proper regard for their responsibilities in relation to the safety and safeguarding of all participants. If the two captains are unable to reach agreement a non-playing committee member of the home club shall be responsible for the decision. If no non-playing committee member is available then play will be suspended. Having suspended play it shall only be resumed with the consent of both captains. The conditions are to be regarded as unsuitable if there is a foreseeable risk of injury to any participant or where the conditions are such that it would be unreasonable to continue. Conditions are to be regarded as unsuitable where the ground is so wet that the movement of fielders or batters is restricted, or where there is surface water on the square.

Note: If the tea interval takes place during a stoppage for bad weather in the first innings, 30 minutes will be deducted from the total time lost and the total number of overs to be bowled and the time limits will be recalculated accordingly. If the change of innings takes place during a stoppage for bad weather, no additional adjustments shall be made to the number of overs to be received by the team batting second after any recalculation of the number of overs to be received.

Duckworth Lewis Stern in Divisions 3A – 6B

If someone from either side has the means to use the DLS method, either by using the DLS software on a laptop computer, or via the play-cricket scorer app, then this will be used to calculate the target score of the side batting 2nd whenever there is an interruption in play that results in a loss of overs.

Download the app from iPhone App Store / Google PlayStore. In the app, click on Tools and you will see DLS Calculator - click on version 5 and follow the instructions.



Please read ALL paragraphs of rule 2 of the match rules for divisions 3A to 6B, relating to weather and the use of DLS.



3. Result

- 3.1 Except as provided in 2.7 & 2.8 with respect to interrupted matches, a match shall be won by the team which has scored the most runs in its completed innings.
- 3.2 Except as provided in 2.7 & 2.8 with respect to interrupted matches, a tie shall be achieved if the scores are level at the conclusion of the match, irrespective of the number of wickets lost by either team.

4. Points System

The league tables will be produced on a total points basis awarded as follows:

Win - 30 points; Tie - 20 points; Loss - Bonus Points

Cancelled / Abandoned -10 points or bonus points, whichever is the greater.

Batting Bonus Points: 1 point for every 15 runs scored from 110 to 245 (i.e. a maximum of 10 points).

Bowling Bonus Points: 1 point for every wicket taken.

If a team takes all the available wickets of a team playing with fewer than 11 players, they shall receive 10 bowling bonus points.

If any side fails to fulfil a fixture, the opposing team shall be awarded the full 30 points available for that fixture. Any side which fails to fulfil a fixture shall additionally be deducted 10 points from its points total in the division in which it plays.

5. Number of Overs Per Bowler

- 5.1 No bowler may bowl more than 10 overs in an innings.
- 5.2 In a match reduced to less than the scheduled number of overs, no bowler may bowl more than one fifth of the total number of overs available. Where the total number of overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. (E.g., in an innings of 37 overs, a maximum of 2 bowlers may bowl 8 overs)
- 5.3 If a reduction in overs results in one or more bowlers having exceeded the newly calculated maximum, then the umpires shall calculate the overs allowed for the remaining bowlers. A bowler who has exceeded the new maximum shall be permitted to complete an incomplete over. (E.g., Match reduced to 33 overs, one bowler has bowled 10 – 3 bowlers may bowl a maximum of 6 overs and 1 bowler may bowl a maximum of 5.
- 5.4 A part over shall count as a full over only insofar as each bowler's limit is concerned.

6. Restriction on the Placement of Fielders

- 6.1 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. The ends of each semi-circle shall be joined to the other by a straight line drawn on the same side of the pitch.
- 6.2 At the moment of delivery, only five players may be permitted outside the line described in 6.1 at all times.
- 6.3 At the moment of delivery, no more than five fielders shall be permitted to field on the leg side.

- 6.4 In the event of an infringement of the fielding restrictions in either 6.2 or 6.3 the umpire at the striker's end shall call and signal 'No Ball'.
- 6.5 If in the opinion of either batter, the striker's end umpire fails to call and signal No Ball when the fielding restrictions have been breached, then immediately the ball becomes dead, either batter may draw the matter to the attention of either umpire. If the striker's end umpire is able to verify the breach, he/she shall call and signal "No-Ball." If the striker's end umpire is unable to verify the breach, then he/she shall confirm that the events of the delivery shall be unchanged.

7. No Ball

- 7.1 Underarm bowling is not permitted. If a bowler bowls a ball underarm the umpire shall call and signal "No Ball".
- 7.2 There will be no "free hits" for any no balls.

8. Wide Ball

- 8.1 Law 22 shall apply with the following additions:
- 8.2 Umpires are instructed to apply a very strict and consistent interpretation regarding this Law in order to prevent negative bowling wide of the wicket.
- 8.3 A leg side wide shall be called if, irrespective of where the ball pitches, it passes outside the line of the striker standing in his/her normal guard position and the leg stump.
- 8.4 A wide shall not be called if the striker moves towards the off-side and the ball would have struck any part of his/her person had he/she not moved.
- 8.5 A ball passing between the striker and the leg stump shall not be judged a wide.
- 8.6 An additional crease marking shall be made 17 inches inside and parallel with each return crease, joining the popping and bowling creases. The crease is the inside edges of both these new markings and the return crease markings. An off side wide shall be called if, in the umpire's opinion, the delivery has passed between the 17-inch line and the return crease, and the striker has not brought it within reach of a run-scoring stroke.

9. The Bowling of Fast, Short Pitched Deliveries

Law 41.6.1 shall be replaced with:

A bowler shall be limited to one fast, short pitched delivery per over. The umpire at the bowler's end will make it clear to both the bowler and the batters at the wicket when such a delivery within this limit is bowled. This ruling shall apply even though the striker has made contact with the ball with his/her bat, person or equipment. A short pitched delivery is defined as one that clearly passes or would have passed over shoulder height of the striker standing upright at the crease. It is unfair if the limit is exceeded, and the umpire shall call and signal No Ball on each such occasion. In addition, the umpires will adopt the procedures of law 41.6.3 and 41.6.4.

Lost time ready reckoner

Time lost during 1st innings only: A – Total overs in match. B – Overs per team

Minutes lost (divisional groups)			
Divisions: 3A-6B	Regional divisions	A	B
0		100	50
7		98	49
14		96	48
21		94	47
28		92	46
35		90	45
42		88	44
49		86	43

56		84	42
63		82	41
70	0	80	40
77	7	78	39
84	14	76	38
91	21	74	37
98	28	72	36
105	35	70	35

Minutes lost (divisional groups) (Cont.)			
Divisions: 3A-6B	Regional divisions	A	B
112	42	68	34
119	49	66	33
126	56	64	32
133	63	62	31
140	70	60	30
147	77	58	29
154	84	56	28
161	91	54	27

168	98	52	26
175	105	50	25
182	112	48	24
189	119	46	23
196	126	44	22
203	133	42	21
210	140	40	20

Match Rules - Regional Divisions

1. Duration

- 1.1 Matches will start at 1.00pm and shall consist of a maximum of 40 overs per innings, except where time is lost after the scheduled start time due to inclement weather or other unavoidable cause, when the number of overs shall be reduced as detailed in 2 below. Declarations are not permitted.
- 1.2 Both sides are expected to complete their innings within 2 hours and 20 minutes.
- 1.3 Tea, taken between innings, will last for a maximum of 30 minutes. At the discretion of the umpire(s) or, if there are no non-playing umpires, by the agreement of both captains, tea may be taken during any stoppage for rain or other causes.
- 1.4 Any time lost due to drinks intervals (which must have been agreed before the toss) or late starting of the match, or late resumption after any interval, or any other unavoidable cause including injury to a player, shall be aggregated and taken into consideration in calculating the time allowed for the completion of an innings.

2. Interference by Weather

- 2.1 In the event of a delayed start or any break in the first innings for bad weather, the length of the match will be reduced at a rate of 1 over per innings for each full 7 minutes of play lost. See the lost time reckoner on page 48. If there are no further disruptions then the winner of the match will be the team scoring the most runs.
- 2.2 Any disruptions to play in the second innings shall result in one over being deducted for each full 3½ minutes lost. A target score for the team batting second will be set calculated based on the average run rate (to two decimal places) achieved in the first innings multiplied by the number of overs available in the second innings. The winner of the match will be the team scoring the higher number of runs per over, with the exception that, if the side batting second reach or exceed the target score at any point during their innings, they will be deemed to have won. If either side was dismissed before receiving the full allocation of overs the runs per over calculation shall be based on the number of overs the side was entitled to receive (either at the commencement of its innings or as reduced due to subsequent interruptions to play).
- 2.3 Both sides must have the opportunity to receive a minimum of 20 overs to constitute a match, unless one side is dismissed or a result is achieved.
- 2.4 The latest start time for a match reduced to 20 overs per side shall be 3.40pm, unless the captains and umpires agree to abandon the match earlier.
- 2.5 Prior to the toss the home side is the ground authority for all games and is the sole arbiter as to whether or not the ground is fit for play.
- 2.6 After the toss, the following shall apply with respect to the fitness of ground and the weather:
 - Where there are two non-playing umpires, they shall be the sole arbiters.
 - Where there is one non-playing umpire, then if there is no agreement between the captains, the umpire's decision shall prevail.