

# **L&DCC LEAGUE PLAYING REGULATIONS 2025**

(Changes to 2024 Regulations are **highlighted** or **crossed-out**)

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### **1. Competitions**

- 1.1.1 The Management Committee will organise League and Knockout competitions for the 1st, 2nd and 3rd XIs. All matches will be played under the MCC Laws of Cricket (latest edition) except where these Regulations provide for otherwise. Matches will be decided on one innings of each team.
- 1.1.2 All 1st and 2nd XI matches should be played on the member club's main ground.
- 1.2.1 The 1st and 2nd XI league competitions will each contain 36 teams with 12 teams playing in Premier, First and Second Divisions on a home and away basis.
- 1.2.2 Two teams will be promoted and relegated between the Premier, First and Second Divisions. The 1st and 2nd XI teams from one club, whose 1st XI is bottom of Division 2, will be relegated into the feeder league provided the top club in the feeder league meets all the requirements for membership of the L&DCC (e.g. Club and Ground criteria, etc).
- 1.2.3 All promotions into the Premier, 1st and 2nd Divisions are subject to the appropriate divisional club and ground criteria and to the demonstration of a satisfactory administrative performance in the preceding season. The total fines payable will be used as a guide in this respect.
- 1.3.1 The 3rd XI league Saturday competition will comprise a Premier Division and a First Division playing (home and away) over 22 matches. Promotion and relegation will be based on two up and two down. Should a team withdraw from the competition after the fixtures have been published, all of that team's matches, whether played or not, shall be deleted. The Management Committee will modify the pattern of First Division fixtures to ensure that all teams in a division play the same number of matches.
- 1.3.2 ***The 3rd XI league Sunday competition will comprise a Premier Division, a First Division and a Second Division playing home and away basis. Promotion and relegation will be based on two up and two down from the First Division and two down from the Premier Division. There will be no automatic promotion or relegation between the First and Second Divisions. The Management Committee may modify which teams play in the First and Second Divisions following the outcome of the 3rd XIs EoS SGM.*** Should a team withdraw from the competition after the fixtures have been published, all that team's matches, whether played or not, shall

be deleted. The Management Committee will modify the pattern of fixtures to ensure that all teams in a division play the same number of matches, e.g. the two teams whose matches with the withdrawn team are not scheduled will not play one match, i.e. one fixture, which preferably has not been played, will be deleted.

1.3.3 In all 3rd XI competitions, if a match is cancelled for an acceptable reason (see 1.3.4 below) it must automatically be rearranged by the home team, who must offer a minimum of two alternative dates within 7 days or the home team will be deemed to have conceded the match subject to appeal to the Cricket Sub-Committee. If neither of the dates is accepted by the away team, they shall be deemed to have conceded the match subject to appeal to the Cricket Committee. The agreed rearranged date must be confirmed by email correspondence. Rearranged matches must be scheduled on Play-Cricket and may be played at any time up to the end of the season. The results of matches that the Cricket Committee agrees cannot be rearranged because a ground is unavailable, e.g. due to the proximity to the end of the season, shall be recorded as 'Abandoned'.

1.3.4 Acceptable reasons for cancellation include:

- the ground being unavailable as agreed pre-season and shown as TBA in the Official Fixtures as per Clause 9.2 of the Constitution.
- 1st or 2nd XI Cup fixtures using the ground.
- reasons otherwise approved by the Management Committee.

In addition, a maximum of 6 matches (3 home, 3 away) per team may be rearranged, but only with the agreement of the opposition and the Management Committee, which will not be refused unreasonably (e.g. players taken for District representative teams). At least seven days' written notice of a proposed cancellation is required.

1.4.1 The league competition winners will be the team scoring the highest number of points at the end of the season.

1.4.2 If two or more teams finish level on points, their respective final positions will be decided using the following additional criteria in order:

- total number of matches won;
- most batting bonus points obtained;
- most bowling bonus points obtained.
- most number of points obtained in matches between respective teams during the season.

1.4.3 If after application of the above criteria all is level, the title will be shared. For the purposes of promotion, relegation and county cup qualifications, places will be determined by the toss of a coin.

1.5 Special rules relating to the various knockout competitions are given elsewhere in this handbook.

1.6 Trophies will be awarded annually to the divisional champions and knockout cup winners, plus additional awards to the runners up as may be agreed by the Management Committee.

## **2. The pitch (covering)**

In the event of rain interfering during the hours of play, the whole of the pitch will be covered, if covers are available.

### **3. Balls**

#### **3.1 1st XI matches**

- 3.1.1.1 All balls shall be Grade 'A' natural, i.e.. wax finish and manufactured of English materials; either Reader Special County Imperial Crown, or Duke County International.
- 3.1.1.2 A new ball will be used at the start of each innings (except as described in 3.1.2.4 below).
- 3.1.2.1 Before the toss each home club will provide two new balls and two spare balls of the same type and manufacture as set out in 3.1.1.1 above. If such spare balls are not available, the other accepted alternative type and manufacture as set out in 3.1.1.1 may be used.
- 3.1.2.2 Both match balls will be given to and inspected and approved by the umpires before the toss. The umpires will then offer the choice of ball to the away team captain.
- 3.1.2.3 The captain of the home team will provide the umpires with spare balls to be used if an original ball is lost and becomes unfit for play. The umpires will allocate the spare ball(s) as appropriate and per age, condition etc. using Law 4.5.
- 3.1.2.4 Teams will bowl their allocated ball. However, if the team batting first continues its innings for more than 60 overs, the fielding team shall be given the option of using the new ball of the team batting for the remainder of the first innings. The team bowling second will then use its originally allocated ball from the start of the second innings, the umpires having total control of procedures.
- 3.1.3 The umpires will take possession of the ball(s) at the end of each innings and return them to the home team captain at the end of the match.

#### **3.2 2nd and 3rd XI matches**

- 3.2.1.1 Reader Sovereign Grade 'A' balls are still also permitted in addition to those described in 3.1.1.1 above.
- 3.2.1.2 In matches where a ball other than a new ball is not used, the ball must be acceptable to the opposing captain.
- 3.2.2 Each team will provide an umpire with a ball before the toss and will bowl with its own ball. The captain of the bowling team will provide the umpires with a spare ball to be used if the original ball is lost or becomes unfit for play.

### **4. Playing times in league matches**

#### **4.1 1st XI matches**

- 4.1.1. Matches will normally commence at 12:00 noon all season.
- 4.1.2 1st XI, 2nd XI and 3rd XI matches may commence up to one hour earlier than their scheduled start time with the agreement of both clubs. Notifications to this effect must be made in writing to the 1st and 2nd XI Fixture Secretary as appropriate by the home club no less than 14 days before the fixture in question. See also 4.2.2 below.

- ~~4.1.3 When, for any reason a scheduled match is played on a different date than the corresponding 2nd XI match, i.e. the 1st XI is earlier or the 2nd XI is later than the scheduled date, the matches shall then be considered 'locked' to that date. No player is eligible to play in both matches, whichever is played first, because this would have been impossible had they been played on the scheduled date. This principle shall only apply to players having played 6 or more 1st XI matches in their last 11 consecutive matches and shall not apply to other players, i.e. 2nd and 3rd XI players cannot be 'locked'.~~
- ~~4.1.4 Rearranged and locked fixtures as set out in 4.1.3 cannot subsequently be rearranged again without the matter being submitted in writing to the Cr Co (see also Constitution Clause 9.2).~~
- 4.1.5 All matches will be of no more than 6 hours 15 minutes playing time, plus any additional time taken for the bowling of a minimum 20 overs in the 'last hour'. The 10-minute interval between innings will be added to the playing time if it does not occur during the interval. If the first innings of a match ends in the 'last hour', overs will not be deducted for the 10 minutes' interval between innings. (This will allow the bowling of 110 overs in the day).
- 4.1.6 The Interval between Innings
- 4.1.6.1 In League fixtures only:
- 4.1.6.2 The Interval will be of 30 minutes' duration and will normally be taken between innings, but in any event no later than 3 hours and 30 minutes after the scheduled start of play, irrespective of the state of the match. **The Interval will not be taken earlier than two hours after the scheduled start time, unless the first innings has been completed.**
- 4.1.6.3 In the event of a wicket falling within 2 minutes of The 30-Minute Interval, the over will be completed unless the batting side is all out, or its captain should decide to declare.
- 4.1.6.4 At the discretion of the umpires, The Interval may be taken at some other time that may be necessary and convenient, such as during a stoppage for rain. Should this be the case, and if relevant, the subsequent interval between innings must not exceed 10 minutes and any such interval taken during a stoppage for rain etc. must be designated and entered on the score sheet. **The Interval will not be taken earlier than two hours after the scheduled start time, unless the first innings has been completed.**
- 4.1.6.5 Drinks will be taken 1 hour and 30 minutes after the start of play in each innings but no later than 15 minutes prior to the commencement time of the 'last hour' (i.e. by 5.30 pm for a 12-noon start). Umpires may arrange for drinks to be taken at an earlier time after The Interval if agreed by both captains. Either or both drinks' interval(s) may be cancelled, if both captains agree.
- 4.1.6.6 Ground Inspection. Either captain can insist that both teams assemble at the venue for a ground inspection to be made prior to the start of the match.
- 4.1.6.7 Delayed Start. No match may start later than two and a half hours after the scheduled start time. If the 30-minute Interval cannot or is not taken during this period, play must commence within two hours of the scheduled start time. **The Interval will not be taken earlier than two hours after the scheduled start time, unless the first innings has been completed.**
- 4.1.7 Over Rate Penalties
- To comply with ECB requirements all teams must bowl their overs at a minimum average rate of 17 overs per hour. Failure to do so will result in the following penalties in all matches irrespective of the result:

- between 16.0 and 16.95 overs per hour – 1-point penalty deduction
- between 15.0 and 15.95 overs per hour – 2-point penalty deduction
- between 14.0 and 14.95 overs per hour - 3-point penalty deduction
- less than 14.0 overs per hour - 4-point penalty deduction.

- 4.1.8 For over rate calculations, the following allowances will be made: 2 minutes per fall of wicket (unless a wicket falls to the last ball of the innings), 3 minutes per drinks break, and any time lost for rain, bad light or other major delays, e.g. injury to a player or umpire. Calculations will be finally rounded to one place of decimals. Umpires are responsible for ALL recorded times in connection with over rate calculations and their decisions are final. Over rate penalties will only be imposed if a minimum of 2 hours playing time has elapsed during the innings, i.e. the total time between the various calls of 'Play' and 'Time'.
- 4.1.9 Incidents of lost time, e.g. intervals, stoppages, injury, other unforeseen circumstances, will be reported on the Match Result Form by the umpires. Deliberate time wasting by either the batting or the bowling side will be penalised and reported by the umpires as required by Laws 42.9 and 42.10 (see also Clause 11.5 of the Constitution).

#### **4.1 2nd XI matches**

- 4.2.1 Matches will normally commence at 12.45 pm all season.
- 4.2.2 If both teams agree, 2nd XIs shall have the option of commencing matches at 11:45 pm or sooner throughout the season. In the event of there being disagreement between the team, regulation 4.2.1 shall apply. Notice of an 'early start' match must be given in writing to the 1<sup>st</sup> and 2<sup>nd</sup> XI Fixtures Secretary a minimum of 24 hours in advance.
- 4.2.3 All matches will be of no more than 5 hours 15 minutes playing time, plus any additional time taken for the bowling of a minimum 20 overs in the 'Last Hour'. The 10-minute interval between innings will be added to the playing time if it does not occur during the tea interval.
- 4.2.4 Either captain can insist that both teams assemble at the venue for a ground inspection to be made prior to the start of the match.
- 4.2.5 The Interval between Innings
- 4.2.5.1 In 2<sup>nd</sup> XI league matches only,
- 4.2.5.2 The Interval will be of 30 minutes' duration and will normally be taken between innings, but in no event later than three hours after the scheduled start of the match (i.e. 12.45 pm).
- 4.2.5.3 At the discretion of the umpires, The Interval may be taken at some other time that may be necessary and convenient, such as during a stoppage for rain; should this be the case and if relevant, the subsequent interval between innings must not exceed 10 minutes and an interval taken during a stoppage for rain etc. must be designated and entered on the score sheet.
- 4.2.6 Drinks will be taken no later than an hour and a half after the start of play in each innings or as agreed by both captains, unless both captains agree to dispense with either or both drinks intervals.
- 4.2.7 No match may start later than two and a half hours after the scheduled start time (i.e. 12:45 pm) whether the interval has been taken.

- 4.2.8 The start of the 'last hour' may be delayed for up to 30 minutes only in the event of play being affected by adverse weather and/or light conditions.
- 4.2.9 If a team is unable to field the minimum number of players (see 7.1.2) at the scheduled start time plus 1 hour, the team captains may extend this period by mutual agreement but, in any event, the 'last hour' must start no later than 7.00 pm for a 1.45 pm scheduled start. If no agreement is reached the incomplete team will concede the match (see Clause 6.1).

## **4.2 3rd XI matches**

- 4.3.1 Matches will normally commence at 12:45 pm. Matches on a Sunday will normally commence at 2.00pm.
- 4.3.2 If both teams agree, 3rd and 4<sup>th</sup> etc. XIs shall have the option of commencing matches at sooner or later than 12:45 pm on a Saturday or 2.00pm on a Sunday throughout the season. In the event of there being disagreement between the teams, regulation 4.3.1 shall apply. Notice of an 'early start' match must be given to the 3rd XI sub-Committee Chair a minimum of 24 hours in advance.
- 4.3.3 All matches will be of no more than 5 hours 15 minutes playing time, plus any additional time taken for the bowling of a minimum 20 overs in the 'last hour'. The 10-minute interval between innings will be added to the playing time, if it does not occur during the tea interval.
- 4.3.4 Either captain can insist that both teams assemble at the venue for a ground inspection to be made prior to the start of the match.
- 4.3.5 The Interval between Innings
- 4.3.5.1 In 3rd XI league matches only,
- 4.3.5.2 The Interval will be of 30 minutes' duration and will normally be taken between innings, but in no event later than three hours after the scheduled start of the match, i.e. 12.45 pm or 1.45 pm.
- 4.2.5.3 At the discretion of the umpires, The Interval may be taken at some other time that may be necessary and convenient, such as during a stoppage for rain; should this be the case and if relevant, the subsequent interval between innings must not exceed 10 minutes and an interval taken during a stoppage for rain etc. must be designated and entered on the score sheet.
- 4.3.6 Drinks will be taken no later than an hour and a half after the start of play in each innings or as agreed by both captains, unless both captains agree to dispense with either or both drinks intervals.
- 4.3.7 No match may start later than two and a half hours after the scheduled start time (i.e. 1:45 pm or 12:45 pm) whether the interval has been taken.
- 4.3.8 The start of the 'Last Hour' may be delayed for up to 30 minutes only in the event of play being affected by adverse weather and/or light conditions.
- 4.3.9 If a team is unable to field the minimum number of players (see 7.1.2) at the scheduled start time plus 1 hour, the team captains may extend this period by mutual agreement but, in any event, the 'last hour' must start no later than 7.00 pm for a 1.45 pm scheduled start. If no agreement is reached the incomplete team will concede the match (see Clause 6.1).

## 4.4 Sight Screens

### 4.4 All Matches – Sight Screens

Where four sight screens are, available and are of adequate size, when a bowler is bowling an over containing delivery from both over and round the wicket, the screens will be divided and left suitably aligned on either side of the wickets.

## 5. Points awarded in league matches

5.1 Teams winning a match – 20 points.

### 5.2 Bonus points:

#### 5.2.1 1st XI matches

5.2.1.1 Batting: - 1 point at 100 runs, 2 points at 130 runs, 3 points at 160 runs, 4 points at 190 runs and 5 points at 220 runs.

5.2.1.2 Bowling: - 1 point for 2 wickets, 2 points for 4 wickets, 3 points for 6 wickets, 4 points for 8 wickets and 5 points for 10 wickets.

#### 5.2.2 2nd and 3rd XI matches:

5.2.2.1 Batting: 1 point at 75 runs, 2 points at 100 runs, 3 points at 125 runs, 4 points at 150 runs and 5 points at 175 runs.

5.2.2.2 Bowling: - 1 point for 2 wickets, 2 points for 4 wickets, 3 points for 6 wickets, 4 points for 8 wickets and 5 points for 10 wickets.

#### 5.2.3 All matches:

5.2.3.1 Full bowling bonus points will be awarded in the event of the dismissal of a batting side whose number comprises less than 11 players, or when there are no further players available to bat.

5.2.4 Batting bonus points will be awarded up to and including the 55th over (45th over in 2nd and 3rd XI matches) of the first innings and for the whole of the second innings.

5.2.5 If a team batting first declares, or is all out, before or on the completion of 55 overs (45 overs in 2nd and 3rd XI matches) and wins, all batting bonus points awarded will be retained in addition to the 20 points for a win.

5.2.6 If a captain loses the toss and his team bowls first and wins, all bowling bonus points awarded will be retained in addition to the 20 points for a win.

### 5.3 Drawn Matches

5.3 Teams drawing or losing a match will retain all bonus points awarded.

### 5.4 Tied Matches

5.4 In tied matches 15 points will be awarded to each team.

## **5.5 Abandoned matches**

- 5.5.1 Matches abandoned without a ball being bowled will be regarded as 'Abandoned' and each team will be awarded 5 points.
- 5.5.2 Sunday 3rd XI matches which cannot be rearranged because of ground non-availability, see Clause 1.3.3 above, will be regarded as 'Abandoned'.
- 5.5.3 Matches abandoned after the start due to weather and/or light conditions will be regarded as 'No Decision'. In 'No Decision' matches each team will be awarded 5 points or will retain its bonus points gained (if more than 5) if 15 overs or more of the second innings have been completed.

## **6. Fines and Penalties**

### **6.1 Conceding a fixture.**

- 6.1 A club must always fulfil fixtures at the highest level in the event of a concession (e.g. if the 2nd XI would have conceded, the 3rd XI will fulfil the fixture. This regulation does not apply between a club's teams playing in the same 3rd XI competitions.

In the event of a team conceding a L&DCC league fixture for an unacceptable reason, 25 points will be awarded to its opponents. The offending team will be subject to the following penalties:

- 6.1.1 On all such occasions, a deduction of 10 points will be made and a fine of £25.00 (£10 for 3rd XI matches) will be applied.
- 6.1.2 On any third or greater number of such occasions by a team, the club and relevant captain could then be summoned to appear before the Management Committee which may choose to impose further penalties as it feels appropriate. The Management Committee also has the power to apply mitigation to any penalties made under 6.1.1

In the event of a team either withdrawing or being expelled from any division after the 31<sup>st</sup> of July, the points awarded to their opposition in all previously played fixtures will stand and the opposition due to play in the fixtures after 31<sup>st</sup> July will be awarded maximum points.

- 6.1.5 In addition to the above penalties, the non-offending club shall be reimbursed by the offending club for any incidental expenses incurred as a result of the cancellation.
- 6.1.6 In a knockout fixture - a club failing to raise a team or otherwise unable or unwilling to fulfil a fixture, will be fined £50 and may not be entered in the following season's competition at the discretion of the Management Committee. In the event of exceptional circumstances, the decision of the Management Committee will be final.

### **6.2 Defaulting a match**

- 6.2.1 Any team found to have played a player in any L&DCC match who was ineligible for any of the reasons contained in these rules and regulations will have defaulted on the fixture and be subject to the following penalties:
  - 6.2.2.1 In a league fixture in the 1<sup>st</sup> XIs, 2<sup>nd</sup> XIs and 3<sup>rd</sup> XIs, any team defaulting a match will be deducted 10 points and fined £25.00 (£10 for 3<sup>rd</sup> XI matches) on each such occasion. In addition, they will also forfeit any points they have gained in the match.



- 6.2.2.2 On any third or greater number of such occasions by a team, the club and relevant captain could then be summoned to appear before the Management Committee which may choose to impose further penalties as it finds appropriate. The Management Committee also has the power to apply mitigation to any penalties made under 6.2.2.1
- 6.2.3 In addition to all or any of the penalties 1 to 3 above, 25 points will be awarded to the opponents in any league fixture when a team has played an ineligible player.
- 6.2.4 If a club should provide incorrect information to an umpire regarding the age/date of birth of a junior player for whatever reason, the following penalty will apply:  
a deduction of all points gained, plus a fine of £75.00 and any further penalties imposed as the Management Committee considers necessary in the circumstances and for which there will be the opportunity for appeal by the club.
- 6.2.5 In a knockout fixture in the 1<sup>st</sup> and 2<sup>nd</sup> XIs the match will be forfeited and a fine of £25.00 imposed. In a knockout fixture in the 3<sup>rd</sup> XIs the match will be forfeited and a fine of £10 will be imposed
- 6.2.6 If a club should provide incorrect information to an umpire regarding the age/date of birth of a junior player for whatever reason, the following penalty will apply:  
the match will be forfeited, plus a fine of £75.00 and any further penalties imposed as the Management Committee considers necessary in the circumstances and for which there will be the opportunity for appeal by the club.

### **6.3 Fewer than 11 players in a team**

- 6.3.1 If a team having less than 11 players represents a club in a higher team when a lower team has a greater number of players, a fine of £25 for each player less than the required number will be levied.
- 6.4 **In 3rd XI competitions**, despite the 48-hour relaxation, if a club fails to register someone who has already played a 3rd XI match and it is clear that he would otherwise have been eligible, e.g. not barred by virtue of Clause 7(f), a fine of £5 will be levied for the match but no penalty points will apply.
- 6.5 In addition to these fines and penalties: fines are imposed in accordance with the following sub-clauses: 8.1.2; 8.1.10; 8.1.12; 8.1.13; 8.2.1; 9.1.2; 9.4.2; 10.1; 10.2.2 and 10.3.6; and KO Competition Playing Regulations 2.4 and 6.1; and point penalties as in 4.1.8 above.

## **7. Players (eligibility, team sheets, registration and equipment)**

Player eligibility under the terms of 7.3 (Player Registration) will always apply.

### **7.1 Eligibility - the Countback rule**

- 7.1 In the following clauses: the 'Countback on their last 11 consecutive league matches' rule applies to a period of no more than 12 months, where this rolling period may include part of the previous season. This may include fewer than 11 matches.

**Where Countback Eligibility is required to play in a match at 2<sup>nd</sup> XI or 3<sup>rd</sup> XI level, the player must have played 50% or more of their last 11 consecutive league matches at that same level (or lower) to be eligible.**

In a re-arranged match where Countback Eligibility is a factor, if the team which is not responsible for causing the rearrangement has a problem with player eligibility, it should refer the matter to the Management Committee for resolution **before playing the match.**

### **7.1.1 All 1<sup>st</sup> XI Matches**

- 7.1.1.1 Each nominated team in each 1st XI match must field at least nine players qualified to play for England and may contain no more than one non-resident overseas player, i.e. who is not eligible to play for England and who does not satisfy the criteria for 'overseas players resident in England'.
- 7.1.1.2 A minimum number of 7 players constitutes a team, see also Clause 4.2.9.
- 7.1.1.3 The use of substitute professional players as defined under Player Registration sub-clause 5.6 is not allowed.

### **7.1.2 2<sup>nd</sup> XI League Matches**

- 7.1.2.1 In any 2<sup>nd</sup> XI League Match played on any day when a club's corresponding 1<sup>st</sup> XI have no scheduled fixture, only players who qualify as a 2<sup>nd</sup> XI's Player (or lower) on Countback of their last 11 consecutive league matches will be eligible to play for that club.
- 7.1.2.2 Any player in contravention of these regulations will be treated as ineligible and the matter dealt with under the terms of 7.3 (Player Registration). when the matter is brought to the attention of the Management Committee in writing within 21 days of the fixture.

### **7.1.3 Saturday 3<sup>rd</sup> XI League Matches**

- 7.1.3.1 In any Saturday 3<sup>rd</sup> XI League Match played on any day when either a club's corresponding 1<sup>st</sup> XI or 2<sup>nd</sup> XI have no scheduled fixture, only players who qualify as a 3<sup>rd</sup> XI's Player (or lower) on Countback of their last 11 consecutive league matches will be eligible to play for that club.
- 7.1.3.2 Any player in contravention of these regulations will be treated as ineligible and the matter dealt with under the terms of 7.3 (Player Registration). when the matter is brought to the attention of the Management Committee in writing within 21 days of the fixture.

### **7.1.4 Sunday 3<sup>rd</sup> XI League Matches**

- 7.1.4.1 In any Sunday 3<sup>rd</sup> XI League Match played on any day when either a club's corresponding 1<sup>st</sup> XI or 2<sup>nd</sup> XI have no scheduled fixture, only players who qualify as a 3<sup>rd</sup> XI's Player (or lower) on Countback of their last 11 consecutive league matches will be eligible to play for that club, with the following exceptions:
- 7.1.4.2 any 1st XI player, as calculated by the last 11 consecutive league matches countback rule, who has not played on either or both previous two days for a 1st or 2nd XI will be eligible to play in league matches subject to the batting and bowling restrictions set out in 7.1.6.4 below and the batting and bowling pattern of the player in their most recent 1<sup>st</sup> XI match.
- 7.1.4.3 any 2nd XI player as calculated by the last 11 consecutive league matches countback rule who has not played on either or both of the previous two days for a 1st or 2nd XI will be eligible to play without restriction.

7.1.4.4 no more than three players who have played on either or both of the previous two days for a 1st or 2nd XI will be eligible to play in league matches and then only if they have played 50% or more of their matches for a 3rd XI, on Countback of their last 11 consecutive league matches.

7.1.4.5 Players under the age of 18 or over the age of 40, on 1st September the previous year, can play on both days in league matches; however, such players from a club's 1st XI are subject to the following restrictions:

- if they batted or were scheduled to bat in the top 5 of a 1st XI match they shall not bat higher than number 7 in the 3rd XI match.
- if they bat and score more than 50 runs, they shall be required to retire but may return on the fall of the last wicket; and
- any player, irrespective of age, who has bowled 5 or more overs for a 1st XI on the preceding Saturday is not allowed to bowl. If they have bowled four or fewer overs for the 1st XI on the preceding Saturday and then subsequently bowl in the 3rd XI and take three or more wickets, they shall then be removed from the bowling attack at the end of that over.

The Management Committee and the 3rd XI Sub-Committee will monitor their usage in the 2nd and 3rd XIs respectively to ensure that Spirit of Cricket is not abused

7.1.4.6 Any player in contravention of these regulations will be treated as ineligible and the matter dealt with under the terms of 7.3 (Player Registration) **when the matter is brought to the attention of the Management Committee in writing within 21 days of the fixture.**

### 7.1.5 Management Committee actions

7.1.5.1 After the 31st July the Management Committee or relevant Sub-Committee will monitor selections in Saturday 2nd XIs or 3rd XIs in the light of the Spirit of Cricket (SoC) and will impose sanctions as felt to be most appropriate if, in the opinion of M/C, selections have been made that breach SoC e.g. they may reverse result or deduct points from offending clubs etc.

7.1.5.2 On special application to the Management Committee on a case-by-case basis, permission may be granted for an otherwise ineligible player to play and act as a driver in away games. Such a player will be subject to strict monitoring under Spirit of Cricket

7.1.5.3 In the event of a captain deliberately using young players to contravene the requirements laid down in these Directives, the captain must be informed that:

- he/she personally takes on the legal responsibilities if there are subsequent injuries;
- the matter **must be reported to the Management Committee** by the umpire(s) or other responsible person(s);
- the game will be forfeited by the side in breach of the Directive; and
- in addition, other sanctions may be applied.

See also Regulation 12

## **7.2 Team sheets**

- 7.2.1 In accordance with the Laws of Cricket each team shall provide a list of its players playing in the match before the toss. The ECB model team sheet shall be used for this purpose. In all 1st and 2nd XI matches the team sheets are to be given to the MCUA appointed or club appointed umpires respectively before the toss. In all 3rd XI matches, if no appointed umpires are present, the captains shall exchange team sheets before the toss.
- 7.2.2 In all 1st, 2nd and 3rd XI matches the team sheets shall be returned by the umpires to the home team captain/scorer at the end of the match and such official shall then ensure that they are forwarded to the appointed Assistant Results Secretary for the division together with the appropriate Match Result Form.

## **7.3 Registration of Players**

- 7.3.1 The Cricket Sub-Committee will nominate one or more of its members to administer the 'Registration of Players' scheme
- 7.3.2 Only League-registered players will be allowed to play in 1st and 2nd XI and at least 72 hours' notice will be required for the registration of new players.
- 7.3.3 3rd and lower XI players should be registered before playing but in any event these Unsure players must be nominated for registration on Play-Cricket within 48 hours of playing their first match. When registered, these players must be entered on Play-Cricket scorecards within five days of playing (e.g. Thursday/Friday for a Saturday/Sunday).
- 7.3.4 All overseas players must be registered to play at a particular level (e.g. 1st XI) at the time of registration and cannot play at a different level without the agreement of the Management Committee. No player having played First Class cricket within the past five years may play in other than 1st XI cricket without the permission of the Management Committee.
- 7.3.5 Each club must ensure that a playing member who joins it from another club has fully paid his due playing membership subscription at his previous club for that season and that he has not been expelled from, nor is under suspension from another club before offering facilities.

## **7.4 Equipment**

- 7.4.1 All players shall wear white clothing and footwear on the field of play. Advertising on clothing and equipment is within the allowable and acceptable terms of the International Cricket Council Rules and Regulations as far as the same may apply.
- 7.4.2 The wearing of names and numbers on cricket playing shirts is allowable subject to International Cricket Council Rules and Regulations and the following:
- Surnames only are allowed. No nicknames. (Where there are two players with the same surname, the forename initial should be used);
  - One colour only is permitted for the name and number; and
  - Each player must only wear his own 'named' and 'numbered' playing shirt during a match.
- 7.4.2 The ECB 'Fast Bowling' and 'Wearing of Helmets by Young Players and Fielding' Directives will be implemented in all matches.

## **8. Umpires**

### **8.1 1st XI matches**

8.1.1 The Merseyside Cricket Umpires Association (MCUA) will appoint two umpires for each 1st XI match who are responsible for ensuring all matches commence at the appointed time in accordance with Clause 4.1.1 unless advised otherwise by a member of the Management Committee.

8.1.2 Each umpire will receive travelling expenses, payable BEFORE the start of the match, of an amount as from time to time agreed by the Management Committee in consultation with the MCUA and notified to clubs at the start of the season, the cost being shared equally by the participating clubs. In the event of these not being provided before the start of the match, the umpires are obliged to record the fact on their match report card and an automatic fine of £25.00 will be imposed.

Fixture type	
League and 45 over Cups	£70
Single umpire	£100
Weekday T20	£30
Single umpire	£45
Weekend T20	£35
Single umpire	£50

8.1.3 It is the responsibility of the home club to inform both umpires when a match has been cancelled or rearranged.

8.1.4 If an umpire should travel to a ground when a match has been cancelled, 50% of current travelling expenses will be paid by the home club. A similar sum will be payable in the event of cancellation after 10:00 am on the morning of the match.

8.1.5 Normal expenses are payable if the match is cancelled whilst the umpires are at the ground.

8.1.6 At least one umpire must be present at the toss in all matches and it is both captains' responsibility to ensure that this happens. If the toss takes place without an umpire present, the toss shall be retaken.

8.1.7 In the event of there being only one appointed umpire, he will stand at the bowler's end throughout the match and he will be the sole judge of all matters relating to the MCC Laws of Cricket (latest edition) and these Regulations. He will be entitled to receive three quarters of the travelling expenses as agreed in 8.1.2 above from each team.

8.1.8 The decision as to whether the ground or weather and/or light conditions are fit for play will rest with the umpires who will be the sole judges both before the start of the match and throughout. In the event of only one MCUA member umpire being present, the decision will rest with the umpire and the captains who all must agree that the conditions are fit for play before play can commence (recommence).

8.1.9 All clubs must provide a self-contained and secure changing room for umpires with lockable door(s) and provide the umpires with key(s) to lock the door(s). Umpires will report on these facilities on the normal Umpires' Report Card.

8.1.10 The umpires will be provided BEFORE the toss with an accurately completed team sheet by each captain. In the event of a team sheet not being submitted or submitted after the

start of the match, the umpires are obliged to submit a report and an automatic fine of £25.00 will be imposed. Accurately completed team sheets will be completed by and exchanged between captains BEFORE the toss. Should player-umpires need to be used during a match, it will then be the responsibility of each captain to ensure that there is full compliance with ECB fast bowling directives.

- 8.1.11 AFTER the match the umpires will COMPLETE the Over Rate Calculation section for each innings (see 4.1.8 above) on the Match Result Form and will CHECK AND SIGN it having CONFIRMED all the other details. If the umpires have awarded a Level 1 Disciplinary Offence during the match this must also be recorded on the MRF.
- 8.1.12 As mandated by ECB, Premier Division 1st XI captains must rank the eleven opponents' pitches they have played on in order from best to worst. The ranking list must be forwarded to the Club and Ground Chairman by the Saturday following the last league match. An automatic fine of £50 will be imposed on the club should this deadline not be met.
- 8.1.13 The umpires are to be marked in all L&DCC League and Cup matches. Both captains are to mark each umpire on cards provided by the MCUA. Completed cards are to be forwarded by the home team, either by post or electronically, to the MCUA. Those not received by 5.30 pm on Wednesday for a Saturday fixture (5.30 pm on Thursday/Friday for a Sunday/Monday fixture) will incur a fine of £15. If a captain has not sent in a captain's card with the umpires' marks by the due deadline three times in a season, that 1<sup>st</sup> XI team will be deducted one league point on this occasion and one more on every other thereafter for the rest of that season.
- 8.1.14 Umpires will report on the ground and conditions for play, players' behaviour and captain's control in respect of all matches on cards provided by the Management Committee. The umpires and the captains should meet to discuss these and other matters arising at the end of the match.
- 8.1.15 Completed cards are to be forwarded by the umpires to the person named on the card within 5 days following the date of the match.

## **8.2 2nd and 3rd XI matches:**

- 8.2.1 Each member club will appoint a competent umpire. Failure to appoint an umpire at each 2nd XI match, will result in a fine of £20.00 being imposed in respect of each failed appointment. Regulation 8.1.7 above will apply if only one appointed umpire is present.
- 8.2.2 Accurately completed team sheets will be completed by and exchanged between captains BEFORE the toss. Should club umpires or player-umpires need to be used during a match, it will then be the joint responsibility of each captain and umpire to ensure that there is full compliance with ECB fast bowling directives. If player umpires are necessary, senior players should be used whenever possible and should be at least 18 years old.
- 8.2.3 See 7.2.3 regarding team sheets in 3rd XI matches.
- 8.2.4 In the event of poor playing conditions and no MCUA member umpires being present, the decision to play will rest with the captains who must both agree that the conditions are fit for play. Should an MCUA member umpire be present, all three parties must agree but if two MCUA member umpires are present, the decision will be made solely by the umpires in accordance with Clause 8.1.8.
- 8.2.5 At least one umpire must be present at the toss in all matches and it is both captains' responsibility to ensure that this takes place.

8.2.6 For 2nd and 3rd XI matches, the umpires (if present) and the captains will complete, check and sign the Match Result Form after the match having confirmed all the details.

### **8.3 In all matches:**

8.3.1 Umpires will report any case of alleged misconduct to the L&DCC Disciplinary Secretary by telephone, e-mail or fax within 48 hours of the match and in writing using the standard form within 7 days.

8.3.2 No more than 2 fast short-pitched deliveries below head height and aimed at the batsman are permitted per over. Any deliveries in excess of this number will be called as 'No Ball' by the bowler's end umpire.

8.3.3 The bowling of any high full pitch delivery above waist height, whatever the pace, is an unfair delivery and will be called as a no ball although not necessarily dangerous, i.e. slow deliveries will incur no further penalty. Fast deliveries will be subject to caution, warning and then removal from the attack as per the Laws of Cricket.

## **9. Scorers and Match Result Forms**

### **9.1 Scorers**

9.1.1 Each club will appoint a competent scorer for each match. In the Premier Division, the scorer should be accredited to at least ECB ACO Level 1.

9.1.2 Failure to provide competent scorers for both 1st and 2nd XI matches will result in a fine of £20.00 being imposed in respect of each failed appointment.

### **9.2 Scoreboard**

9.2 The scoreboard will indicate the number of the over in progress at all times except at the start of the 'last hour' in a league match when the number will revert to '1' and thereafter show the over in progress of the minimum 20 overs.

### **9.3 Completion of MRF**

9.3 In all matches, the home team's scorer (or other nominated person) will be responsible for completing and signing the Match Result Form with all the details listed below within half an hour of the end of the match for completion and signing by the away team's scorer, umpires and captains:

9.3.1 the winner of the toss;

9.3.2 the line scores together with number of overs bowled and the match result;

9.3.3 the score after 55/45 overs in the first innings (League matches);

9.3.4 **in 1st XI matches only**- the number of overs bowled in the 2nd innings at the start of the Last Hour;

9.3.5 brief details, including significant statistics, i.e. century partnerships, hat tricks etc; and

9.3.6 the bonus points awarded to each team.

## **9.4 Posting of MRF**

- 9.4.1 The home team's scorer or other nominated person must post the completed and signed Match Result Form, including that for a 'No Decision' match, together with the two team sheets, to the appropriate Assistant Results Secretary to arrive by 5.30 pm on the Wednesday following a Saturday fixture (5.30 pm on Thursday/Friday for a Sunday/Monday fixture). For 3rd XI matches an extra two days will be allowed and the single sheet MRF plus team sheets may be used (available on the website).
- 9.4.2 If a team sheet is missing, the home side must note on the form the circumstances leading to this omission. Failure to post the Match Result Form and the team sheets by the required time will result in a £5.00 fine for the home team.
- 9.4.3 The Match Result Form will be deemed invalid if not accompanied by two team sheets.
- 9.4.4 A Match Result Form is not required for conceded or abandoned matches.

## **9.5 Computer Scoring**

- 9.5 Where a club has been provided with a laptop computer, the 'Total Cricket Scorer' computer scoring system and an internet 'dongle', the home team scorer will use this computer scoring system in all home 1st and 2nd XI matches and is encouraged to make use of the TCS 'Live Update Facility'. The away team scorer in these matches will use whatever method he/she normally uses.

## **10. Reporting of Results**

### **10.1 Use of Live Update**

- 10.1 All 1st XI Premier Division clubs must operate Live Update, or any ECB required successor system, in their home games. The use of Live Update by a club shall be optional in away games. Any such club failing to operate this system in its home games shall be fined £10 on each occasion.

### **10.2 Accuracy of Results**

- 10.2.1 All results from the previous season(s) shall be held to be permanently fixed seven days after the last match of the season.
- 10.2.2 In order to maintain accurate league tables it is essential that the home team, in 1st and 2nd XI team matches, enters the summary results on Play-Cricket as soon as possible after the match and in any event no later than 12 noon on the day following the match even if the match was conceded, abandoned or 'no result'. Failure to comply will result in a £5.00 fine for the home team. Teams using the TCS computer scoring system will automatically download the result and the scorecards after the match.
- 10.2.3 3rd and lower teams will be allowed an additional 24 hours to enter summary results.

### **10.3 Scorecards on Play Cricket**

- 10.3 Full match scorecards must be entered on Play-Cricket in accordance with the following rules:
- 10.3.1 **1st XI matches:** the home club should upload the Match Summary and Scorecards onto the Play-Cricket website as soon as possible after the Match Result Form has been signed



by scorers, umpires and captains, and in any event no later than 10.00 pm on the evening of the match (but see 10.3.5 below);

- 10.3.2 **2nd XI matches:** the home club should enter the Scorecards on the Play-Cricket website no later than 12-Noon on the day after the match (but see 10.3.5 below);
- 10.3.3 **3rd XI matches:** the home team will be responsible for ensuring that the full scorecard of its match is recorded on the Play-Cricket website by 7.00 pm on the Tuesday following a Saturday fixture (Wednesday/Thursday for a Sunday/Monday fixture) (but see 10.3.5 below);
- 10.3.4 All **matches:** the away team will be responsible for ensuring that the full scorecard of its match is checked on Play-Cricket by 7.00 pm on the Wednesday following a Saturday fixture (Thursday/Friday for a Sunday/Monday fixture). If any changes to the scorecards are made by the away team, the home team must be advised so that it can reconfirm the details.
- 10.3.5 Sometimes the away team agrees to enter the summary result and scorecards on the Play-Cricket website. It is therefore important that in all events the home team must confirm the details on the Tuesday/Wednesday/Thursday for a Saturday/Sunday/Monday match.
- 10.3.5 If a team fails to comply with these deadlines it will be fined £5.

## **11. Provision of Teas**

No Teas will be provided by clubs in the L&DCC

## **12. Powers of the Management Committee**

The Management Committee will have the powers to determine any matter not provided for in these Regulations.

## APPENDIX 1

### **Detailed MRF procedure for recording and reporting results for all matches actually played, i.e. excluding conceded and abandoned matches**

- 1 Home team scorer completes the Match Result Form (MRF) (except for the MCUA time allowances' section, which is applicable to 1st XI matches only).
- 2 Captains and umpires (if present at 3rd XI) check the MRF data, and **in 1st XI matches only** complete the MCUA allowances section, enter the agreed overall over rates for each innings, include details of any L1DOs awarded and sign the form.
- 3 Scorers sign the MRF. Home scorer obtains signatures of both team captains after each has checked the scores.
- 4 Home team posts the MRF, including the two team sheets, to the appropriate ARS to arrive by 5.30 pm on Wednesday for a Saturday fixture (5.30 pm on Thursday/Friday for a Sunday/Monday fixture). For 3rd XI matches an extra 2 days is allowed for MRF receipt. If two team sheets are not enclosed a note of explanation must be added to the MRF.

### **Reporting results on Play-Cricket for 2nd and 3rd XI matches when computer scoring is not used.**

- 5 Home team's representative completes the Summary Result on Play-Cricket using the MRF information by noon on the day following the match. For 3rd XI and lower teams an additional 24 hours will be allowed.
- 6 Assistant RS (ARS) compares the Summary Results with the MRFs and, if necessary, makes changes and 'rl' locks them.
- 7 By 7.00 pm on the Tuesday following a Saturday fixture (Wednesday/Thursday for Sunday/Monday fixture): home team enters scorecards from home team scorebook via home team's play-cricket website and ticks home team's 'confirmed' flag.
- 8 By 7.00 pm on the Wednesday following a Saturday fixture (Thursday/Friday for Sunday/Monday fixture): away team enters scorecards from away team scorebook via away team's play-cricket website and ticks away team's 'confirmed' flag.
- 9 If the away team makes any changes to the result or scorecards the away team should advise the home team who should then re-confirm the Play-Cricket result.
- 10 Minimum requirements to be entered on the website are:
  - 10.1 Names of all players involved, with captains and wicket-keepers indicated;
  - 10.2 Details of each batters' innings with how out including fielder's and bowler's name where applicable and runs scored – including 'did not bats';
  - 10.2 Total extras in each innings (plus breakdown if available);
  - 10.3 Details of each bowler's analysis (including those that did not take a wicket); and
  - 10.4 Fall of each wicket and batter dismissed/batter not out.

### **For teams using computer scoring system.**

- 11 After the scorers, umpires and captains have signed the MRF and by 10.00 pm on the evening of the match, the 1st or 2nd XI home team scorer will upload the result and scorecards from the computer scoring system directly to the Play-Cricket website.

### **For all matches**

- 12 ARS checks scorecards for completeness and any obvious errors, compares with the Summary Result and, if possible, makes corrections and locks them. If data is missing ARS will contact clubs concerned.
- 13 When ARS is satisfied that all is correct ARS locks the scorecard; "sl" is applied

## APPENDIX 2

### MANAGEMENT COMMITTEE STATEMENT - TEAM SHEETS

All clubs are warned, that in accordance with the directive of the England & Wales Cricket Board (hereinafter called the ECB) prior to the toss, each Team Captain is to hand a team sheet to the Umpire, and in the case of a 3rd XI match the opposing Captains will mutually exchange a team sheet, using the official ECB card, showing details of:

1. All players under nineteen years of age with their age group;
2. In respect of these players the Umpire / Team Captain will ensure that those players under eighteen years of age will wear a helmet when batting, or when standing up to the stumps when keeping wicket will wear a helmet or a faceguard;
3. In addition, ECB fast bowling directives will apply to young fast bowlers.

This is the strict and absolute responsibility of the clubs and having given this mandate, the Management Committee of The Liverpool & District Cricket Competition will bear no responsibility in the event of a breach of this directive, including the incomplete submission of the ECB Team Sheet.

Umpires, or in their absence, Captains, are recommended to retain the Team Sheets for a 12-month period in circumstances where they are not required to be submitted together with a Match Result Form (MRF) in accordance with the Playing Regulations.

It will be a disciplinary offence for any team sheet to include a false name or names. The team captain will be held responsible and the match defaulted as described above (Clause 6.2.6).

### 5.2 Maximum Overs per Spell and per Day

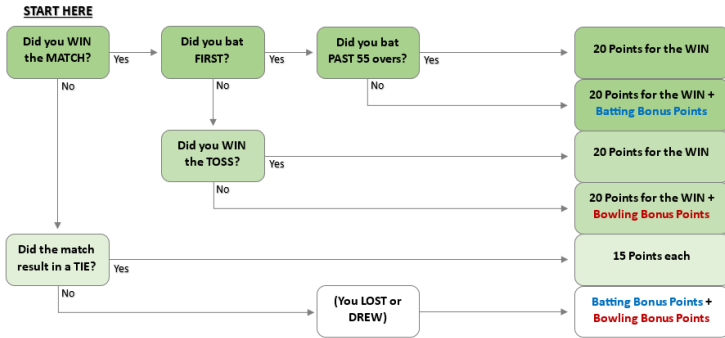
- 5.2.1 The following table sets out the mandatory maximum number of overs a Fast Bowler can bowl per Spell and per day:

Age in years	Max overs per Spell	Max overs per day
11 and below	4	8
12 & 13	5	10
14 & 15	5	12
16 & 17	6	15
18 & 19	7	18

# APPENDIX 3 – QUICK REFERENCE

## LEAGUE POINTS in THE LIVERPOOL & DISTRICT CRICKET COMPETITION

### 1<sup>st</sup> XIs



BATTING Bonus Points for RUNS scored					
Runs	100	130	160	190	220
Points	1	2	3	4	5

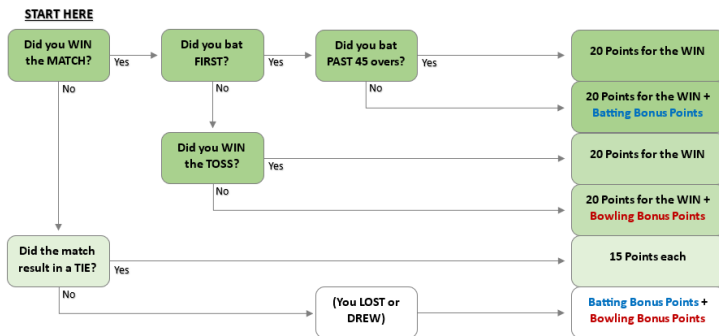
BOWLING Bonus Points for WICKETS taken					
Wickets	2	4	6	8	All Out
Points	1	2	3	4	5

Batting points are scored up to 55 overs in the 1<sup>st</sup> Inns & for the whole of the 2<sup>nd</sup> Inns,

Bowling points are scored for the whole of both innings.

## LEAGUE POINTS in THE LIVERPOOL & DISTRICT CRICKET COMPETITION

### 2<sup>nd</sup> & 3<sup>rd</sup> Elevens



BATTING Bonus Points for RUNS scored					
Runs	75	100	125	150	175
Points	1	2	3	4	5

BOWLING Bonus Points for WICKETS taken					
Wickets	2	4	6	8	All Out
Points	1	2	3	4	5

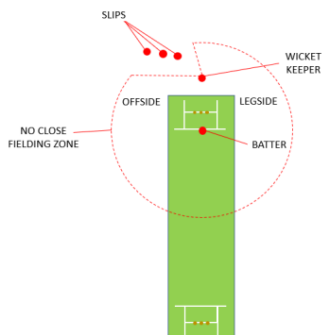
Batting points are scored up to 45 overs in the 1<sup>st</sup> Inns & for the whole of the 2<sup>nd</sup> Inns,

Bowling points are scored for the whole of both innings.

## 2. Fielding Distances

### 2.1 General

- 2.1.1 Regulation 2 applies to all Junior Cricketers that participate in Hardball Cricket and Softball Cricket.
- 2.1.2 Regulation 2.2.1 sets out minimum fielding distances that players must comply with depending on their age.
- 2.1.3 The minimum distances specified in Regulation 2.2.1 must be measured from the batter's position on the popping crease on a middle stump line.
- 2.1.4 Players who are fielding behind the wicket keeper on the offside are not required to comply with the minimum fielding distances.
- 2.1.5 The following diagram provides a basic illustration (not to scale) of the zone within which a fielder must not stand unless permitted under this Regulation 2:



- 2.1.6 The minimum distances set out in Regulation 2.2.1 apply even if the player fielding is wearing Protective Equipment.

### 2.2 Minimum Distances

- 2.2.1 Players must observe the following minimum fielding distances:

Age in years	Minimum Fielding Distance (from the striking batter)
9 or younger	11 yards (10 meters)
10 - 13	11 yards (10 meters)
14 - 15	8 yards (7.3 meters)
16 - 17	No minimum distance but if fielding within 8 yards (7.3 meters) in Hardball Cricket cricketers must comply with Regulation 4.2.3
18+	No minimum distance but if fielding within 8 yards (7.3 meters), in Hardball Cricket see ECB Recreational Cricket Safety Guidelines for safety recommendations