

CHERWELL CRICKET LEAGUE PLAYING RULES FOR 2019

Win-Lose-Draw Divisions 7-10

1. LAWS

1.1. Playing Conditions

All matches will be governed by the Laws of Cricket except as otherwise stated in the Cherwell League Playing Rules (this document).

1.2. Affiliation

Each club wishing to play cricket in the Cherwell Cricket League must first be affiliated to the County Board of the County in which it is situated and must then comply with that Board's requirements regarding the ECB "Safe Hands Policy".

2. BEFORE THE MATCH

Approved grounds to be used by teams playing in these Divisions, will not need to be inspected, - newly developed grounds will need to be inspected and approved.

All grounds used for Cherwell League matches (all division) must meet the following standards:

- Good separate changing facilities for BOTH teams.
- Indoor toilets with hand wash basin, preferably with working hot showers.
- Communal area for providing teas.
- Car parking space sufficient for both teams within the ground.
- Proper scoreboard, clearly visible from the pitch.
- Properly prepared pitch.
- Properly mowed outfield.

Should the League receive two or more adverse reports from visiting teams regarding the above requirements, the ground in question will be inspected (a charge of £50 will apply) and any recommended improvements must be carried out within an agreed timescale or permission to play on the ground may be withheld.

Match Forms

Where Umpires are present, at least 20 minutes before the start of play the team captains must give the umpires an ECB form or a club team sheet with player names and ages to allow the umpires to regulate the ECB Fast Bowling Directives. Four new balls, as specified by the League, and at least six good quality spare used balls must be given to the umpires by the home club.

The Toss

The toss shall take place at least 15 minutes before the scheduled start of the match. If either captain or his representative is not present at this time, then the other team will have the option of claiming or conceding the toss.

Delayed Start

If, in the opinion of the umpires, either team is responsible for a delay in the start of the match, then that team will lose one over for each 3.5 minutes lost from its allocation of overs when it bats.

Innings Break

In Divisions 5 to 10 away teams should report to the League if this is not done.

3. TEAMS

3. Forfeits

Teams forfeiting before 9pm on the Thursday preceding the fixture will be fined £50 and deducted five points. Both the opposing captain and the League Secretary must be informed by email and/or a telephone call before the deadline time. In the event of a team forfeiting a match after 9pm on the Thursday preceding the fixture the club will be fined £100 and the team deducted ten points. Fines will be paid to the League and passed on to the opponents of the teams who forfeited the fixture. The cancelled match must always be the match in the Division in which the club's lowest team plays.

3.2. Number of Players

Each club's first team and all teams in Division 4 or higher must field 11 players. Lower ranked teams can play with less than 11 players provided no lower ranked team has more players than one of its higher ranked teams. Any team that transgresses the foregoing will be deducted 10 points and the lower club team who played with a full team will also be deducted 10 points

3.3 Less than 11 Players

The minimum number of players in a club's lowest placed team will be nine; any team fielding less than nine players will be deemed to have forfeited the match. The match will be awarded to their opponents with the subsequent penalties as shown in League Playing Rule 3 being imposed; with the agreement of their opponents the match can be played as a friendly. Should both teams have fewer than nine players neither team will receive any points and the match will be cancelled with the penalties as shown in League Playing Rule 3 being imposed upon both teams.

A club may appeal against the loss of a match and the imposition of Playing Rule 3.2 or 3.3. Any such appeal must be made within five days of the date that the match should have taken place. The appeal will be dealt with by the League Management Committee.

3.4 Failure to Fulfil Fixtures

Any club that has only two teams and whose second team fails to fulfil three or more fixtures, will have to be re-elected to stay in the League at the next A.G.M.

If any club that has more than two teams has a team that fails to fulfil its fixtures on two or more occasions in a season, the League Management Committee will decide upon the future continuance of that team in the League.

3.5. Multiple Forfeits

Any team which fails to fulfil at least two thirds of its scheduled fixtures shall have its record expunged from the league for that season and all points gained in fixtures against them will be removed and the tables recalculated without that team included.

4. GROUND AND WEATHER

4.1 Cancellations Due to Weather

The Ground Executive of the home team shall determine the fitness or otherwise of a ground before a match and shall advise its opponents when a fixture is to be cancelled. The decision to cancel a match should not be taken before the day of the match unless mutually agreed by both clubs and both clubs have informed the League Secretary. In the absence of any such cancellation, this responsibility is assumed by the umpires in accordance with the Laws of Cricket (Law 3) whose decision is final. If an umpire / umpires has / have not been informed that a match has been cancelled and the umpire / umpires attend the ground, the HOME team will be responsible for paying the umpire / umpires fee / fees.

4.2. Artificial Pitches

A fixture may only be played on a synthetic surface if:

- a. the non-turf pitch has been approved by the League, and
- b. both captains agree, and
- c. the captains, in consultation with the umpires, agree that a grass pitch of suitable condition is not available on the square.

4.3. Covers

A pitch may be fully covered during a match in the event of inclement weather.

5. PLAYING RULES

5.1 Timing

All matches will start at 1.00pm for weeks 1-16. In weeks 17 and 18 play will commence at 12.30pm.

5.2 Balls

One approved official Cherwell Cricket League new ball will be used at the start of each innings, both balls to be supplied by the HOME club. Both balls must be presented to the umpires (if present) before the start of play.

5.3 First Innings

The team bowling first must complete its 45 overs in 2 hours 45 minutes (i.e. by 3.45pm if there are no interruptions for weeks 1-16 and by 3.15pm for weeks 17 and 18). If, by the deadline time, the side bowling first has failed to deliver the required number of overs it will continue to bowl but will lose one point for each over not completed by the deadline time

5.4 Second Innings

The time allowed to the team bowling in the second innings will be calculated by multiplying the number of overs by 3.5 minutes and adding 5 minutes. The umpires shall inform the fielding captain of the time by which the overs must be completed. If, by the deadline time, the side bowling second has failed to deliver its overs it will continue to bowl and will lose one point for each over not completed by the deadline time.

5.5 Declarations

If the team batting first declares before 45 overs have been bowled, then the team batting second will receive the full overs remaining.

5.6 Extensions to Time Allowed

The time allowed to each team to bowl its overs may be extended by the umpires in exceptional circumstances, providing any relevant stoppage lasts LONGER THAN FIVE MINUTES. Any such allowance must be agreed by the umpire(s) and notified to the teams and scorers, at the time of the occurrence.

5.7 Spare Balls

Notwithstanding item 5.6 above, if play is delayed due to a shortage of spare balls while the home team is fielding, no additional time may be allowed. If play is delayed in such circumstances while the away team is fielding, the umpires may, at their discretion, allow additional time.

Note: Time spent searching for lost balls, except as set out in 5.6 and for the first drinks break may not be added to the time allowed. If a further drinks break is agreed before the start of play, and is subsequently taken, a further 3 minutes shall be added to the time allowed.

5.8 Tea

The tea interval will last a maximum of 30 minutes and will normally be taken between innings unless otherwise agreed by the captains. Tea may not, however, be taken during the last hour of play.

5.9 Close of Play

Unless a result is achieved earlier, games shall normally finish at 7.30 pm in weeks 1-16 and by 7.00pm in weeks 17 and 18.

5.10 Overs

Divisions 7 to 10 will play a maximum of 90 overs.

5.11 N/A

5.12 Divisions 7-10

Each match is scheduled to last 90 overs split equally 45 overs per team. If the team batting first in bowled out in less than 45 overs, it will still have 45 overs to bowl, in the designated time. If the team batting first declares before 45 overs have been bowled, then the team batting second will receive the full overs remaining. The team bowling second will receive the additional time to bowl the extra overs, calculated at 3.5 minutes per over.

5.13 N/A

5.14 Wides N/A

5.15 Bowling Restrictions (Timed Matches).

Bowlers in all divisions will be restricted to bowling a maximum one third of the overs available at the start of an innings. In the event of a reduction in overs due to rain, the number of overs a bowler is allowed to bowl will be recalculated before play commences. Where one third is not an exact number, the overs available to a bowler will be rounded down. In the event that a bowler exceeds his permitted overs, for any reason, the batting side will be awarded 10 penalty runs for each over bowled (or part thereof) above the permitted limit (in addition to any runs scored in the over). The side bowling at the time will also be deducted 3 match points for every over bowled over the limit. If any individual bowler bowls three or more overs above their permitted limit, his team will be deemed to have forfeited the match and receive no points. If in the opinion of Panel Umpires officiating in the match, or the League Committee where no Panel Umpires are present, the team transgressing are deemed to have deliberately exceeded a bowler's limit to gain an advantage then the match will be deemed to have been forfeited and will result in 0 points for the offending team and 25 points for the opposition. Examples of 'deliberate' could be, but are not limited to: a bowler bowling additional overs when informed he has bowled his allocation, a bowler bowling additional overs and significantly altering the outcome of the match by doing so. There is no right of appeal to any decision made based on the above.

5.16 League Tables

Teams in each division will be ranked according to the number of points gained. If two or more teams have the same number of points, the team with the greater number of wins shall be placed higher. If the number of wins is the same, the team who has lost fewer games will be placed higher, if the number of losses is the same, the team(s) with more bonus points shall be placed higher. If the number of bonus points is the same, the team gaining more points in matches between the teams will be placed higher; if the teams are still level then the team with the best cumulative run rate in matches between the teams will be placed higher.

5.17 Behaviour

N/A

6. DISRUPTION(S) DUE TO WEATHER

6.1 Start Time

If the start of a timed match is delayed the total number of overs available shall be reduced by one for each completed period of 3.5 minutes lost

In Divisions 7-10 the number of overs for each side is half the available overs (with any odd overs going to the 1st innings).

6.2 Minimum Length of match

A match in Divisions 7-10 may only begin if there is time for 50 overs to be bowled. Assuming tea has been taken a match may start no later than 4.15pm (3.45pm weeks 17 and 18).

6.3 Interruptions to Play

If play is interrupted after the start of the match then the total number of overs available shall be calculated as follows:

At the time of the restart the number of overs remaining shall be calculated as the total amount of time left in the match to 7.30pm (7.00pm in weeks 17 and 18) (or later if the 1st innings is overrunning or overran) divided by 3.5. Any necessary deductions for tea (30 minutes), change of innings (10 minutes) and extra allowance per innings (5 minutes) must be included in the calculation. If tea is not taken between innings then it must last no longer than 20 minutes in order to allow for 10 minutes between innings and no loss of playing time.

Once 60 overs have been bowled and a match is subsequently abandoned, the result will be a DRAW unless the circumstances outlined in rule 6.5 appertain.

6.4 Multiple Interruptions to Play

At the end of each stoppage the time remaining in the match until 7.30pm (**or 7.00pm in weeks 17 and 18**) (or later if the 1st innings overran) will be recalculated as per the above.

6.5 Minimum Length of Second Innings

If a side batting first has batted for more than 35 overs when time is lost, the side batting second is entitled (but not mandatory) for a minimum of 20 overs and in such circumstances their innings must commence by 6.20pm (**or 5.50pm in weeks 17 and 18**).

If the 20 overs are completed the result is a DRAW if not the match is ABANDONED.

6.6 Minimum Length of Match

If a match is interrupted and after allowing for 3.5 minutes for each over it is no longer possible for a total of 50 to be bowled, then with the AGREEMENT OF BOTH CAPTAINS the game can be abandoned. If EITHER captain wishes to continue then the overs remaining are calculated as above in 6.3 and the match can continue. If the match reaches the full, re-calculated overs, with no win to either side then the match will be a DRAW.

The entitlement of the side batting first remains a minimum of 32 overs.

Once a match has commenced with a minimum of 50 overs available, should the team batting first be bowled out or declare its innings before the amount of overs calculated have been bowled then the team batting second only has to bat a minimum of 20 overs for a result of a draw to stand if neither team has won the match. There is no requirement for 50 overs to be bowled in these circumstances.

7. MATCH POINTS

The following points will be awarded at the conclusion of the match:

- Win - 25 points
- Tie - 18 points each
- Loss - 0 points
- Draw - the team which has achieved the higher run rate will earn a winning draw and be awarded 7 points plus all bonus points earned. The team with the lower run rate will earn a losing draw and be awarded 2 points plus all bonus points earned. If run rates are identical, the team that batted first will be considered to have the higher run rate. For the purpose of calculating run rates, if a team declares in the first innings, the run rate is calculated based on the number of overs batted. If a team is bowled out in the first innings, they will be considered to have batted all the overs that were available to them immediately prior to the fall of the last wicket. In either event, an over that has been started will be deemed to have been completed. Declarations are not permitted in the second innings.
- For a result to be possible, the second innings requires to be at least 20 overs unless a result is achieved before this. If a team opts to bat with less than 20 overs available in the second innings and a result (win) is not achieved, the match is abandoned.
- Abandoned - 7 points each or bonus points earned - whichever is the greater
- Cancelled - 7 points each

Bonus points are awarded to the losing team and to both teams in the event of a drawn match as follows:

a) Batting:

1 point for reaching each of 75, 100, 125, 150, 175, 200, 225 runs – This will apply for the full duration of the innings in all divisions.

b) Bowling:

Both Innings, 1 point for each wicket taken starting from the 4th wicket (a team being 'all out', irrespective of how many player have batted will result in 7 points to the bowling side.

8. PLAYERS

8.1 Registration

All players must comply with the Cherwell Cricket League Registration Rules.

8.2 Payment of Players

Contracts between clubs and players for the payment of any sum of money or other remuneration or reward, is not allowed in the Cherwell Cricket League, except with the express written authority of the League Management Committee.

Any player wishing to be involved in the "Chance to Shine" programme must obtain a letter from the County Board confirming that the player is approved by and being paid by the Board.

A club may not be assisted by a third party to make a payment to a player of any sum of money or other remuneration or reward, which if paid by the club to the player directly would be a breach of these rules.

If the Committee believes that a third party is paying any sum of money or other remuneration or reward which if paid by the club to the player directly would be a breach of these rules, the League Management Committee can take action against the club, as if payment had been made by the club itself.

8.3 Travel Expenses

A Club may pay players reasonable costs of travel to and from matches**, these costs are to be clearly shown in the club's audited annual accounts. For avoidance of doubt this does not include the payment of airfares.

The Management Committee reserves the right to ask for and verify by sight any information that it requires concerning the application or a breach of these rules.

**NOTE: Reasonable costs of travel are deemed to be:

- a) Second class return fare from player's UK residence to ground.
- b) Return bus fare from player's UK residence to ground.
- c) Return travel by car from UK residence to ground @ 35p per mile.

The League reserves the right to request documented verification in writing of the foregoing requirements.

8.4 Misconduct

Misconduct by any player, member, or associate of any club affiliated to the League in the course of or in conjunction with a Cherwell League match shall be viewed as a disciplinary offence and may result in action being taken by the League under its Code of Conduct.

8.5 Weeks 17 and 18

In weeks 17 and 18 a player shall not play in any division lower than that in which he has played the majority of his games in weeks 1 to 12 inclusive, except that he will be eligible to play in such a lower division so long as he has, in weeks 1 to 12, played in that same division for 2 or more weeks provided that playing in the said lower division does not mean him dropping more than one club XI.

Example: He may drop from 1st XI to 2nd XI or 2nd XI to 3rd XI but not from 1st XI to 3rd XI or 2nd XI to 4th XI and so on.

8.6 Weeks 17 and 18 Eligibility

When determining under rule 17.1 where a player has played the majority of his games in weeks 1 to 12 it is found that he has played equally amongst two or more club XIs then the highest placed XI in which he has played shall determine the point from which a lower division is calculated.

Example: A player has played 4 times in each of his clubs 1st, 2nd and 3rd XIs in weeks 1 to 12. In weeks 17 and 18 he may only play in either his clubs 1st XI or 2nd XI.

Note: The object of rules 8.5 and 8.6 is to prevent clubs in weeks 17 and 18 from using players from higher divisions to unduly influence promotion and relegation issues of lower divisions in which they would not normally play and to continue to promote The Spirit of Cricket.

NOTE: In exceptional circumstances, where a player who has played in more than 50% of the relevant team's matches, could be prevented from playing in weeks 17 and 18, the matter should be referred to the League Secretary by no later than 12.30 pm on the Wednesday preceding the fixture, for a ruling.

8.7 Clarification for Weeks 17 and 18

Any club wishing to seek an exemption to rules 8.5 and 8.6 must contact the Registration Secretary (or his nominated deputy) in writing, by the Thursday preceding the match, stating clearly the reasons they require the exemption. The request should be copied to the League Chairman and League Secretary. Exemptions will only be granted if The League is satisfied that there is no attempt to strengthen a lower team to the detriment of a higher placed team and that there is a genuine reason for the request. The players playing record for the current season **and**, in particular, recent matches will be taken into account. An example of where an exemption may be appropriate would be a player returning from injury.

Note: Player appearances for Weeks 1-12 are shown on the club details pages on the league website for each club once you are logged in.

9. UMPIRES AND SCORERS

9.1. Umpires

Umpires shall be appointed as available and where appropriate, on behalf of the Management Committee by the League Umpires' Secretary from a panel maintained by the League.

9.2 Panel Umpires

N/A

9.3 Umpires Reports

Any umpire so nominated who constantly receives poor marks or adverse reports will, after consultation with the club who nominated the umpire, be removed from the panel.

9.4 Failure to Nominate to the Panel

N/A

9.5 Umpires Allocation

a) N/A

9.6 Unavailability of Nominated Umpire

N/A

9.7 Club Umpires

If no panel umpire is appointed to a match in Divisions 7 then both clubs must each provide a competent umpire who is not otherwise participating in the match. Any club failing to provide an umpire in these circumstances will be deducted two points (division 7 only).

9.8 Only One Umpire

If only one panel umpire or club umpire is provided then that umpire shall stand at the bowler's end throughout the match and be paid both match fees. Club umpires will make their own arrangement with their own club but be entitled to a match fee from the other club. If a club provides an umpire to stand in a match, with a panel umpire or with another club umpire, the other club cannot object to this umpire on the day of the match. This rule applies in all ten divisions.

9.9 Decision on Play

When only one official umpire (Panel or club) officiates in a match, all decisions relating to the condition of the pitch, weather or light and regarding starting, stopping or restarting any match will be taken by the official umpire only, without reference to a player acting as an umpire.

9.10 Umpires Payments for Abandoned Matches

If a match is abandoned without a ball being bowled, panel umpires who have travelled to the ground shall receive their match fee in full. If the home club fails to inform the panel umpire(s) that a match has been cancelled and the appointed umpire(s) travel to the ground, the home club will be responsible for paying the fee(s) due.

9.11 Scorers in Divisions 1-4

N/A

9.12 Scorers in Divisions 7-10

It is the responsibility of the captains to ensure that two people are acting as scorers throughout the match. Each club must make sure that a proper scorebook is used (not sheets taken from the opponents' book) and that the record shows, under Batsmen, all players who played in the match, not just those who actually batted.

10. RESULTS AND MATCH REPORTING

10.1 Results Submission

In all Divisions the result and registrations/match scorecard need to be recorded and submitted by the home captain using the Cherwell League website. Details of the procedure are set out on the website and in the Handbook. Clubs in breach of this procedure will be fined £15 on each occasion and be deducted two points.

10.2 Timing

The match result must be submitted to the website by 10pm on the Saturday of the match.

10.3 Registrations

ALL home team captains, in all divisions, are to ensure that the appropriate Match Scorecard is properly completed on the Cherwell League website before the Thursday following the match. Failure to do so by due date may result in a £15 fine and a two point deduction. Forms not completed within a further 7 days may result in a further penalty of 5 points being deducted. If after 14 days a form is not completed the matter will be reported to the Management Committee for possible further disciplinary action.

10.4 Umpires Report Form

In Divisions 1 to 7 the Captain of BOTH teams will complete an “Umpires Report Form”. This form should be submitted on the website, during the week following the match and before the Wednesday following the match. Failure to do so may incur a fine of £15 and a two point deduction. Forms not submitted within a further 7 days may result in a further penalty of 5 points being deducted. If after 14 days a form is not submitted the matter will be reported to the Management Committee for possible further disciplinary action.

10.5 Away Captains Report

We require all away captains to complete a brief report on the opposition ground, for teams in division 7 this is included on the report on umpires. For divisions 8-10 this is a separate report accessed from the website.

11 PROMOTION RELEGATION AND ANNUAL AWARDS

11.1 Promotion to Home Counties Premier League

If the League champions (Division 1 winners) do not meet the criteria for promotion, or decline an invitation to join the Home Counties Premier League Division Two (West), the team finishing in second place will become eligible for promotion.

11.2 Acceptance to HCPL

Clubs invited to join the Home Counties Premier League Division Two (West) must confirm in writing to the League Secretary whether they have accepted or declined the invitation within 14 days of the invitation being made.

11.3 Promotion

In all divisions except Division 1 a minimum of 2 teams will be guaranteed promotion at the end of the season, except where 11.4 or 11.5 applies.

11.4 Teams in the same Division

No club can have two teams in the same division with the exception of the bottom division.

11.5 Relegation

If a team is relegated into the same division as another team from the same club, then the team already in that division will also be relegated or denied promotion to that division.

11.6 Annual Awards Eligibility

Annual Batting and Bowling awards can only be won by Category 1 registered players.

12 CRITERIA FOR APPLYING TO JOIN THE CHERWELL CRICKET LEAGUE

Set out below is the criteria that any club who wishes to apply for membership of the Cherwell Cricket League must meet before their application can be considered by the League Management Committee. Any applications meeting the criteria will be put before the member clubs at an AGM for acceptance. At an AGM the club applying must receive support from more than 66% of clubs voting.

12.1 Ground

The Club must have its own ground or have a secure long term lease on a ground which will allow fixtures in Divisions 1 to 6 to be played on any Saturday designated by the League during the months of April, May, June, July, August and September.

12.2 Performance

The Club applying must normally have won the top division (during the previous season) of the League in which they are currently playing, or if the top team does not wish to apply, have finished second.

12.3 Second Team

The Club must have a second team of suitable ability to play in the bottom division of the Cherwell League.

12.4 Facilities

The Club's facilities and ground must comply with the standards that are applicable to all Cherwell League clubs, as shown in the League's handbook.

12.5 Accounts

The Club must supply the League with approved accounts for the two seasons prior to it applying for membership.

12.6 Application

The Club's application must be supported by two current Cherwell League clubs.

12.7 Umpires

Any club that is elected to join the Cherwell Cricket League must be capable of supplying an umpire who meets the standards required by the League to officiate on the League Umpires' Panel if they are placed in a division where this is a league rule.