

Playing Rules – 2018

F Division & Below – 40/40 Overs

1. General

a. 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. It is recommended that each team shall supply one non-playing Umpire and one non-playing Scorer.

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.

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 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 2.7 (Fitness for Play).

5. Normal Hours of Play

Scheduled start time 13:30 – Scheduled close of play 19:00. 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 80 overs, with each team batting for a maximum of 40 overs. Both sides will have an innings of the same duration if the first

innings is delayed or interrupted. In interrupted matches, Run Rate will be used to provide a run target for the side batting second.

a. The Umpires and Captains 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, Run Rate will be used to provide a run target for the side batting second.

b. 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

a. For the side scoring the most runs – 10 points.

b. Batting Points: 40 runs – 1 point, 80 runs – 2 points, 120 runs – 3 points, 160 runs – 4 points, 200 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 every 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 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 19f.

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 x 4 = 28), thus 8 overs are deducted from the match total (80 – 8 = 72), and this reduction will impact on bowling limitations.*

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. 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 1600-1630).

b. Should the first innings conclude before 15:15, there shall be an interval of ten minutes between innings and tea shall then be taken at 16:15 or after 15 overs of play, whichever is the later.

c. Drinks interval - will normally be after 20 overs have been bowled or after 13 and 26 overs, as agreed between the Captains and Umpires before the commencement of the match and/or innings.

11. Allowable Time

a. An innings of 40 overs is expected to be completed within a period of 150 minutes: this is based upon one or two drinks intervals (MCC Law 11.8.1).

b. All teams are expected to be in position to bowl the first ball of the last over within 150 minutes.

c. 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

Overs	x 3.5 Minutes	Drinks	Field Time	Total
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

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. If an innings of 40 overs should be completed within 150 minutes.

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 agreed between the Umpires and Scorers, 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 168 in 40 overs. Run Rate is thus $168/40 = 4.2$ runs per over. Therefore, the side batting second need to score either **169** or, if overs are reduced to say 35, they will need $35 \times 4.2 = 147 + 1 = 148$ 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 220 in 40 overs. Run Rate is thus $220/40 = 5.5$ runs per over. The side batting second suffers three interruptions during their planned 40 over innings as follows: Play stops after 10 overs, score 40 for 0 wickets with 30 overs still to play. Play recommences after a break equivalent to 3 overs, reducing the number of overs still to play to 27. At this stage, the side batting second know that their target is **204** to win: $37 \text{ overs} \times 5.5 = 203.5$ rounded up = 204 or $203 + 1 = 204$ 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 7 to come, thus they need a total of $23 \times 5.5 = 126.5$ rounded up = 127 or $126 + 1 = 127$ to win.

Finally, their innings is interrupted a third and final time and eventually the game is called off with their score at 122 for 6 wickets after having 22 overs and 3 balls bowled to them. The side batting second therefore needed to have scored in their 22 overs and 3 balls = 135 balls: $135 \times 5.5/6$ to convert first innings Run Rate per over to per ball = 123.75 round up = 124 or $123 + 1 = 124$. They have not and lose the match on Run Rate.

14. Bowlers and Fielders

a. A minimum of 5 bowlers will be required. No bowler may bowl more than 8 overs in a 40 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 37 overs, two bowlers bowl 8 overs and three bowlers bowl 7 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		

15. No Balls

- a. The penalty for a No Ball is 1 run.
- 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.

16. 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 Hampton". Any new ball must bear the DCL logo.
- e. A minimum of four spare balls (Tiflex Hampton) in suitable condition shall be handed to the Umpires prior to the commencement of the match.

17. 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.
 - 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.

18. 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 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.

19. 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 Run Rate. 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 Run Rate method as determined and agreed by the Captains, Scorers and Umpires.

d. If, after the restart of play, it is discovered that the wrong Run Rate 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 the Run Rate method.

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.