

Playing Rules - Divisions 1 and Below 2024

1. Duration

- a) Start times are as indicated below. 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.
- b) All 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.
- c) **Divisions 1 to 6B**
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 2.1 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. Both sides are expected to complete their innings within 3 hours. After this time has elapsed only the batting side shall be entitled to pick up further bonus points.
- d) **Regional Divisions**
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 2.2 below. Declarations are not permitted. Both sides are expected to complete their innings within 2 hours and 20 minutes. After this time has elapsed only the batting side shall be entitled to pick up further bonus points.

2. Interference by Weather

2.1. Divisions 1 to 6B

- a) Whenever possible, the Duckworth-Lewis-Stern (DLS) method will be used to calculate the Target Score – see (f)
- b) 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 guidance chart within this handbook. If there are no further disruptions, the winner of the match will be the team scoring the most runs.
- c) 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.
- d) 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.
- e) The number of overs to be bowled in (d) shall be calculated based on the time remaining in the match to the scheduled close of play, 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 those that were available to the team batting first following the last recalculation of the number of overs available in the first innings.
- f) 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 (c) or (d). The version of the DLS software to be used is Professional Version 4.
- In matches where there is either at least one panel umpire or 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.
- g) 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.
- h) If the umpires (or captains, where there are no non-playing umpires) decide

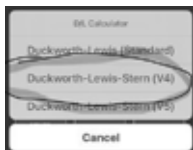
Duckworth Lewis Stern in Divisions 1 – 6B

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 resulting from 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 4 and follow the instructions.

**PLAY-
CRICKET
SCORER**

Please read ALL paragraphs of rule 2 of the match rules for division 1 and below, relating to weather and the use of DLS.



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 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).
- i) 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.
- j) 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.
- k) 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.
- l) Where panel umpires are appointed, in the event of any dispute between the captains over the fitness of the ground for play within one hour of the scheduled start, the umpires shall be the sole arbiters as to whether the ground is fit for play, both before and after the toss. Where the fitness of the ground is in doubt more than 3½ hours before the scheduled start time, the home club will make every endeavour to obtain agreement to any proposed cancellation from at least one of the appointed umpires or a nominated local deputy.
- m) Where there are no panel umpires appointed then rules regarding the determination of the fitness of the ground will be as per section 2.2 e) below.

2.2. **Regional Divisions**

- a) 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 guidance chart within this handbook. If there are no further disruptions then the winner of the match will be the team scoring the most runs.
- b) 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).

- c) 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.
- d) 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.
- e) 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.

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.

3. Points System

The league tables will be produced on a total points basis (except in Divisions 10 and 11 of the Regional Divisions, where the tables will be produced on an average points basis). Points will be awarded as follows:

Win	30 points
Tie	20 points
Loss	Bonus Points
Abandoned	10 points or bonus points, whichever is the greater.

Batting Bonus Points

Divisions 1 - 6b: 1 point for every 15 runs scored from 110 to 245 (i.e. a maximum of 10 points).

Regional Divisions: 1 point for every 15 runs scored from 80 to 215 (i.e. a maximum of 10 points).

Bowling Bonus Points

All Divisions: 1 point for every wicket taken.

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

Except in the regional divisions below division 9, if any side fails to fulfil a fixture, the opposing team shall be awarded the full 30 points available for that fixture.

Except in the regional divisions below division 9, 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.

4. Number of Players

Both teams are required to field a minimum of 8 players during both innings to constitute a league match. Subject to the following conditions, any team that does not have at least 8 players available and at the ground after 1 hour of actual playing time, shall be deemed not to have fulfilled the fixture:

- In matches where panel umpires are appointed, should there be fewer than 8 players present at the scheduled start time, the umpires shall decide whether the game shall start or if there is to be a concession.
- In all other matches, where both captains agree, a match may start, even though the batting side has fewer than 8 players at the ground, providing the missing players, whose names must be on the team sheet, are expected to arrive.
- In all matches, there will be a general allowance that games may start up to 15 minutes after the scheduled start time, at the request of either or both captains, to take account of traffic or similar problems and there shall be no reduction in overs on account of this allowance. For clarity, beyond these 15 minutes, there shall be no further delay to the start, regardless of the number of players available to either team.

5. Fast Bowling Directive

The ECB fast bowling directive (published online or in the league handbook) shall apply to all league games and failure to comply shall be construed as playing an ineligible player and will be dealt with accordingly under the powers given to the league under rule 12 of the Constitution.

6. Penalty Runs

Penalty runs to be awarded under the Laws of Cricket (2017 Code 3rd Edition 2022), shall only be awarded as follows:

- a) In all divisions, for illegal fielding (Law 28.2).
- b) In all divisions, for a ball striking a protective helmet placed on the ground (Law 28.3).
- c) In Divisions 1, 2A and 2B, where there is at least one panel umpire, the awarding of penalty runs shall apply in full.
- d) In Divisions 3A to 6B, for breaches of the law on player behaviour (Law 42) provided there is at least one qualified non-playing umpire.

7. Cricket Balls

- a) The make and specification of cricket balls to be used in all league matches will be determined by the League Executive Committee and no other ball shall be used (see inside back cover).
- b) A new ball shall be used from the start of both innings in all matches. Under no circumstances should the ball used in the first innings be used at the start of the second innings.
- c) The home club is required to provide all of match balls, including sufficient spares, conforming to the make and specification detailed under 7(a).

8. Umpires and Scorers

- a) Divisions 1 – 2B: Umpires for matches will be appointed from a panel by an appropriate sub-committee, subject to availability. Umpires will be paid by the League and each club will be charged for the cost of its umpire fees. The level and method of reimbursement will be determined from time to time by the League Executive Committee.
 - In the event of cancellation umpires should be notified no later than 2 hours before the scheduled start time. If one or both umpires arrive at the ground a reduced fee will be payable. In the event of a cancellation, the HOME club is responsible for contacting BOTH umpires.
 - If only one panel umpire is appointed to a match, he/she shall be entitled to receive an additional fee.
- b) Umpires' positions: If there is only one appointed panel umpire, the home club will be notified in advance by the panel coordinator and must provide an umpire for the match. If that umpire is qualified then he/she shall stand at both ends; if not, then he/she shall stand at the striker's end only. If there is only one non-playing umpire, he/she shall stand at the bowler's end throughout the match.
- c) Each club with a team in Divisions 1 to 6B is required to register with the League every umpire that it considers to be attached to the club whether that umpire has been supplied to the League Umpires Panel or will be standing in a match below Division 2B.
- d) In Divisions 3A to 6B inclusive each club is required to register with the League any umpire who will be officiating in a match during the season under one of the following categories:
 - Qualified: an umpire who is a member of the ECB ACO and has completed both Stage 1 and 2 courses or their equivalents.
 - Dispensation Granted: an umpire who has received dispensation from the League on the grounds that he/she is a long-standing experienced umpire. A sub-committee will review and agree any dispensation, which is granted annually and does not carry over to subsequent seasons.
 - Club Umpire: any other umpire which the club expects to use to cover absence of a qualified umpire, or one who has been granted dispensation, due to illness, injury or holiday.

Clubs must provide for every match, other than exceptionally (e.g., holidays or illness) either a qualified umpire or one who has been granted dispensation.

Failure to meet this requirement will result in a 5-point penalty for each match.

e) In Divisions 1-2B each club is required to register with the League a minimum of one scorer who has either:

- Completed the ECB ACO Club Scorer course or equivalent; or
- Received dispensation from the League on the grounds that the club has a long-standing and experienced scorer. A League sub-committee will agree any dispensation on this basis.

It is expected that the scorer(s) so registered will be appointed in all matches other than, exceptionally, in the case of holidays or illness. Failure to provide a competent scorer for the duration of matches in Divisions 1-2B will result in a 5-point penalty.

f) The penalty of 5 points will not be applied as follows:

- In (d) where the club has supplied at least as many umpires as it has teams playing in Divisions 6B and above to the Umpires Panel, and
- In (e) where the registered scorer is also a registered umpire and that umpire is a member of the Umpires Panel.

g) It is expected that in cases where a club is able to claim exemption from the penalty of 5 points that it will make every effort to provide, in all matches, an umpire or scorer as applicable for the benefit of the participants.

h) It is the responsibility of every club to ensure that its umpires and scorers are correctly registered on the League website and a claim for exemption under (f) will be determined from those registration details.

9. Covers

Covering of pitches and bowlers' run-ups shall be allowed after play has commenced. Where only partial covers are available, to ensure play can resume as quickly as possible, bowlers' run-ups shall be covered up to a distance not exceeding five feet in front of the popping crease.

10. Pitches

Grounds on which matches are to be played shall be listed in the handbook. Alternative grounds may be used, providing the visiting team and umpires are advised of the change before 8pm on the Thursday prior to the date of the match, and formal acknowledgement of the change obtained from an officer of the opposing club and the umpires (where appropriate).

No game shall be switched to a ground (or pitch) other than the one on which the game is scheduled and/or is normally used by the home team, after 8pm on the Thursday prior to the date of the match. Exceptional circumstances may apply, if a late change of ground is approved by the League Executive Committee.

Artificial pitches may only be used in games in Divisions 10 and 11 of the Regional Divisions.

11. Number of Overs Per Bowler

- a) No bowler may bowl more than 10 overs in an innings in a 50 over per side match, or 8 overs in an innings in a 40 over per side match.
- b) 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)
- c) 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.
- d) A part over shall count as a full over only insofar as each bowler's limit is concerned.

12. Restriction on the Placement of Fielders

- a) Additional fielding restrictions shall apply in Divisions 1 to 6B inclusive. There shall be no additional restriction of fielders (other than those applied in the Laws of Cricket) in the Regional Divisions.
- b) 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.
- c) At the instance of delivery, only five players may be permitted outside the line described in b) at all times.
- d) In the event of an infringement of the fielding restrictions in c) the umpire at the striker's end shall call and signal "No Ball."
- e) 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.

13. No Ball

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

14. Wide Ball

14.1. Divisions 1, 2A & 2B

- a) Law 22 shall apply with the following additions:
- b) Umpires are instructed to apply a very strict and consistent interpretation regarding this Law in order to prevent negative bowling wide of the wicket.

- c) A leg side wide shall be called if, irrespective of where the ball pitches, it passes outside the line of the striker and the leg stump, irrespective of any movement by the striker.
- d) A ball passing between the striker and the leg stump shall not be judged a wide.
- e) 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 scoring stroke.

14.2 **Divisions 3A to 6B**

- a) Law 22 shall apply with the following additions:
- b) Umpires are instructed to apply a very strict and consistent interpretation regarding this Law in order to prevent negative bowling wide of the wicket.
- c) 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 normal guard position and the leg stump.
- d) A wide shall not be called if the striker moves towards the off-side and the ball would have struck any part of his person had he not moved.
- e) A ball passing between the striker and the leg stump shall not be judged a wide.
- f) 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.

14.3 **Regional Divisions**

The umpires and captains shall ensure that consistency is achieved across both innings for determining what constitutes a wide delivery. The division in which the match is being played should be taken into consideration when deciding what should constitute a wide delivery. The principles set out in Law 22 should be used when umpires and captains are reaching agreement.

15. **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.

16 Age restrictions

The minimum age for Open Age cricket is the U13 age group. For juniors to play in any HPCL organised league match, the junior must be in Year 8, and at least 12 years old on the 1st September of the preceding year. Further, the junior's parents, club coach and an independent Level 2 coach, (usually a county coach), must sign and adhere to the terms set out in HPCL U13 Consent Form which can be found on the HPCL website.

Lost time ready reckoner

Time lost during 1st innings only:

A – Total overs in match B – Overs per team

Minutes lost (divisional groups)			
Divisions: 1-6B	All others	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: 1-6B	All others	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