

# Tolchards Devon Cricket League

## Playing Rules – 2018

### Premier & A Division – 50/50 Overs

#### 1. General

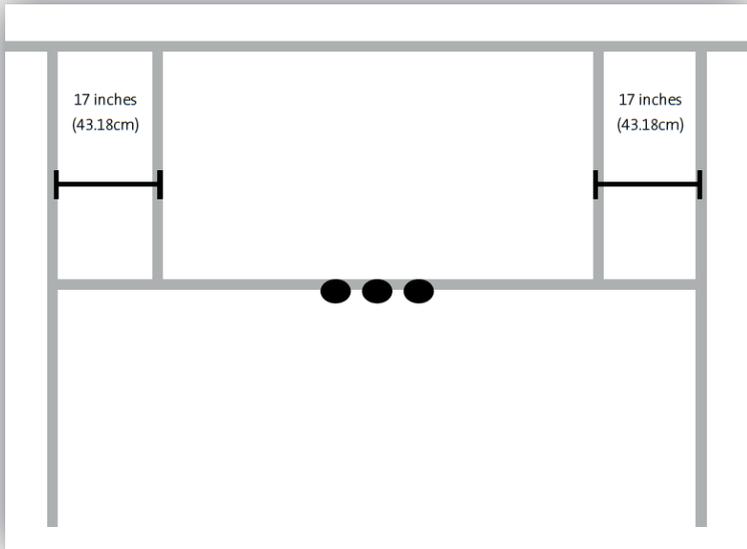
- a. All teams will be scheduled to play each other on a home and away basis determined by the Fixtures Secretary. All matches shall be of a limited overs, one innings duration per team.
- b. Independent Umpires will be appointed by DACO.
- c. Each team shall supply one non-playing Scorer. Failure by 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, on-line using a suitable scoring programme, for example 'Total Cricket Scorer' or 'ECB Play Cricket Scorer Pro', with DLS available on each Scorer's laptop.
- e. The provision of Wi-Fi by the home club for each of the Scorers is required.

In 2018 there will be no penalties for failing to meet these conditions in the A Division. From 2019, 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 **new** official MCC Laws of Cricket 2017 except for matters specifically provided within the Playing Rules 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 the ball passes on the leg-side of the batsman and leg stump wherever it first pitches.
- c. To assist the Umpires in calling Wides on the off-side, creases will now include 17" lines being marked in either blue or red at both ends of the pitch as a guide to the Umpires and players; see 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 15 (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 2.7 (Fitness for Play).

### **5. Normal Hours of Play**

Scheduled start time 12:30 – Scheduled close of play 19:30. 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. 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.

It is the responsibility of the Scorers to work together and agree on targets when using DLS in either innings of a game.

MCC Law 16.10 (the Result) confirms that once the Umpires have agreed with the Scorers that the result is correct at the conclusion of a match the result will stand and cannot thereafter be changed.

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.

b. The side scoring the most runs will win the match. In interrupted matches, 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.

c. 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 both innings for interrupted matches (See Example 1).
- 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 (See Example 2).

- If both Scorers are present but have no operational laptops available, then Run Rate will be used. If technology fails, the fallback position is Run Rate.
- Both Scorers are responsible for agreeing on targets via DLS together.

**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 Run Rate, 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 on 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 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  $5.20 \times 40 + 1 = 208 + 1 = 209$ ).

d. 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

e. When the 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 in total.

## 8. Points

- For the side scoring the most runs – 10 points.
- Batting Points: 50 runs – 1 point, 100 runs – 2 points, 150 runs – 3 points, 200 runs – 4 points, 250 runs – 5 points.
- Bowling Points: 2 wkts – 1 point, 4 wkts – 2 points, 6 wkts – 3 points, 8 wkts – 4 points, 10 wkts – 5 points.
- Side batting second and winning: for every two wickets in hand, provided the total of batting points awarded does not exceed 5 – 1 point.
- Cancelled Match (no play at all): each team will receive 6 points.
- Abandoned Match (play commenced): each team will receive 6 points plus any bonus points accrued during the match.
- 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 7 minutes delay, *eg 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, *eg second innings starts with a planned duration of 40 overs but is interrupted for 28 minutes ( $3\frac{1}{2} \times 8 = 28$ ) 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 ( $3\frac{1}{2} \times 22 = 77$ ) 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 16:00 or second innings start after 18:00.

## 10. Intervals

a. Tea interval – duration 30 minutes, normally taken between innings (about 15:45-16:15).

b. Should the first innings conclude before 15:00, there shall be an interval of ten minutes between innings and tea shall then be taken at 16:00 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 and 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 4 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 confirmed with the Scorers at the end of each innings.

c. In addition, an innings of 50 overs is expected to be completed within a period of 195 minutes: this is based upon two 5 minute drinks intervals (MCC Law 11.8.1) and an extra 10 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 of 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 penalty 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

<b>Overs</b>	<b>x 3.5 Minutes</b>	<b>Drinks</b>	<b>Field Time</b>	<b>Total</b>
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

Overs	x 3.5 Minutes	Drinks	Field Time	Total
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

*As a match must comprise a minimum of 20 overs per side the table stops here*

## 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, ie what is permitted from the table above, plus any additional allowable time.

## 13. Run Rate Method

a. 'Run Rate', if required, 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 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.

**Example 1:** 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  $40 \times 4.2 = 168 + 1 = 169$  to win. If the side batting second only has 20 overs, then they must score  $20 \times 4.2 = 84 + 1 = 85$  to win.

**Example 2:** Side batting first scores 275 in 50 overs. Run Rate is thus  $275/50 = 5.5$  runs per over. The side batting second suffers three interruptions during their planned 50 over innings as follows: Play stops after 10 overs, 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.

The play is again interrupted after a further 6 overs, score 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  $181 + 1 = 182$  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  $167 + 1 = 168$ . 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 and 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:

- Power Play 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.
- Power Play 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.
- Power Play 3 – no more than **5** fielders shall be permitted outside the fielding 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 first and second 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

Innings Duration	1st Power-Play	2nd Power-Play	3rd Power-Play
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 2nd and 3rd 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 in 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 five, 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, three bowlers bowl 9 overs and two 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.

d. The following table shows the 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		

## 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. All other deliveries following a No Ball shall be a Free Hit for whichever batsman is facing it. If the delivery of 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 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 four 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

MCC Law 41.6.1 shall be replaced by the following:

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

- 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 person or equipment.
- The Umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitch delivery has been bowled.

b. Should the bowler deliver a fast short pitched ball which does, or would have, passed **above the striker's head height** if he was standing upright at the popping crease, then this would be called a No Ball, **without the penalty of a Free Hit**.

- In the event of the bowler bowling, more than one fast short pitched delivery in an over, the Umpire at the bowler's end shall call and signal No Ball on each occasion. A different 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.
- The Umpire, in accordance with MCC Law 41.6.3, shall caution the bowler and issue a first and final warning. Then inform his colleague, the Captain of the fielding team and the batsman at the wicket what has occurred. This caution shall apply throughout the innings.
- Should there be another instance of the bowler being No Balled in the innings for bowling more than one fast short 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.

- The suspended bowler will not be allowed to bowl again during the innings. The Umpires will inform the batsman at the wicket and the batting Captain when possible.
- At the end of the match, the Umpires will report the matter to the Club Executive and the Governing body of the League who shall take what actions as is considered appropriate against the Captain and the bowler concerned.

## **20. Bowling of High Non-Pitching Deliveries**

MCC Law 41.7 (first and final warning). Any high non-pitching delivery, 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 bowler's end. The high non-pitched delivery will be deemed dangerous and unfair.

- The Umpire at the bowler's end will call No Ball and signal Free Hit, and issue a first and final warning to the bowler. He will then inform his colleague, the Captain of the fielding team and the batsman at the wicket what has occurred. This caution shall apply throughout the innings.
- Should there be another instance of the bowler being No Balled in the innings for bowling another high non-pitching delivery, 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.
- The suspended bowler will not be allowed to bowl again during the innings. The Umpires will inform the batsman at the wicket and the batting captain when possible.
- At the end of the match, the Umpires will report the matter to the Club Executive and the Governing Body of the League who shall take what actions as is considered appropriate against the Captain and the bowler concerned.

## **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 is calculated by the DLS method. A par score will be set for the second innings and, as long as this is exceeded, the team batting second are the winners; if it is equal then it is 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 or the side batting second finishes its innings 1 short of the Target Score as set by DLS.

g. Once a match has been completed and the result confirmed by the Umpires with the Scorers, under the MCC Law 16.10 the result cannot be changed.