

# **THE DEVON CRICKET LEAGUE – PLAYING RULES 2018**

## **Contents**

Generic Playing Conditions – Premier & A Division

B Division

C, D & E Division

F Division onwards

Match Results & Reports

DCL Senior Cup

DCL Corinthian Cup

## **ECB Regulations**

Safety measures for helmets within recreational cricket

ECB Safety Guidance on the wearing of cricket helmets by young players

Fielding regulations

ECB fast bowling match directives

ECB Guidance for junior players in open age cricket

Duckworth/Lewis/Stern methodology

Discipline regulations and guidelines

## **GENERIC PLAYING CONDITIONS – PREMIER & A DIVISION - 50/50**

### **1. General**

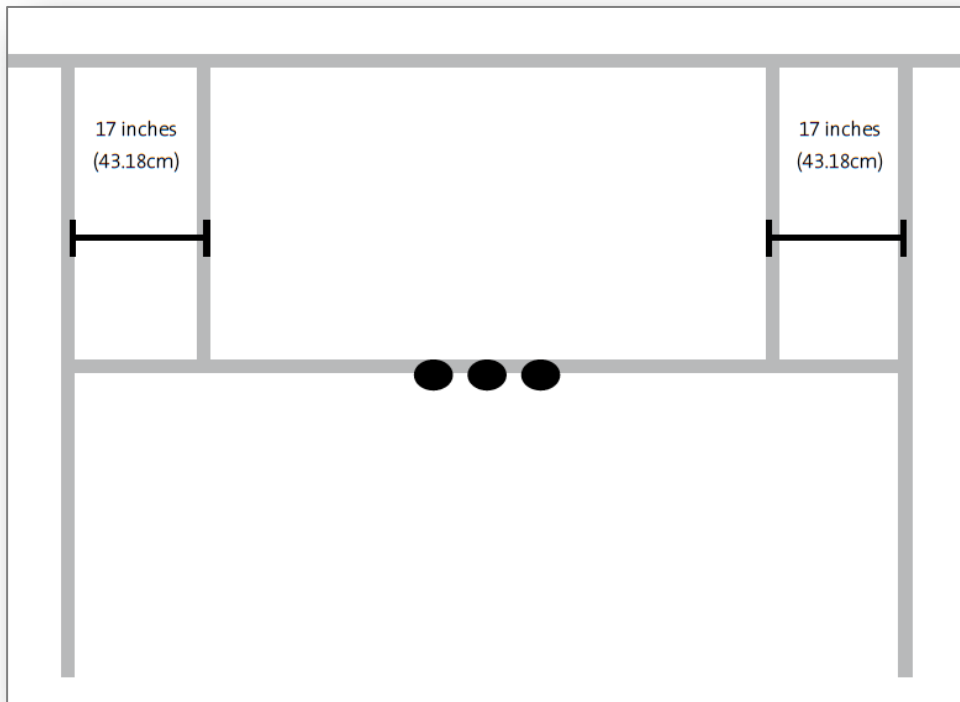
- a) All Clubs will be scheduled to play each other on a home and away basis determined by the Fixture Secretary. All matches shall be of a limited over, one innings duration per team
- b) Independent umpires will be appointed by DACO
- c) Each team shall supply one non-playing scorer. Failure by any side to provide a scorer for both innings shall result in 2 points being deducted from that side for the match concerned
- d) Each team shall score the match live, online using a suitable scoring mechanism, for example 'Total Cricket Scorer' or 'ECB Play Cricket' with DLS available on each scorers laptop
- e) The provision of Wi-Fi by the home club for each of the scorers is required

In 2018 and 2019 there will be no penalties for failing to meet these conditions. From 2020, failure of either scorer or club to meet these conditions shall result in 2 points being deducted from that side for the match concerned, if there is an operational failure of the technology then the sanction will not be enforced. The umpires will be responsible for reporting this offence on the facilities report

### **2) Conduct of Matches**

Matches shall be conducted in accordance with the official MCC Laws of Cricket except for matters specially provided within the playing regulations that follow:

- a) Wide Ball – Umpires are instructed to apply a very strict and consistent interpretation concerning this Law in order to prevent negative bowling wide of the wicket
- b) A wide shall be called if it passes on the leg side of the batsman and leg stump where ever it first pitches
- c) To assist the umpires in calling wides on the offside, creases will now include 17” lines being marked in either blue or red at either end of the pitch as a guidance to the umpires and players:- see below diagram



- d) If the batsman plays or attempts to play a switch-hit or reverse sweep he shall be deemed to bring the ball equally within his reach on the leg side as on the off side and b) will not apply

As a guide, use of the new 17” coloured lines on the creases will give guidance to umpires considering wides on the off side, any leg side deliveries are automatically wide

### 3. Declarations

MCC Laws of Cricket – Law 14 (Declarations) will not apply. In other words, the captain of the batting side may not declare the innings closed at any time during the match

### 4. Fitness of Ground, Weather & Light

If at any time the umpires together agree that the conditions of ground, weather or light or any other circumstances are dangerous or unreasonable, they shall immediately suspend play or not allow play to start or to recommence (MCC Law 3 paragraph 9)

### 5. Normal Hours of Play

Scheduled start time 12.30 – Scheduled close of play 19:30pm. If either side is not ready to take the ‘toss’ 15 minutes before the scheduled start time of the match, the non-offending side can claim

the 'toss'. Furthermore, a side not ready to start at the scheduled start time shall lose one over of its innings for every 3½ minutes they are late

## 6. Normal duration of the match

Normal match duration will be 100 overs, with each team batting for a maximum of 50 overs. Both sides will have an innings of the same duration if the first innings is delayed or interrupted.

- a) The umpires together will be the sole judges of the match duration
- b) No match will be less than 40 overs duration. The side batting second shall have allocated, and complete unless they win or are all out, a minimum of 20 overs to constitute a match

## 7. The Scorers

- a) The side scoring the most runs will win the match. In interrupted matches, 'Duckworth-Lewis-Stern' (DLS) will be used to provide a run target for the side batting second. Should DLS not be available then the run rate procedure laid out below should be followed.
- b) At the start of the match the umpires will confirm that DLS will be used instead of Run Rate
  - For DLS to be used instead of Run Rate, both scorers are to be available, with operational laptops, which have DLS installed. If these conditions are met, then DLS may be used in interrupted matches (Example 1 below)
  - If only one scorer has an operational laptop with DLS installed, and the umpires and scorers together agree BEFORE the 'toss' then DLS may be used as in a) above. If together they do not agree then DLS may be used in the second innings however both scorers must be available as together they are responsible for DLS decisions (Example 2 below)
  - If both scorers are present but have no operational laptops available, then run rate will be used. If technology fails, the fall-back position is run rate

**Example 1** – Both scorers available, each with an operational laptop with DLS installed.

- Umpires and scorers together agree that DLS can be used throughout the match. Umpires inform captains
- The first innings sets the target for the second innings
- After 25 overs play is interrupted when the score is 100 for 2
- The umpires agree that 5 overs per side are lost
- Play resumes (now a 45/45 match)
- When 40 overs have been completed play is again interrupted, the score is now 175 for 6
- The umpires agree that a further 5 overs per side are lost, thus the first innings is completed
- Therefore, the target for the side batting second is 207 in 40 overs
- **IMPORTANT** – Scorers should note the required Run Rate in case both their laptops fail and inform the umpires accordingly
- To achieve the Run Rate, complete the following simple sum:  $RR = 207 - 1 = 206 / 40 = 5.15$  runs per over. (Thus, if the RR is 5.15, the Target is  $5.15 \times 40 + 1 = 206 + 1 = 207$ )
- Should the scorers have to resort to RR, they must inform the umpires as soon as possible so that the umpires can inform the players of the change

**Example 2** – Both scorers available, but only one laptop is operational, with DLS installed.

- Umpires and scorers agree that DLS can be used to set the run target for the second innings based upon the outcome of the first innings
  - The first innings sets the scene for the second innings. In the first innings the side batting first scores a total of 175 for 6 in a total of 40 overs (No DLS involvement until this point)
  - DLS will provide a target of 209 in 40 overs
  - **IMPORTANT** – Scorers should note the required Run Rate, in case the remaining operational laptop fails, and inform the umpires accordingly
  - Should the scorers have to resort to RR, they must inform the umpires as soon as possible so that the umpires can inform the players of the change
  - To achieve the Run Rate, complete the following simple sum:  $RR = 209 - 1 = 208 / 40 = 5.20$  runs per over. (Thus, if the RR is 5.20, the Target is  $5.20 \times 40 + 1 = 208 + 1 = 209$ )
- c) When DLS is being used, throughout the second innings the following should be displayed:
- The PAR score for the end of the over in progress
  - The target total
- d) When run rate is being used, the side scoring the most runs will win the match. In interrupted matches, run rate will be used to provide a run target for the side batting second. Run rate will be calculated to 2 decimal points and the target result either rounded up to the next whole number or, if the target result is a whole number, 1 should be added to achieve the target result total.

## 8. Points

- a) For the side scoring the most runs – 10 points
- b) Batting Points: 50 runs - 1 point, 100 runs - 2 points, 150 runs - 3 points, 200 runs - 4 points, 250 runs - 5 points
- c) Bowling Points: 2 wkts - 1 point, 4 wkts - 2 points, 6 wkts - 3 points, 8 wkts - 4 points, 10 wkts - 5 points
- d) Side batting second and winning, for each two wickets in hand, provided the total of batting points awarded does not exceed 5 – 1 point
- e) Cancelled Match (no play at all) – each team will receive 6 points
- f) Abandoned Match (play commenced) – each team will receive 6 points plus any bonus points accrued during the match
- g) No Result Match (when no result can be achieved by DLS or by Run Rate or the scores are level) – each team will receive 6 points plus any bonus points accrued in the match. This will be defined as a tied game as in rule 21f

## 9. Delays or Interruptions to play

- a) First Innings – If during the first innings circumstances delay or interrupt play to the extent of 7 minutes or more, two overs shall be deducted from the match total for every completed seven minutes' delay. *E.g. Umpires decide 28 minutes delay due to weather,  $(7 \times 4 = 28)$ , thus 8 overs are deducted from the match total  $(100 - 8 = 92)$  and this reduction will impact on bowling limitations and on power play*
- b) The first innings will define the number of overs the side batting second will have at the start of their innings

- c) Second Innings – If during the second innings circumstances delay or interrupt play to the extent of 3½ minutes or more, one over shall be deducted from the second innings total for every 3½ minutes delay. However, a minimum of 20 overs must be allocated in order for a match to be constituted. *E.g. 2<sup>nd</sup> innings starts with a planned duration of 40 overs but is interrupted for 28 minutes (3 ½ x 8 = 28) thus 8 overs are deducted from the innings total (40 – 8 = 32) and this reduction will impact on bowling limitations and on power plays. However, if in this example play is interrupted for 77 minutes (3½ x 22 =77) thus 22 overs are deducted from the innings total (40 – 22 = 18) and therefore a match cannot be constituted*
- d) No match shall commence after 4.00pm or second innings start after 6.00pm

**10. Intervals**

- a) Tea interval – duration 30 minutes, normally taken between innings (about 3.45pm-4.15pm)
- b) Should the first innings conclude before 3.00pm, there shall be an interval of ten minutes between innings and tea shall then be taken at 4.00pm or after 15 overs of play, whichever is the later
- c) Drinks interval – will normally be after 25 overs have been bowled or after 17 & 34 overs as agreed between the captains and umpires before the commencement of the match and / or innings

**11. Allowable Time**

- a) In circumstances which cause loss of playing time and which are beyond the control of the fielding side, any one event which delays play by more than four minutes shall be noted by the umpires and the total time lost through that event shall be excluded from the actual playing time
- b) Umpires are responsible for noting the start time and end time of each innings, allowable time in each innings and the number of completed overs played in each innings and these facts are to be entered on the match result sheet
- c) In addition, an innings of 50 overs is expected to be completed within a period of 195 minutes: this is based upon two five minute drinks intervals (MCC Law 15 Paragraph 9a) and an extra ten minutes for field placements and bowler selection during power plays
- d) All teams are expected to be in position to bowl the first ball of the last of their 50 overs within 195 minutes
- e) In the event either team failing to comply with d) the full quota of overs will be completed with the batting side being credited with 6 penalty runs for every whole over that has not been bowled. This will apply in both innings
- f) If the side batting second is credited with runs in this way and this consequently takes their score past the team batting first then the match shall be deemed to be won by the team batting second
- g) The table below shows the expected duration of various lengths of innings:

Overs	x 3.5 minutes	Drinks	Field Time	Total
50	175	10	10	195
49	172	10	10	192
48	168	10	10	188
47	165	10	10	185
46	161	10	10	181
45	158	10	10	178

44	154	10	10	174
43	151	10	10	171
42	147	10	10	167
41	144	10	10	164
40	140	10	10	160
39	137	10	9	156
38	133	10	9	152
37	130	10	9	149
36	126	10	9	145
35	123	10	9	142
34	119	10	9	138
33	116	10	9	135
32	112	10	9	131
31	109	10	9	128
30	105	10	9	124
29	102	10	8	120
28	98	10	8	116
27	95	10	8	113
26	91	10	8	109
25	88	10	8	106
24	84	10	8	102
23	81	10	8	99
22	77	10	8	95
21	74	10	8	92
20	70	10	8	88
<b><i>As a match must comprise a minimum of 20 overs per side the table stops here</i></b>				

## 12. Over Rates

Fielding sides should aim to achieve an over rate of 17 overs per hour or more. An innings of 50 overs must be completed within 195 minutes – this time period includes drinks intervals, a reasonable allowance for power plays and field placements but does not include any loss of playing time beyond the control of the fielding side. Umpires should note all allowable time, i.e. what is permitted from the table above plus any additional allowable time, for inclusion on the match result sheet

## 13. Run Rate Method

- a) 'Run Rate' will be used to provide the target to be achieved by the side batting second in reduced matches. On completion of the first innings the run rate achieved is to be calculated and the rate achieved conveyed to both captains. Run rate is to be calculated to 2 decimal places
- b) At the start of the second innings, the batting side will know the run rate and therefore the target to be achieved (Run rate x overs to be bowled (answer rounded up or if answer a whole number + 1) = target score)

- c) Run rate is always calculated on the assumption that the side batting first batted for their full allocation of overs, unless the overs allocated have been reduced in an interrupted first innings
- d) If no result can be achieved by run rate, then the match will be “no result” and 6 points will be awarded to each team plus any bonus points accrued in the match

**First example:** side batting first scores 210 in 50 overs. Run Rate is thus  $210/50 = 4.2$  runs per over. Therefore, the side batting second need to score either **211** or if overs are reduced to say 40, they will need  $40 \times 4.2 = 168 + 1 = \mathbf{169}$  to win. If the side batting second only has 20 overs, then they must score  $20 \times 4.2 = 84 + 1 = \mathbf{85}$  to win

**Second example:** side batting first scores 232 in 44 overs, when they declare. Run Rate is thus  $232/50 = 4.64$  runs per over. Therefore, the side batting second need to score either **233** or if overs are reduced to say 40, they will need  $40 \times 4.64 = 185.6 = \mathbf{186}$  to win. If the side batting second only has 20 overs, then they must score  $20 \times 4.64 = 92.8 = \mathbf{93}$  to win

**Third example:** side batting first scores 275 in 50 overs. Run Rate is thus  $275/50 = 5.5$  runs per over. The side batting second suffers 3 interruptions during their planned 50 over innings as follows: Play stops after 10 over; score 40 for 0 wickets with 40 overs still to play. Play recommences after a break equivalent to 3 overs, reducing the number of overs still to play to 37: At this stage the side batting second know that their target is **259** to win;  $47 \text{ overs} \times 5.5 = 258.5$  rounded up = 259 or  $258 + 1 = 259$  to win

Play is again interrupted after a further 6 overs; 80 for 1 and a further 14 overs are lost. When play recommences, the side batting second know that they have batted for 16 overs and have 17 to come, thus they need a total of  $33 \times 5.5 = 181.5$  rounded up = 182 or  $181 + 1 = \mathbf{182}$  to win.

Finally, their innings is interrupted a third and final time and eventually the game is called off with their score at 145 for 6 wickets after having 30 overs and 3 balls bowled to them. The side batting second therefore needed to have scored in their 30 overs and 3 balls = 183 balls:  $183 \times 5.5/6$  to convert first innings run rate per over to per ball =  $167.75$  round up = 168 or  $167 + 1 = \mathbf{168}$ . They have not and lose the match on run rate.

#### 14. Fielding Circles:

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. The fielding circle should be marked by painted white dots at 5 yard intervals, each dot to be covered by a white plastic or rubber (not metal) disc measuring 7 inches in diameter, this area is known as the fielding restriction area.

#### 15. Fielding Restrictions & Power Plays:

- a) At the instant of delivery there may not be more than 5 fielders on the leg side
- b) In addition; further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they apply (hereinafter referred to as the “Power Play” overs) are set out below.
- c) At the instant of delivery:
  - Powerplay 1- no more than **2** fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs 1 to 10 overs inclusive
  - Powerplay 2- no more than **4** fielders shall be permitted outside the fielding restriction area. In an innings of 50 overs 11 to 40 overs inclusive

- Powerplay 3- no more than **5** fielders shall be permitted outside fielding the restriction area. In an innings of 50 overs 41 to 50 overs inclusive
- d)** In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the following table. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match
- e)** When the number of overs of the batting team is reduced, the number of Power-Play overs shall be reduced in accordance with the table set out below:

<b>Innings Duration</b>	<b>1st Power-Play</b>	<b>2nd Power-Play</b>	<b>3rd Power-Play</b>
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

- f.** At the commencement of the 2<sup>nd</sup> and 3<sup>rd</sup> power plays the umpire shall signal to the scorer by rotating his arm in a large circle
- g.** In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal No Ball



## 16. Bowlers and Fielders:

- a. A minimum of 5 bowlers will be required. No bowler may bowl more than 10 overs in a 50 over innings
- b. Where circumstances reduce the overall number of overs of the match, no bowler may bowl more than 20% of the revised allocated overs (unless this has already been exceeded before the interruption). Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance

**Example:** In a match reduced to 47 overs, 3 bowlers bowl 9 overs and 2 bowlers bowl 10 overs

- c. In the event of a bowler breaking down mid-over then that over may be completed by another player but the parts thereof of the over will count as whole overs against the original bowler and his replacement

## 17. No Balls

- a. The penalty for a No Ball shall become 2 runs
- b. A fast short pitched delivery passing over a striker's head height standing upright at the popping crease shall be called a No Ball, but without a Free Hit penalty
- c. For all other deliveries following a No Ball shall be a free Hit for whichever batsman is facing it. If the delivery for a Free Hit is not a legitimate delivery( any kind of No ball or a Wide Ball) the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball even if the delivery for the free hit is called Wide
- d. Field changes are not permitted for a Free hit deliveries unless there is a change of striker or the No ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However in all circumstances any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker
- e. The umpire will signal a free hit ,after the normal No ball signal, by extending one arm straight upwards and moving it in a circular motion

## 18. Match Balls:

- a. Each side shall provide one new match ball, both balls to be lodged with the umpires before the commencement of the match
- b. The ball used first in the match shall be deemed to be that supplied by the home team
- c. The side fielding second MUST use the second new ball
- d. The ball used must be "Tiflex Windsor". Any new ball must bear the DCL logo
- e. A minimum of 4 spare balls (Tiflex Windsor) in suitable condition shall be handed to the umpires prior to the commencement of the match

## 19. Bowling of Fast Short Pitched Balls

Law 42.6(a) shall be replaced by the following:-

- a. A bowler shall be limited to one fast short pitched delivery per over

- b. A fast short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease. This rule shall apply even if the striker may have made contact with the ball with his ball, person and equipment
- c. The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitch delivery has been bowled
- d. Should the bowler deliver a fast short pitched ball which does or would have passed above the strikers head height if he was standing upright at the popping crease then this would be called a No Ball, however without the penalty of a Free Hit
- e. In the event of the bowler bowling more than one fast short pitched delivery in an over, the umpire at the bowlers end shall call and signal No Ball on each occasion. A differential signal shall be used by the umpire, who calls and signals No ball and also taps the top of his head. with his other hand
- f. If the bowler delivers a second fast short pitched delivery in an over, the umpire. Shall caution the bowler, inform his colleague, the captain of the fielding team and the batsman at the wicket of what has occurred. This caution shall apply throughout the innings
- g. If there is a second instance of the bowler being No balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning of the innings
- h. Should there be another instance of the bowler being No balled in the innings for bowling more than one fast pitched delivery in an over, the umpire will direct the fielding captain to remove the bowler from bowling forthwith. If this is during an over another player will need to complete the over
- i. The suspended bowler will not be allowed to bowl again during the innings, informing the batsman at the wicket and the batting captain when possible
- j. At the end of the match the umpires will then report the matter to the general committee who shall take what actions as is considered appropriate against the captain and the bowler concerned

#### Allocation of overs per bowler for all DCL Matches

Inns Total	Max overs	Inns Total	Max overs
50	5 x 10 overs	34	4 x 7 and 1 x 6
49	4 x 10 and 1 x 9	33	3 x 7 and 2 x 6
48	3 x 10 and 2 x 9	32	2 x 7 and 3 x 6
47	2 x 10 and 3 x 9	31	1 x 7 and 4 x 6
46	1 x 10 and 4 x 9	30	5 x 6 overs
45	5 x 9 overs	29	4 x 6 and 1 x 5
44	4 x 9 and 1 x 8	28	3 x 6 and 2 x 5
43	3 x 9 and 2 x 8	27	2 x 6 and 3 x 5
42	2 x 9 and 3 x 8	26	1 x 6 and 4 x 5
41	1 x 9 and 4 x 8	25	5 x 5 overs
40	5 x 8 overs	24	4 x 5 and 1 x 4

39	4 x 8 and 1 x 7	23	3 x 5 and 2 x 4
38	3 x 8 and 2 x 7	22	2 x 5 and 3 x 4
37	2 x 8 and 3 x 7	21	1 x 5 and 4 x 4
36	1 x 8 and 4 x 7	20	5 x 4 overs
35	5 x 7 overs		

## 20. Bowling of High Full Pitched Balls

Any high full pitched ball, regardless of pace, which passes or would have passed above waist height of the striker standing upright at the crease, shall be called and signalled a No ball by the umpire at the bowlers end. If the high pitched delivery was fast, it shall be deemed dangerous and unfair; the umpire at the bowlers end, in addition to the call and signal of No ball will adopt the procedures of Law 42.7

## 21. Result

- a. A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs, unless the team batting second has scored more runs than its opponents
- b. If due to conditions play has been suspended and the number of overs re-calculated, minimum 20 overs, then a revised target score should be set for the number of overs the team batting second will have the opportunity of facing. The revised target being calculated by the DLS method. A par score will be set for the second innings, as long as this is exceeded the team batting second are the winners, if it's equal then it's a tied game
- c. If a match is abandoned before it has been played to a conclusion and the team batting second has received a minimum of 20 overs, the result should be decided via the DLS method as determined and agreed by the captains, scorers and umpires
- d. If after the restart of play it is discovered that the wrong DLS target has been set, the faulty target shall stand
- e. If the score of the team batting second surpasses the target score at any time prior to the conclusion of its innings then the match shall be won by the team batting second but if bowled out earlier the match shall be won by the team batting first
- f. A match shall be tied if the scores are equal at the end of the match

## **B DIVISION, 45 / 45 OVERS**

**The playing rules and conditions having been set as the generic rules for the Premier and A division will be used with the following changes in place:-**

### **5. Hours of Play:**

Scheduled start time 13:00 – Scheduled close of play 19:30

### **6. Match duration:**

This will be 90 overs, with each team batting for a maximum of 45 overs. Both sides will have an innings of the same duration. In interrupted matches, run rate will be used to provide a run target for the side batting second

### **10. Intervals:**

- a. Tea interval – duration 30 minutes, normally taken between innings (about 4.00pm)
- b. Should the first innings conclude before 3.00pm, there shall be an interval of ten minutes between innings and tea shall then be taken at 4.00pm or after 15 overs of play, whichever is the later
- c. Drinks interval – will normally be after 23 overs have been bowled or as agreed between the captains and umpires if a second was needed before the commencement of the match and/or innings

### **11. Allowable Time:**

- a. An innings of 45 overs is expected to be completed within a period of 178 minutes: this is based upon one or two drinks interval and an extra ten minutes for field placements and bowler selection during power plays
- b. All sides are expected to be in position to bowl the first ball of the last over in 178 minutes
- c. In the event of them failing to do so, the full quota of overs will be bowled and the batting side will be credited with 6 runs for every whole over that has not been bowled. this will apply in both innings of the match
- d. Should the side batting second be credited with the runs in this way and this consequently takes their score past that of the team batting first the match shall be deemed to be won by the team batting second

### **16. Bowlers :**

- a. Minimum of 5 bowlers will be required, with no bowler being allowed to bowl more than 9 overs in a normal game of 45 overs

### **18. Match Ball**

- a. Match Ball: the ball to be used is the Tiflex Hampton, any new ball must bear the DCL logo
- b. Spare balls, to be Tiflex Hampton with a minimum of 4 balls of different conditions, should be handed to the umpires prior to the toss taking place

## **MAJOR CHANGES TO BE NOTED FOR 2018 SEASON ONWARDS:-**

- Wide 17" guidance lines on pitches
- Penalties runs for exceeding allowance of innings duration
- No balls = 2 runs
- Free hits for most no balls, check rule 17b
- New Powerplay format
- New MCC Laws apply from October 2017
- 1 short pitched delivery only per over
- New start time
- New points allocation

## **C DIVISION, D DIVISION and E DIVISION, 45 / 45 OVERS**

**The playing rules and conditions having been set as the generic rules for the Premier, A and B divisions will be used with the following changes in place:-**

### **1. General**

- a. Each club shall supply 1 non playing scorer and 1 non playing umpire

### **2. Conduct of Matches:**

If at any time the umpires and captains together agree that the conditions of ground, weather or light or any other circumstances are dangerous or unreasonable, they shall immediately suspend play or not allow play to start or to recommence (MCC Law 3 paragraph 9)

### **12. Over Rates:**

- a. Fielding sides should aim to achieve an over rate of 17 overs per hour or better
- b. As a guideline, an innings of 45 overs should be bowled in 178 minutes
- c. No Penalty Runs: for games which exceed their time duration no penalty on the day of extra runs to the batting team will be in place

## **MAJOR CHANGES TO BE NOTED FOR 2018 SEASON ONWARDS:-**

- Wide 17" guidance lines on pitches
- Penalties runs for exceeding allowance of innings duration
- No balls = 2 runs
- Free hits for most no balls, check rule 17b
- New Powerplay format
- New MCC Laws apply from October 2017
- 1 short pitched delivery only per over
- New start time
- New points allocation

## **F DIVISION ONWARDS – 40 / 40 OVERS**

The playing rules and conditions having been set as the generic rules for the Premier, A, B, C, D and E divisions will be used with the following changes in place:

### **5. Normal Hours of play:**

Start time for these games will be at 13:30

### **6. Match duration :**

- a. This will be scheduled for 80 overs per game; with 40 overs per team
- b. Each innings is to be completed within 160 minutes

### **10. Tea Interval:**

- a. Tea should normally be taken about 4.10pm for a period of 30 minutes
- b. Should the 1<sup>st</sup> innings conclude before 3.00pm, there shall be an interval of ten minutes between innings and tea shall then be taken at 4.00pm or after 15 overs of play, whichever is the later

### **15. Fielding Restrictions & Power Plays:**

- a. Power Plays will Not be in play, although the use of the 30 yard inner circle will be In use
- b. During the innings and at all time there must be at least 4 fielders along with the wicket keeper and bowler within the inner circle once a bowler enters his delivery stride

## **MAJOR CHANGES TO BE NOTED FOR 2018 SEASON ONWARDS:-**

- Wide 17" guidance lines on pitches
- No balls = 2 runs
- Free hits for most no balls, check rule 17b
- No Powerplay, but inner circle used
- New MCC Laws apply from October 2017
- 1 short pitched delivery only per over
- New points allocation

## MATCH RESULTS & REPORTS

### Match Results:

1. **In the Premier and A Divisions**, the match results are to be entered on to play- cricket.com by 10.00pm (2200) on the evening of the match being played and a FULL SCORECARD submitted by the Home team within 48 hours of the end of play – that is by the first Monday evening following completion of the match. The Away team then has until noon on the Thursday to make any amendments to spelling and the like and/or to confirm the result. The Result Secretaries will check the entries and points claimed before “locking” the scorecard.

When uploading the scorecard, it should include all players’ names (including first names), whether they have batted or not, and the bonus points that are being claimed. Cancelled or Abandoned matches should be entered in the same way. The key to success in this process is to have the Members Database on your play-cricket.com website correct and up to date.

Failure to do the above will incur a £10 fine.

After the third and any subsequent offence during the same season, 5 points will be deducted from the appropriate team total in addition to the said fine. Errant clubs will be notified of each offence in the most expedient manner

2. **In all other divisions**, the following procedure is to be followed: FULL SCORECARDS are to be uploaded onto play-cricket.com by the Home team. This has to be done by noon on Tuesday following the match being played. Clearly it is in everyone’s interests if it can be done sooner. The Away team then has until noon on the Thursday to make any amendments to spelling and the like and/or to confirm the result. The Result Secretaries will check the entries and points claimed before “locking” the scorecard
3. **In all divisions** where clubs make use of electronic scoring (e.g. TCS), the home club, unless agreed otherwise, will be responsible for uploading the scorecard to play- cricket.com. Both clubs are to check that the upload was successful and any errors corrected using their play-cricket.com administrator’s rights. It is strongly recommended that corrections are not attempted by uploading the scorecard again by either team

### Match Reports:

1. **Team Captains:** In the Premier, A & B divisions, where independent umpires are appointed by DACO, both captains must fully complete their “Umpire Performance Feedback” forms on ‘Who’s The Umpire’ (WTU) by no later than noon on the first Wednesday following the match taking place. If either captain fails to comply then their team will be deducted 2 points for each such occurrence.

*The “Umpire Performance Feedback” form provides helpful information for the development and performance of umpires. Care and consideration in compiling these reports is requested – it is the responsibility of the team captain to complete these forms.*

2. **Umpires:** In the Premier, A & B Divisions, where independent umpires are appointed by DACO, both umpires must together check match timings, allowable time, overs bowled and overs allocated at the end of the match and convey this information to both captains. The home team will then enter the overs allocated and actual playing time on their play- cricket.com website in the ‘Highlights” box for the match concerned.

In addition, both umpires must together agree the “Facilities and Pitch Mark” form for the DCL on WTU, by no later than noon on the first Wednesday following the match taking place. In matches where only one independent umpire is appointed, it is their responsibility to ensure all forms are correctly completed and signed.



## **CUP COMPETITIONS**

### **DEVON SENIOR CUP**

Rules & regs to be added

### **CORINTHIANS CUP**

Rules & regs to be added

### **PROPOSED 25 /25**

Rules & regs to be added

## **ECB Guidance Notes**

### **Safety Measures for Helmets within Recreational Cricket**

The ECB has recently announced new helmet safety measures, which are being introduced with a view to reducing the risk of head and facial injuries within the game. The purpose of this brief note is to assist leagues and clubs at the recreational level to understand the key elements of these changes and what they mean.

#### **Players over the age of 18**

The ECB strongly recommend that all adult recreational cricketers should wear helmets for certain activities, preferably which meet the most recent British Safety Standard (see below), this recommendation applies to batting against all types of bowling, wicket keepers standing up to the wicket, and fielders fielding closer than eight yards from the batsman's middle stump, except behind the wicket on the off side.

#### **Under 18s**

The position in relation to u18's currently remains unchanged, and is governed by the 'ECB Guidance on the Wearing of Cricket Helmets by Young Players' [www.ecb.co.uk/youngplayershelmetguidance](http://www.ecb.co.uk/youngplayershelmetguidance)

In essence, batsmen and wicket keepers standing up to the wicket must wear head protection when playing or practising. That Guidance should be referred to in full for the position in relation to u18s.

#### **British Safety Standard**

The latest British Safety Standard is BS7928:2013 for both adults and juniors. The full list of helmets meeting this standard is available at [www.ecb.co.uk/helmets](http://www.ecb.co.uk/helmets)

The ECB understands that there is currently no specific women's helmet and as a consequence no specific standard for women's helmets. As the size of the standard women's cricket ball is between the standard men and junior balls, it is recommended that women use helmets that have been tested against both the men's and junior sized ball, or at least against the junior size ball.

#### **What do Leagues and Clubs need to do?**

Whilst it is strongly recommended that all adult recreational cricketers wear helmets in the on-field circumstances detailed above, it is not mandatory for them to do so. For the avoidance of doubt, Leagues or clubs do not need to go above and beyond the ECB's recommendation by forcing their cricketers to wear helmets.

However, Leagues and Clubs in recreational cricket should ensure that their cricketers are made aware of the ECB's above recommendation in relation to helmets, including the need to check that any newly purchased helmets meet the latest British Safety Standard. The ECB recommends that Leagues and Clubs bring the link above to the attention of their cricketers and encourage all cricketers to carefully consider their own health and safety regarding helmet use

Leagues and Clubs should always ensure that they have adequate public liability insurance.

#### **ECB Safety Guidance on the Wearing of Cricket Helmets by Young Players**

In February 2015 the ECB issued updated safety guidance on the wearing of helmets by young players up to the age of 18. In brief, the guidance recommends that:

- Helmets with a faceguard or grille must be worn when batting against a hard cricket ball in matches and in practice sessions
- Young players should regard a helmet with a faceguard as a normal item of protective equipment, together with pads, gloves and for boys an abdominal protector( box)
- Young wicket keepers must wear a helmet with a faceguard when standing up to the stumps (DCL do not accept face protectors as an alternative)
- The ECB strongly recommends that wherever possible junior players use head protectors that have been tested against junior sized cricket balls
- Parental or guardian written consent allowing a young player not to wear a helmet should not be accepted in any form of cricket
- This guidance applies to all players to up to the age of 18, both adult cricket and in all junior cricket played with a hard ball
- The guidance also applies during all practice sessions. Any individual taking responsibility for players should take all reasonable steps to ensure that this guidance is followed at all times
- The ECB asks that the guidance is communicated to the parents or guardians of all young players through clubs and schools, and that young players are not allowed to bat or stand up to the stumps when keeping wicket against a hard ball without wearing appropriate protection.

### ECB Fielding Regulations

- The ECB has regulations covering the minimum fielding distances for young players in all matches where a hard ball is used
- No young player in the U15 age group or younger shall be allowed to field closer than 8 yards(7.3 metres) from the batsman’s position on the popping crease on a middle stump line, except behind the wicket on the on side, until the batsman has played at the ball
- For players in the U13 age group and below the distance is 11 yards (10 metres)
- These minimum distances apply even if the player is wearing a helmet
- Should a young player in these age group come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back
- In addition any young player in the U16 age group, who has not reached the age of 18 must wear a helmet and , for boys, an abdominal protector (box) when fielding within 8 yards (7.3 metres) from the batsman ‘s position on the popping crease on a middle stump line, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.
- These fielding regulations are applicable to all cricket in England and Wales. Age groups are based on the age of the player at midnight on 31st August in the year proceeding the current season

### ECB Fast Bowling Directives

Age	Max overs per spell	max overs per game
Up to 13	5	10
Under 14, U15	6	12
Under 16, 17, 18	7	18

For the purpose of these directives a fast bowler is defined as a bowler to whom a wicket keeper in the same age group would normally stand back to take the ball

1. Having completed a spell the bowler cannot bowl again from either end, until the equivalent numbers of overs to the length of his spell have been bowled from the same end a bowler can change ends

without ending his spell providing that he bowls the next over that he legally can from the other end. If this does not happen his spell is deemed to be concluded. If play is interrupted for any reason for less than 40 minutes any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent numbers to the length of his spell before the interruption have been bowled from the same end. If the interruption is of 40 minutes or more, weather scheduled or not the bowler can commence a new spell

2. In matches of 20 overs or less per team where the competition regulations only allow bowlers to bowl less than or equal to the number of overs specified as the maximum in a spell in the Directive the provisions requiring an equivalent number of overs from the same end to have elapsed before a subsequent spell can commence shall not apply( e.g. in an age group competition where a maximum of 4 overs per bowler is allowed these may bowled at any time in the innings irrespective of the number of spells bowled
3. Once a bowler covered by these Directives has bowled in a match he cannot exceed the maximum number overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum if bowling spin, but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell has been bowled from the same end
4. If he bowls spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as he reverts to bowling fast. Captains, team managers and umpires are asked to ensure that these directives are followed at all times
5. Age groups are based on the age of the player at midnight on 31st august in the year preceding the current season

### **ECB Guidance for Junior Players in Open Age Cricket**

The ECB has issued guidance covering the selection and participation of young players in open age cricket. The guidance applies to both boys and girls and the ECB keeps guidelines under review

#### **Minimum Age:**

Players who are selected in a county U12 squad in spring for a summer squad or in another squad deemed by the ECB Performance Managers to be of a standard above 'district level' for that season are eligible to play in open age cricket

This is providing they are at least 11 years old, are in school year 7 on 1st September in the year preceding the season, and have written parental consent to play. In allowing these players to play in open age cricket it is essential clubs and coaches recognize the 'duty of care' obligations they have towards these young players.

This means boys and girls who are county squad and area squad players, are able to play open age group cricket if they are u12 age group and are a minimum of 11 years old on the 1st September of the year preceding the season

District and club players who are not in a county or area squads must wait until they reach the U13 age group, be in year 8 and be 12 years old on the 1<sup>st</sup> September of the preceding year before being able to play open age cricket as long as they have written parental consent.

**Duckworth / Lewis / Stern Methodology**

The DLS method shall be used in all matches of the DCL Premier and A division. If any match is suspended after it has started such that the number of overs available to face by either side is reduced from that determined when the match started, the revised target shall be computed using the latest version of the DLS software as distributed by ICC in accordance with the instructions provided with that software and displayed on the screen.

Where possible, arrangements shall be made for the provision of back up capability, in case of computer malfunction, for the operation or continued operation of DLS. In the event of computer malfunction at any time during the match where no such provision has been made, the standard edition shall be used