

SNCL Playing Conditions proposal

Proposal 1

It is hereby proposed that the WDCU adopt SNCL Rules Articles: 8 (Playing Conditions); 9 (Players); 10 (Player Registration); 11 (Timing and Duration of Matches); 12 (Uninterrupted Matches); 13 (Delayed/Interrupted Matches); 14; 15; 16 (Bowling Restrictions); 17 (Fielding Restrictions); and Appendix 7 as they stood at the start of season 2009 for Division 1 only. NB: The SNCL rules on points (Article 18) shall be adopted if proposal six is not passed.

The above articles shall replace WDCU Rules Articles 5; 6; 7; 9; 10; 11; 12 for the leagues concerned.

Please refer to the attached sheet for the Rules Articles listed above.

The reasons for this proposal are –

1. To align the WDCU as a feeder league to the rules of the league that they are feeding into, this makes it easier for the teams promoted into the SNCL as well as those relegated from it to adapt from season to season.
2. These playing conditions would help encourage teams to use more bowlers per game, thus helping with development of young players.
3. The introduction of Article 13 would allow for matches to be reduced so that more matches can be completed and interrupted matches won't then finish too late on a Saturday night.
4. Adoption of these and Proposal 1 would remove the uneven playing field regarding batting 1st or second. Currently the team batting 1st has no option to 'play for a draw' due to the limited overs restrictions placed on the team. They can only bat 50 overs maximum, there are restrictions on the number of overs a bowler can bowl and restrictions on fielders. These restrictions are against the whole idea of draw cricket and the attraction/intricacy this can bring to a game.

Proposal 2

As proposal 1, but for Divisions 1 & 2 only.

Proposal 3

As proposal 1, but for Divisions 1, 2 & 3 only.

Proposal 4

As proposal 1, but for Divisions 1, 2, 3 & 4 only.

Proposal 5

As proposal 1, but for all Divisions of the WDCU.

SNCL Articles to be adopted

8. PLAYING CONDITIONS

- (a) In all matches the Laws of the Marylebone Cricket Club (*2000 code 2nd edition – 2003*) shall apply except as amended in these Rules. No underarm bowling is permitted.
- (b) All clubs are responsible for providing facilities, which comply with League standards. These standards have been adopted from the ECB conditions for club cricket. All facilities detailed are required for League membership. The provision of sightscreens (Rule 8.6) and covers (Rule 8.8) is mandatory for all divisions.
- (c) Any League club whose facilities do not meet the requirements given below may be subject to sanctions as detailed in Rule 26.
- (d) From the beginning of season 2010 every League club shall require to have a minimum of one person who is qualified
 - (i) to at least I.O.G. (Institute of Groundsmanship) Level 1 (parts A and B) and is also active in ground preparations for that club or
 - (ii) by experience

Qualification by way of IOG certification requires to be evidenced by means of the production of certificates and, if by experience, by application to the Committee for accreditation.

8.1 Cricket Balls

The grade of ball to be used in all matches shall be laid down by the Committee.

8.2 Pitch and Square

- (a) All pitches must be grass maintained.
- (b) The square must be well maintained and in good condition with the whole of it being mown to a length not exceeding 16 millimetres ($\frac{5}{8}$ inch). The pitch must be prepared to the highest standard possible and clearly distinguishable from the remainder of the square. The length of grass on the pitch on the day of the match must be no more than 6 millimetres ($\frac{1}{4}$ inch) and shall be marked and rolled before play.
- (c) The pitch must be appropriate for matches of at least 100 overs duration. The bounce of the pitch should be true and predictable throughout the match, and should not produce excessive spin or movement off the seam. The pitch shall not be watered during the match.

- (d) The popping crease shall be marked to a minimum of 3.65 metres (12 feet) to conform to Law 9 and the protected area for the bowlers follow through (Law 42 - 11b) shall be indicated with markings off the playing surface 1.52 metres (5 feet) in front of the popping crease and also on the bowling crease 30.5 centimetres (1 foot) either side of the middle stump. The crease shall include markings for off side wides. (see Appendix 3a) The width of the crease markings shall be no less than 12 millimetres ($\frac{1}{2}$ inch) and no more than 25 millimetres (1 inch).
- (e) Stumps must be properly matched sets in good condition and with matching bails. The stumps shall be pitched by the Home Club at least 10 minutes before the scheduled start with holes adequately watered to allow easy resetting by the umpires. The pitch shall be brushed and re-marked (and rolled if requested) during the interval between innings. At least one roller must be available for use during the match. Any holes or ruts on the square caused by previous matches must be levelled, filled and firmed before a subsequent match.

8.3 Outfield

The outfield must be well maintained and adequately drained. It must be mown to a length not exceeding 19 millimetres ($\frac{3}{4}$ inch) with no noticeable grass cuttings. Balls should be able to run true and the outfield must be free of holes, ruts or other obstructions which might pose a hazard to fielders.

8.4 Boundary

The boundary must be clearly marked by rope or white line. Where a rope is used, markers may also be used, but where a white line is used, markers must also be used. Such markers shall be at regular intervals not more than 18.3 metres (20 yards) apart. Alternatively, where a gutter is used the edge shall be cleanly cut; if a picket fence or advertising boards form part or all of the boundary they shall be secure and in good condition. No boundary shall be less than 45.75 metres (50 yards) from the nearest middle stump on the match pitch without explicit dispensation being given by the Committee.

8.5 Fielding Circles

- (a) The fielding 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 27.45 metres (30 yards). The semi-circles shall be linked by two parallel straight lines. The fielding circle shall be marked by white dots 4.5 metres (5 yards) apart, covered by circular white plastic or rubber (but not metal) discs 180 millimetres (7 inches) in diameter.
- (b) Two inner circles shall be drawn on the field of play. These are shown in Appendix 3b. The circles shall have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles is 13.72 metres (15 yards). The field restriction area shall be marked by different coloured plastic or rubber (but not metal) discs 500 – 750 millimetres (2 – 3 inches) in size. The segment of the circles reserved for the slip positions shall not be demarcated.

8.6 Sight Screens

- (a) The structure and non-reflective paintwork of the sightscreens must be in good condition. They must measure a minimum of 3.05 metres (10 feet) wide and 3.65 metres (12 Feet) high and should be completely outside the playing area whenever possible. Screens must be properly positioned before the commencement of play and provided at both ends. The screens may be mobile or fixed but must be of sufficient width and height to allow the batsmen to see the bowler's delivery from either over or around the wicket without impediment.
- (b) A rope or boards should be provided to define the boundary if the sight screen(s) stand within the playing area and the roped/boarded area must be of sufficient size to allow screens to be moved from side to side without adjusting the ropes/boards.

8.7 Scorebox

- (a) The numbers on the board should show at least: Total; Wickets; Overs Bowled; First Innings Total; Duckworth/Lewis Score and be of adequate size to be seen from the far side of the ground.
- (b) The scorebox should, ideally, be visible from the Pavilion, players' viewing area and playing area. Umpires should be able to see the scorers' signals clearly, and the scorers should be able to see at least 90 per cent of the playing area. The scorebox must be clean, tidy and reasonably comfortable, with adequate table and chairs and full protection from the weather. The system for changing the numbers should be easily accessible to the scorers, simple to operate and in full working order.

8.8 Covers

- (a) Covers must be used to protect the pitch from rain, both during the match and in the preceding days as appropriate. Arrangements should be made for ground staff or other helpers to put the covers in place as quickly as possible.
- (b) Wheeled covers are recommended. However, plastic sheets/tarpaulins can be used provided they are well maintained and are always laid over a hessian underlay. Such hessian underlay must cover the pitch area as a minimum. Whichever covers are used they must protect an area of at least 21.35 metres x 3.65 metres (70 feet x 12 feet). Clubs are encouraged to protect a larger area, including bowlers' run-ups, whenever possible.
- (c) Whichever method of covering is used, it must not allow water to seep through and clubs will be required to show that their covering arrangements are adequate to protect the pitch, taking into account the contours and draining characteristics of the ground.

8.9 Drying Equipment

An adequate supply of sawdust and cloths must be available to minimise lost playing time due to wet conditions. Additional covering for areas likely to cause a delay in play (e.g. the ends of previously used pitches) should be provided whenever possible. Other drying facilities, including brushes, forks, squeegees etc. can also be used.

8.10 Rollers

At least one roller must be available for use during the match. However, it is recommended that a light roller, 75 to 100 kg (1.5 to 2 cwt), and a heavy roller, 500 to 1000 kg or more (10 cwt to 1 ton or more), be available to the captain of the batting side.

8.11 Practice Facilities

- (a) Clubs should ensure that they have access to good quality practice facilities for mid-week practice for senior players and either mid-week or weekend practice for junior players. Net practice facilities should be available for use by both sides (ideally a minimum of two nets) before matches whenever possible.
- (b) Any grass nets must be in good condition with true and predictable bounce. Artificial net pitches should be regularly maintained and rolled where appropriate to ensure true and predictable bounce.

8.12 Changing Rooms

- (a) Changing rooms must be well ventilated, lit and decorated, with heating whenever possible. Changing facilities must be provided for the visiting side with a separate facility for the umpires.
- (b) The rooms should be of adequate size and with suitable seating, tables or shelving for bags and equipment. Changing rooms should be easily accessible from the playing area, whilst preserving the privacy of the players, and should allow viewing of the playing area whenever possible. Flooring must be suitable for bare feet.
- (c) The changing rooms should have adequate security to ensure the security of equipment and possessions.

8.13 Showers

Adequate clean and hygienic showers shall be available and conveniently located to allow private access by players and umpires.

8.14 First Aid

A first aid kit must be available at all times for treatment of minor injuries. In the event of an injury occurring which is so severe that it would require the use of a stretcher, the player should not be moved until professional medical help is available.

8.15 Public Telephone

A public telephone in working order must be available for access of the ground by the National Press. A mobile phone will be acceptable provided that the number remains the same throughout the season and it is notified to the Committee prior to the publication of the League Handbook.

8.16 Commercial Advertising

All commercial advertising on cricket shirts and sweaters must comply with current ICC/SCL regulations.

8.17 Teas

Teas are to be provided by the home club.

9. PLAYERS

9.1 Interpretation

For the purposes of this rule the following words and phrases shall have the following meanings:

- (a) An "amateur" player is any player who is not a Paid Player.
- (b) "Local Player" shall mean a player who is normally resident in the European Economic Area ("EEA"), and who has been so resident for at least 183 days before any match, but who is not a Scottish Qualified Player.
- (c) "overseas" shall mean outside the EEA.
- (d) "Overseas Amateur" shall mean a player who is not a Paid Player and who has not been resident in the European Economic Area for at least the 183 days immediately prior to the match in which he intends to play provided that: (i) he has not played first class cricket in the last two years and has not featured as a first class cricketer in any of the last two published ACS Cricket Year books, and (ii) he will be less than 23 years of age on 31 August of any season in which he plays in the League. (see also Appendix 4)
- (e) A "Paid Player" is a player who receives any of the following as a fee for playing, or as an inducement to play, or to facilitate their playing cricket: (i) payment in cash or in kind; (ii) accommodation whether free, subsidised,

or otherwise assisted; (iii) employment, whether full-time or part-time; (iv) payment in whole or in part of fares to the United Kingdom from that player's place of abode.

- (f) "Scottish Qualified Player" shall have the meaning set out in Appendix 5 to these rules.

9.2 Players permitted to play

- (a) All players must be bona fide members of the club for whom they play in the League.
- (b) All teams competing in the League are required to field a minimum of 7 Scottish Qualified Players.
- (c) No club may play more than one Paid Player and one Overseas Amateur or, if no Paid Player, then no club may play more than two Overseas Amateurs, one of whom must have a UK level 2 coaching qualification (or acceptable overseas equivalent).
- (d) All players other than the Scottish Qualified Players, the Paid Player and the Overseas Amateur must be Local Players.

9.3 Further Provisions about Paid Players

- (a) For the purposes of these rules: (i) the payment of reasonable travelling expenses is permitted without any player being deemed a 'paid player'; and (ii) a physical education teacher or a coach whose work is solely educational and who is not paid directly or indirectly for playing cricket for a member club is not a Paid Player.
- (b) There shall be no residency requirements for the one permitted Paid Player, but if sourced from outwith the UK/EEA, then UK Border Agency regulations must be satisfied.
- (c) Any payment made to a player by Cricket Scotland for playing in a match organized by Cricket Scotland will not render that player as a Paid Player for the purposes of his participation in the League. This provision will apply equally to a player of any ICC Associate or Affiliate nation within the EEA.

9.4 Further Provisions about Overseas Amateurs

- (a) No club may field a player in any match in the League unless that player has been resident in the EEA for at least the 183 days immediately prior to the match in which he is to play unless that player otherwise satisfies the criteria for being an Overseas Amateur (see Appendix 4).
- (b) Consideration may be given by the Committee to waive some or all of the requirements for an Overseas Amateur in suitable cases where the player has moved to Scotland through work or study or other acceptable reason.
- (c) Sub-paragraph (a) shall not apply to a Scottish Qualified Player who is normally resident in Scotland but who has spent the winter months overseas.
- (d) Consideration may be given by the Committee to waive the requirements of sub-paragraph (a) in relation to a Local Player in suitable circumstances.

9.5 Paid Players reverting to Amateur status

- (a) No player who has been a Paid Player as the prime source of his income at any time in a calendar year may play as an amateur for the team of any club in any Division of the League within the same calendar year.
- (b) No player, other than a Scottish Qualified Player or a player of any other ICC Associate or Affiliate nation within the EEA, may play as an amateur for the team of any club in any Division of the League if he has been a Paid Player at any time in the three calendar years preceding that year.
- (c) The provisions of sub-paragraph (b) may be waived if the permission of the Committee is obtained prior to such player participating in any League match. Such permission will, however, only be granted in special circumstances.

10. PLAYER REGISTRATION

- (a) In order that the Committee may administer the rules relating to player eligibility, all players must be registered before playing in any League match. The Committee will provide clubs with registration forms on which details of 'paid-players', 'overseas amateurs' and other players must be recorded. No player may play in the League without approval being given by the Committee.
- (b)
 - (i) Each club may register one 'paid player', who must possess a UK Level 2 coaching qualification (or acceptable overseas equivalent). The production of a certificate will be a requirement of registration. No club will be allowed to play their 'paid player' or 'overseas amateur' until they have received confirmation from the Committee that all required documentation has been received and meets the requirements for registration.
 - (ii) Where a club does not in fact make any payment or otherwise provide an inducement to play to its 'paid player' that player must nevertheless meet the requirements set out in Rules 9.1 (d) and 10 (b) (i) and be registered as an 'overseas amateur'.
 - (iii) Exceptionally - where the original 'paid-player' is unable to complete the season through injury (medical certification may be requested) or call-up for national duties (any age group) - the registration of a substitute 'paid-player' may be approved by the Committee. Only one successful registration of a substitute 'paid player' will be permitted.
- (c) In the case of registration of 'overseas amateurs', no registration will be accepted in respect of a player who has either played first class cricket or has featured as a first class player in either of the last two published ACS Cricket Year-books. Furthermore, no application to register an overseas amateur player may be made after the 10th Saturday of the League season. Only one successful application for the registration of an 'overseas amateur' - other than as set out in Rule 10 (b) (ii) - will be accepted per season. Further guidelines in respect of overseas amateurs are contained in Appendix 4.
- (d) Registration of other players should ordinarily be made prior to the first match of the League season. Exceptionally, clubs may register players during the course of the season by completing an emergency registration form and submitting it to the Committee, preferably by email or fax, for registration. While every effort will be made to deal expeditiously with such registrations, approval may be delayed in the event additional information pertaining to the player's background is sought. The player in question may not play in a League match until approval is granted by the Committee to the club.

- (e) No player, registered or not, may play in a League match without the prior written approval of the Committee if he has played in that season for any other club in the League, or in any other league competition – other than a player featuring in a club's 2nd or other XI in recognised league competition. Such permission will ordinarily only be given where the player has moved home or place of work/study, and where the player's previous club has provided a written statement confirming that they have no objection to the change of club.
- (f) For any non-EEA passport holders the Committee will require to see the passport of such players as proof of eligibility to be registered and to play in the League.
- (g) Clubs will be permitted to register Scottish qualified players, currently playing elsewhere, but they may only be registered by the club with which they were last registered and for which they last played. Such players will only be allowed to play in League matches providing they have not played first class cricket during the current season. Registration of such players must take place prior to the current League season in order for the player to be granted permission to play.

11. TIMING AND DURATION OF MATCHES

- (a) Matches shall be scheduled to start at 1.00pm unless bad weather or some exceptional circumstance or emergency situation has arisen, and shall be completed on the day of commencement. When both clubs agree, matches can have an earlier scheduled start, with the earliest being 12.00 noon. In this event, the home club is responsible for advising the appointed umpires of the agreed scheduled starting time.
- (b) Matches scheduled for the last two weekends of August will start at 12 noon.
- (c) Umpires shall be empowered to delay the start of a match for reasons other than bad weather but only if some emergency situation arises.
- (d) The scheduled hours of play will be from 1.00pm to 8.10pm or from 12.00pm to 7.10pm. There will be two sessions of play, normally of 3 hours 20 minutes each, and separated by an interval of 30 minutes.
- (e) Umpires shall have the power to suspend play in the event of an emergency situation occurring once play has commenced. It is intended that an emergency situation will only be declared where an extremely serious occurrence has arisen which involves players, officials, the ground or pavilion or which may adversely affect the completion of the game.
- (f) In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran.

- (g) The minimum time for the interval will be 20 minutes. Should that mean a re-scheduled start time then the match end time will be adjusted accordingly.
- (h) One drinks interval per innings is allowed, but no time allowance shall be provided for it. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided no playing time is wasted. No other drinks shall be taken without the permission of the umpires.
- (i) The captain of the batting side may not declare his innings closed at any time during the course of a match.
- (j) If a ball has not been bowled by 4.40pm (3.40pm for a 12 noon start) the umpires will then abandon the match. It will always be possible that, with the agreement of both captains, a game can be abandoned before that time, if it is apparent that the pitch or outfield would not recover to allow a match to be played.

12. UNINTERRUPTED MATCHES (i.e. Matches neither delayed nor interrupted)

- (a) Each team shall bat for 50 overs unless all out earlier. In that case the team is 'deemed' to have batted its scheduled number of overs
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. In such a case, a deduction of one (1) point will be made, subject to the allowances in Rule 12 (e). The team batting second shall receive its full quota of 50 overs, irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings
- (c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs
- (d) If the team fielding second fails to bowl 50 overs by the scheduled cessation time of the second innings, the hours of play shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result is achieved. In such a case, a deduction of one (1) point will be made, subject to the allowances in Rule 12 (e).
- (e) In either innings Umpires are allowed to make allowances for stoppages outside the control of the fielding side such as, but not exclusively, for injury or lost ball.

13. DELAYED OR INTERRUPTED MATCHES

- (a) The minimum number of scheduled overs per side in a match will be 25. A game cannot start if neither side has an opportunity of receiving at least 25 overs. In addition, if there are interruptions in the first innings of a match, which result in the number of overs to be faced by both sides being reduced, then the game will be abandoned if this recalculated number is less than 25.
- (b) In all reduced overs matches both teams will be given 4 minutes leeway to complete their allocated number of overs.
- (c) In the event of a game being seriously delayed or interrupted, then tea should be taken, where possible, to allow as much cricket as possible to be played.
- (d) If conditions during a rain stoppage improve and rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately.

14. DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING FIRST (Refer to Appendix 6)

- (a) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 4 minutes per over in the total remaining time available for play. When calculating the length of remaining playing time available for the match the duration of the interval will be taken into account.
- (b) The revision of the number of overs should ensure that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (c) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 4 minutes per over. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, interruptions in play and intervals (excluding those for drinks) will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required, one additional over should be allocated to each side, with the interval and close of play times recalculated accordingly
- (d) If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close of play resulting from the previous interruption.

- (e) In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.
- (f) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed. In such a case, a deduction of one (1) point will be made, subject to the allowances in Rules 13 (b) and 14 (i).
- (g) If the team fielding second fails to bowl the revised number of overs by the scheduled or rescheduled close of play, the hours of play shall be extended, subject to conditions of ground, weather and light, until the overs have been bowled or a result achieved. In such a case, a deduction of one (1) point will be made, subject to the allowances in Rules 13 (b) and 14 (i).
- (h) Should calculations regarding number of overs result in a fraction of an over, the fraction shall be ignored.
- (i) Umpires are allowed to make allowances for stoppages outside the control of the fielding side such as, but not exclusively, for injury or lost ball. Such allowances will not influence the recalculated number of overs but may delay the scheduled close of either innings.

15. DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING SECOND (Refer to Appendix 7)

- (a) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocation, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4 minutes per over in respect of the aggregated lost playing time. Should the calculations result in a fraction of an over, the fraction shall be ignored.
- (b) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- (c) In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting second will continue from the point of the interruption.
- (d) To constitute a match, a minimum of 20 overs has to be bowled to the team batting second subject to the innings not being completed earlier.
- (e) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

- (f) A fixed time will be specified for the close of play by applying a rate of 4 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. With the exception of drinks intervals, the timing and duration of all relative delays, in playing hours and interruptions in play, will be taken into consideration in specifying this time. This calculation must not cause the match to finish earlier than the original time for cessation of play.
- (g) If the team fielding second fails to bowl the revised number of overs by the scheduled or re-scheduled close of play, the hours of play shall be extended, subject to conditions of ground, weather and light, until the overs have been bowled or a result achieved. In such a case, a deduction of one point will be made, subject to the allowances in Rules 13 (b) and 15 (h).
- (h) Umpires are allowed to make allowances for stoppages outside the control of the fielding side such as, but not exclusively, for injury or lost ball. Such allowances will not influence the recalculated number of overs but may delay the scheduled close of the second innings.

16. BOWLING RESTRICTIONS

- (a) No player may bowl more than 10 overs in a normal innings of 50 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 any 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. (Refer to table in Appendix 8)
- (b) 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.
- (c) 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.
- (d) CS subscribes to ECB Directives and, consequently, there are restrictions on the number of overs, which may be bowled by young players. These restrictions are set out in Appendix 9 and are mandatory.
- (e) Wide Ball - Judging a Wide
- (i) Umpires are instructed to strictly apply this Law in order to prevent consistent negative bowling wide of the wicket.

- (ii) If the ball passes outside the offside wide line as it crosses the bowling crease (see Appendix 3a), then the Bowler's End Umpire will call and signal 'wide'. It does not matter if the batsman has moved across to cover the ball. Provided he does not hit the ball, such a delivery must be called 'wide'.
 - (iii) If the ball passes outside the leg stump and behind the striker and the striker makes no contact with it, then the Bowler's End Umpire will call and signal 'wide'. The only exception to this would be if the striker makes a pronounced move to the offside and the ball just misses the leg stump.
- (f) No Ball
- (i) Short pitched bowling – a short-pitched ball is one where the ball passes, or would have passed, above the shoulder height of the striker standing upright at the crease.
 - (ii) The bowler may bowl one short-pitched ball in each over. Either umpire will signal that such a ball has been bowled. If another short pitched ball is bowled in the same over, either Umpire shall call and signal "No Ball".

17. FIELDING RESTRICTIONS

- (a) From over 1 to over 15 of a normal innings of 50 overs a maximum of 2 fieldsmen can be placed outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 27.45 metres - 30 yards) and joined by a parallel line on each side of the pitch.
- (b) From over 16 to the completion of the innings a maximum of 5 fieldsmen can be placed outside this area.
- (c) From over 1 to over 15 of a normal innings of 50 overs there must be a minimum of two stationary fieldsmen (excluding the wicket-keeper) within 13.72 metres (15 yards) of the striker at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 13.72 metres (15 yards) (in the un-demarcated area) provided only that they are standing in slip, leg slip and gully positions.
- (d) Where the number of overs in a match is reduced below 50 per innings, there will be a consequent reduction in the number of overs in which restrictions in Rule 17 (a) to (c) above apply. The prescribed number of overs is set out in Appendix 8.
- (e) Throughout an innings at the instant of delivery there shall not be more than 5 fieldsmen on the leg side.
- (f) In the event of an infringement of any of the above, the striker's end Umpire shall call and signal "No Ball".
- (g) In the event of the striker's end Umpire failing to call and signal "No Ball" when the fielding restrictions in this playing condition have been breached or when Law 41.5 has been breached (at the point of delivery, not more

than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to that Umpire's attention. If the striker's end Umpire is able to verify the breach he shall call and signal "No Ball". If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

- (g) CS subscribes to ECB Directives and, consequently, there are specific requirements and restrictions in relation to young players. These requirements and restrictions are set out in Appendix 9 and are mandatory.

CRICKET SCOTLAND

Appendix 7

Calculation schedule for use by UMPIRES when delays or interruptions occur

in SECOND innings

Score at time of Interruption	/	
Overs bowled		_____
Time		
Original cessation time of innings		_____ (A)
Time at start of interruption		_____ (B)
Restart time		_____ (C)
Length of Interruption (C – B)		_____ (D)
Extra time available (if innings starts before scheduled time)		_____ (E)
Total playing time lost (D – E)		_____ (F)
Overs		
Maximum overs at start of innings		_____ (G)
Overs lost (F/4) - ignore fractions		_____ (H)
Adjusted maximum length of innings (G – H)		_____ (I)

Overs per bowler and Fielding Restrictions

Max. overs per bowler (I/5) – see Appendix 8

_____ overs

Fielding Restrictions

_____ overs

Rescheduled Cessation of Play

Length of innings (I x 4)

_____ (J)

Time at start of innings

_____ (K)

Rescheduled cessation time (K + J + D)

WDCU Articles to be replaced

5. Playing Conditions

- a. The home team in any fixture shall be responsible for the provision of a well-prepared pitch (grass in Divisions 1 and 2), regulation stumps and bails, for the proper marking of the pitch, boundary and fielding circles, and for the provision of tea between the innings. Where the facility is available, the pitch should be completely covered in adverse weather before play and during interruptions in play.

Each team shall otherwise provide its own playing equipment.

Each team shall provide, and bowl with, its own ball which will be on the approved list of the League.

- b. All clubs in Divisions 1 and 2 must comply with the following conditions
 - i. All pitches must be grass and maintained to a standard satisfactory to the Committee.
 - ii. Outfields should be mown once a week and maintained to a standard satisfactory to the Committee.
 - iii. The ground should be enclosed with an even close-cut surface, that is available from late April to early September. The boundary should be a minimum of 40 yards from the end of the pitch. Boundary, pitch and fielding circles shall be clearly defined.
 - iv. A scoreboard easily visible from the middle shall be provided and shall be frequently updated - minimum at the end of each over. The responsibility for updating the scoreboard shall rest with the batting side.
 - v. Each team shall provide a competent scorer.
 - vi. Commercial advertising on cricket shirts and sweaters must comply with current ICC and SC regulations.
 - vii. A basic first-aid kit, including stretcher, shall be available.
 - viii. Teas shall be provided between innings.
 - ix. A suitable clubhouse should be situated within a reasonable distance from the wicket and should ideally have: players' tea area; separate lockable changing room for each team and umpires; showers; direct access to field of play; view of ground and scoreboard. (It should be noted by clubs having problems with this criterion, that a "Portacabin" can provide all the above.)

Where possible clubs should also provide:

- x. Sightscreen or suitable equivalent at both ends of the ground.
- xi. Pitch covers should be provided, preferably of the wheeled variety, but properly laid sheets are acceptable (provided they are not run on with spikes). It is essential that the covers are maintained and properly positioned when required.
- xii. The option of a light or heavy roller between innings.

N.B. Rules (x) a, b, and c are compulsory for Division 1 & 2.

- c. All clubs in Divisions 3,4 and 5 must comply with the following conditions:
 1. All pitches must be maintained to a standard satisfactory to the Committee.
 2. Outfields must be regularly and frequently mown.
 3. Boundary and pitch shall be clearly defined.
 4. A scoreboard easily visible from the middle shall be provided and be regularly updated (minimum at the end of each over) by the batting side.
 5. Each team shall provide a competent scorer.
 6. Commercial advertising on cricket shirts and sweaters must comply with current ICC and SC regulations.
 7. A basic first-aid kit shall be available.
 8. Teas shall be provided between innings.

Where possible clubs should also provide:

9. Sightscreen or suitable equivalent at both ends of the ground.
10. Pitch covers.
11. The option of a light or heavy roller between innings.

6. Players

- a. All players should be bona fide members of the club for whom they play in the League, and no player who has played for any other club in the League, or any other League, may play in a match without the prior permission of the Committee. Such permission will ordinarily only be given where the player has moved home or place of work/study, and where the player's previous club has provided a written statement confirming that they have no objection to the change of club. Confirmations from the player's previous club shall not be unreasonably withheld.
- b. No club may play more than one 'paid player' and one 'overseas amateur' (or where the club has no 'paid player', two 'overseas amateurs'), as defined in Rules 6c and 6d below, in any match.
- c. A 'paid player' shall, for the purposes of these rules, be a player who receives any of the following as a fee for playing, or as an inducement to play, or to facilitate their playing cricket for the club concerned:
 - xii. payment in cash or in kind;
 - xiii. accommodation whether free, subsidised, or otherwise assisted;
 - xiv. employment, whether full-time or part-time;
 - xv. payment in whole or in part of fares to the United Kingdom, or to Scotland, from that player's place of abode.
 - xvi. Expenses exceeding the scale prescribed under Rule 8 below.

For the purposes of these rules, a physical education teacher whose work is solely educational, and who is not paid directly nor indirectly for playing cricket for a member club is not a 'paid player'. No player, other

than a Scottish player as defined in the succeeding sentence, may play as an amateur for any team of any club in any Division if he has been a paid player at any time in the three calendar years preceding that year other than with the permission of the Committee obtained prior to such player participating in any League Match, which permission shall only be granted in special circumstances. A Scottish player shall be defined as (i) born in Scotland, or (ii) a player whose father and/or mother was born in Scotland, or (iii) is eligible to play for Scotland as perceived by the Scottish Cricket Union.

- d. For the purposes of these Rules, a person shall be deemed to be an overseas player in any season unless he has been resident in the European Economic Area for 180 days immediately prior to the match in which he intends to play. In addition, an overseas player shall be deemed not to be an amateur player if (i) he has appeared as a first class cricketer in any of the last two published ACS Cricket Year Books, or
(ii) he will attain the age of twenty-three years on or before the thirty-first day of August of the said season. Consideration may be given by the Committee to waive this rule in suitable cases where the player has moved to Scotland through work or study. Any question as to the eligibility of a player should be addressed to the League Committee in the first instance. The SCU have been advised that any such query should be referred back to the League Committee.

7. Player Registration

- a. In accordance with the Rules of the League, each club may ordinarily register only one 'paid player'. Exceptionally, the registration of a substitute 'paid player' may be approved by the Committee, but only where the original 'paid player' is unable to complete the season through injury, or other acceptable reason.
- b. In the case of registration of 'overseas amateurs', no registration will be accepted in respect of a player whose name has appeared as a First Class player in any of the last two published ACS Cricket Yearbooks. Furthermore, no application to register an overseas amateur player may be made after the tenth Saturday of the League season. Only one successful application for the registration of an 'overseas amateur' will be accepted per season. Further guidelines in respect of overseas amateurs are contained in Appendix 1
- c. Only First Elevens of any club are allowed to play 'paid players' or 'overseas amateurs'. (N.B. In an effort to be fair, the Committee has agreed that any club whose First XI is in the SNCL may play a professional or Overseas Amateur in Division 1 of the WDCU, on the clear understanding that the aforementioned professional or Overseas Amateur shall not play for the SNCL side.)

8. Expenses

9. Timing and Duration of Matches.

- a. All League matches shall start at 1.00 p.m. and shall be completed on the day of commencement unless bad weather or some exceptional circumstance or emergency has arisen.
- b. In the absence of bad weather, league matches may start at some time other than 1.00p.m. on the scheduled date only in the event of previously known exceptional

circumstances, and with the agreement of both sides; and with the permission of - and only with the approval of - the Committee, and with the Committee having received written request from both sides at least seven days in advance of the original date of the match. Umpires shall be empowered to delay the start of matches for reasons other than bad weather and only if some emergency situation arises. The existence of an emergency situation must be agreed by both umpires and both captains, who must also agree on the extent of the delay to the start. Umpires shall have the power to suspend play in the event of an emergency situation being agreed by both umpires and both captains. It is intended that an emergency situation will only be declared where an extremely serious occurrence has arisen which involves players, or officials, or the ground or pavilion, or which may adversely affect the completion of the game.

- c. Each match shall last 100 overs, unless a result is achieved in fewer overs, or a reduction in the overs to be played has been made under 9(f)
- d. Any match in which a result has not been achieved and in which 80 overs have not been completed shall be null and void for all purposes.
- e. If play has not started and is not possible by 3.00 p.m. due to inclement weather, bad ground conditions, or some emergency situation, the match will not take place.
- f. If a match has not started by 2.00 p.m. then the total number of overs to be played shall be reduced by 2 for every 6 minutes or part thereof lost up to 3.00 p.m.
- g. If a match has started and is interrupted by inclement weather or some emergency situation then no reduction in overs will take place. If, however, play is not in progress at 8.30 p.m., no further play shall take place, and if 80 or more overs have been completed then the match will be deemed to be a draw.
- h. The team batting first shall not be allowed to bat for more than half of the allotted overs, unless dismissed in fewer than half the overs to be played. The team batting second, unless sooner dismissed, shall be entitled to bat for the overs remaining in the match.
- i. In the event of the innings for the team batting first concluding during an over, that over will be deemed to have been completed.
- j. If either team is not in place to make the toss by 12.45 (or 15 minutes before an agreed starting time) they will be deemed to have lost the toss.

10. Bowling Restrictions

- a. No bowler may bowl more than 15 overs up to the first 50 overs in any one innings and thereafter the remaining overs in an innings may be bowled by any player. There will be no reduction in the maximum number of overs a player may bowl if the overs in a match are reduced.
- b. Wide Ball - judging a Wide
Umpires are instructed to apply this Law in order to prevent consistent negative bowling wide of the wicket. The following guidelines are shown to assist umpires in reaching consistent interpretation: If the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play "a normal cricketing stroke", both from where he is standing and from where he would normally be standing at the crease, the Umpires should call and signal "Wide".
(The guidelines do not apply if the striker makes contact with the ball)

c. No Ball

Short pitched bowling - if the ball passes or would have passed above the shoulder height of the striker standing upright at the crease, either Umpire shall call and signal “no ball”. A full toss above the waist, no matter the speed of the bowler shall be called “no ball”.

11. Fielding Restrictions Divisions 1 and 2 only.

At the instant of delivery a minimum of four fieldsmen (plus the bowler and wicket-keeper) must be within an area bounded by two semi-circles 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 infringement the square leg Umpire shall call and signal “No Ball”. It is recommended that the area be marked by painted white dots 5 yards apart, covered by circular white plastic or rubber discs 7 inches in diameter.

12. Points

Points, known as ‘result points’ and ‘bonus points’ shall be awarded as follows:

a. Result Points

Each team in a tie or drawn match where the scoring rates are equal - 5 points
For a win - 25 points

In a drawn match,

- i. The team batting first gets 10 points if the team batting second does not get 75% of the score of the first team. The team batting second will receive 0 points.

OR

- ii. 8 points if the total of runs scored by the side batting second is 75% or more of the score of the team batting first. The team batting second will receive 2 points.
- iii. In a situation where the match is abandoned after the 80th over the requirement to attain 75% of the team batting first’s total will not apply. The points will be decided on run rate with the team with the faster scoring rate receiving 8 points and the team with the slower scoring rate 2 points.

The average scoring rate shall be calculated on the basis of total runs scored divided by the total overs faced - where a partially completed over, for this Rule, being considered as a completed over.

b. Bonus Points

No Bonus Points shall be awarded to the team that wins the match.

Batting points shall be awarded as follows: 1 batting point shall be awarded for scoring 100 runs. A further point shall be awarded for each additional 25 runs scored up to and including 225 runs for which 6 points (the Maximum) shall be awarded

Bowling Points shall be awarded as follows:

1 bowling point at the fall of the 1st, 3rd, 5th, 7th, 9th, and 10th wicket - maximum 6 points. (Bonus points are awarded in a tied match as well as result points).

c. Three concessions will lead to automatic relegation.

