

Cherwell Cricket League : Divisions 1,2 and 3

Win/Lose Match Rules (from 2017 until further notice)

Standard CCL playing rules shall apply unless overridden below.

HOURS AND DURATION OF PLAY

Duration of Play

1.1) All matches shall start at 12:30 subject to Ground, Weather and Light conditions.

1.2) There will be two sessions of play expected to be no longer than approximately 3 hours and 10 minutes each, separated by a tea interval of up to 30 minutes.

1.3) Each Match shall consist of a maximum of 50 overs per innings. The Match shall consist of a minimum of 20 overs per innings for there to be a result (unless either or both Teams were dismissed in less than their entitled overs). Once a Match has been started, should the loss of time result in less than 20 complete overs being available to either Team, the game shall be declared as Abandoned.

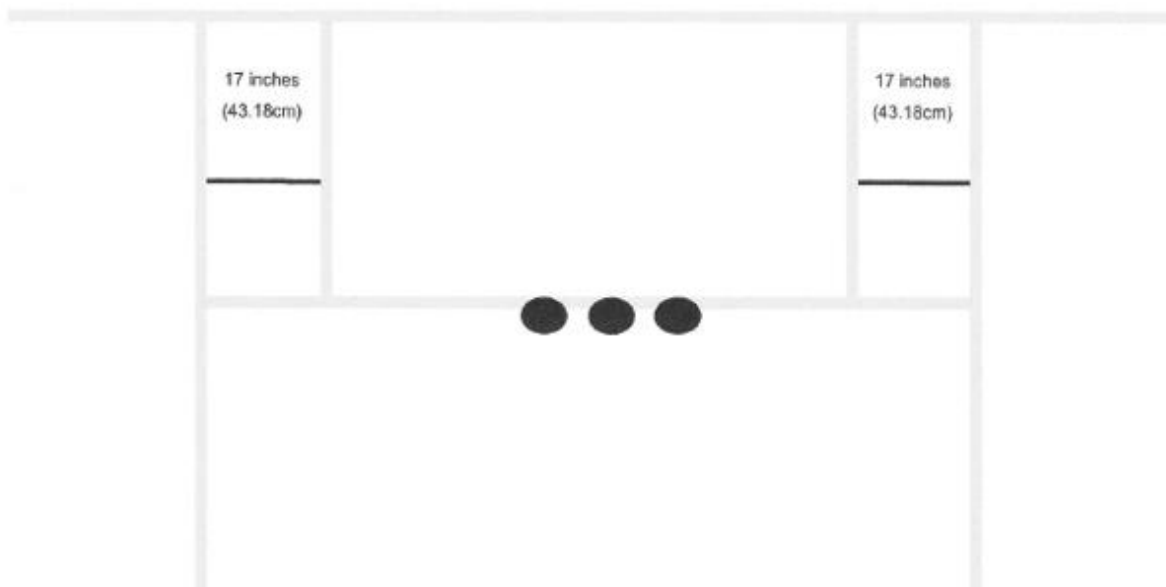
1.4) No declarations are permitted.

1.5) Should the Team batting first be dismissed before the overs to which it is entitled have been completed, the Team batting second shall still be entitled to its full 50 overs (or such reduced full allocation of overs to which it may be entitled following adjustment due to interruption).

Additional Pitch Markings

Additional Crease Marking

1.6) An additional crease marking shall be made 17" inside and parallel to each Return Crease, joining the Popping and Bowling creases as shown below. (Please note that the crease is the inside edges of both these new markings.)



RESTRICTION ON BOWLERS & FIELDERS

Bowlers Restriction

2.1) At the start of the 50 Over Match no bowler may bowl more than 10 overs (one fifth of the total overs).

2.2) Following a reduction of overs, where the total overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. For example, in a reduced 43 over match, 3 bowlers may bowl 9 overs, and no others more than 8 overs each.

2.3) In the event of a reduction in overs after the commencement of an Innings, any bowler who has already bowled more than the revised limit per bowler as calculated in 2.2 above, shall no longer be able to bowl in that Innings. However a bowler may complete an over in progress. For example: after 16 overs, rain interrupts play and the Innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. The revised calculation allows for 2 bowlers to bowl a maximum of 7 overs and 3 bowlers to bowl a maximum of 6 overs. Bowlers 1 and 2 have therefore already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs maximum.

2.4) In the event of a bowler being incapacitated or suspended and being unable to complete an over, the remaining balls will be bowled by another bowler providing that bowler did not bowl the previous over or part thereof. Such part of an over shall count as a full over only insofar as each bowler's limit is concerned.

Fielding Restrictions

2.5) The following fielding restrictions shall apply during the Match. Any infringement of these fielding restrictions shall be called and signalled "No Ball" by the strikers end Umpire.

At all Times:

At the instant of delivery, there may not be more than **five** fielders on the leg side.

In addition, further restrictions apply, at the instant of delivery, during each of the Powerplays as follows:

Powerplay 1: NOT be more than **two** fielders outside the 30 Yard Ring.

Powerplay 2: NOT be more than **four** fielders outside the 30 Yard Ring.

Powerplay 3: NOT be more than **five** fielders outside the 30 Yard Ring.

2.6) In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay shall be reduced in accordance with the following table.

Upon resumption, the Powerplay phase in progress is determined with immediate effect as to the number of overs bowled, even if the interruption was mid-over.

Innings Length	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10
50	10	30	10

Examples:

The inning is interrupted after 8.3 overs and reduced to 32 overs = split of 7+19+6. Therefore the Powerplay2 fielding restrictions shall take immediate effect when play resumes and last for a further 17.3 overs. Powerplay3 begins after 26 overs have been bowled.

The innings is interrupted after 18.5 overs and reduced to 22 overs = split of 5+13+4. When play resumes, Powerplay3 fielding restrictions apply for the remaining 3.1 overs.

STRICTER LAWS

No Ball

3.1) A bowler shall be limited to one fast short pitched delivery per over, which is defined as one that passes or would have passed over shoulder height of the batsman standing upright at the popping crease. This ruling shall apply even though the striker may have made contact with the ball with their bat, person or equipment. The Umpire at the bowler's end will make it clear to both bowler and batsmen at the wicket when such a delivery is bowled. It is unfair if this limit is exceeded in the same over and the Umpire shall call and signal No Ball on each such occasion.

3.2) In addition to Law 42.6(b), any speed delivery which does not pitch and passes or would have passed over waist height of the striker standing upright at the popping crease, although may not threaten physical injury, will be called and signalled as a No Ball.

As per Law 42.6b, in addition to a No Ball call, a full pitched delivery shall be deemed dangerous and unfair when it is:

- a) other than slow paced, above waist height, or
- b) at any speed, above shoulder height.

In such instance the Umpire at the bowler's end will apply Law 42.7 or 42.8 as appropriate.

3.3) The delivery following any kind of No Ball shall be signalled as a "Free Hit" for whichever batsman is facing it. If the delivery for the Free Hit is not a legitimate delivery (any kind of No Ball or a Wide Ball) then the next delivery will also become a Free Hit for whichever batsman is facing it.

3.4) The Umpire will signal a Free Hit (after the normal No Ball signal) by announcing "Free Hit" and then extending one arm straight upwards and moving it in a small circular motion.

3.5) The Free Hit delivery counts as a regular ball in the over - unless it in turn is a Wide Ball or any form of No Ball.

3.6) For any Free Hit, the striker can only be dismissed under the circumstances that apply for a No Ball, even if the delivery for a Free Hit is called a Wide Ball.

3.7) Field changes are NOT permitted for the Free Hit delivery, except to cater for a change of striker, or if the No Ball was a result of a fielding restriction breach, in which case the field may change to correct the breach.

Wide Ball

3.8) Law 25 shall apply with the following addition;

3.9) Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any delivery passing wide of the inner crease on the off side should be called wide unless the striker has very clearly brought the delivery within reach with a significant sideways movement across his crease (see 1.6). A penalty of one run for a Wide Ball shall be scored. This penalty shall stand in addition to any other runs that are scored or awarded.

3.10) A leg side Wide Ball shall be called if, irrespective of where the ball pitches, it passes outside the line of the batsman and the leg stump, despite movement by the batsman.

(Note: a ball that passes between the batsman and the leg stump shall not be considered a Wide Ball. Additionally if a ball hits the batsman or any part of their equipment, it shall not be called a Wide Ball irrespective of where it pitched or where it would have passed the stumps.)

OVER RATE & PENALTY

4.1) Teams shall maintain an over rate of 17 overs per hour (one over = 3.5 minutes). It is the responsibility of both Captains, whether batting or bowling, to maintain this over rate (not the Umpires). Umpires may assist the Captains with monitoring.

Cut-off Time

4.2) Teams are expected to be in position to bowl the last of their 50 overs within 3 hours and 10 minutes playing time (50 x 3.5 minutes per over + 15 minutes normal time allowance for any drinks breaks and lost balls). There will be no other additional normal time allowance.

For example in a Match starting at 12:30pm, the Cut-off Time to have started the last over, in the first innings shall be 3:40pm. For the second innings (due to start 30 minutes after the completion of the first innings) the cut off time would be 3 hours and 10 minutes later.

4.3) Only in Exceptional Circumstances (e.g. on field injuries, protective equipment requests, or prolonged ball searches) will the Umpires have the discretion to delay the Cut-off Time.

4.4) If the innings is interrupted and a reduction of overs occurs, the Cut-off Time for the completion of the total innings shall be recalculated based on the reduced number of overs x 3.5 minutes, plus 15 minutes normal stoppage allowance (rounded up to a whole number) plus any Exceptional Circumstances as maybe determined by the Umpires. The Umpires shall consult with the Scorers and confirm the new Cut-off Time to the Captain of the fielding team at the commencement of each innings or following any significant interruption in play.

4.5) If the innings is completed before the Cut-off Time, then no over rate penalty shall apply.

4.6) An over rate penalty will only be applied to an innings of 20 overs or more duration.

Penalty

4.7) In either Innings, if the fielding team fails to complete the penultimate over of the entitled overs by the Cut-off Time, then the batting Team will be credited with **6** penalty runs for every complete over that has not been bowled in time.

All penalties in this regard will be imposed immediately the ball first becomes dead after the Cut-off Time has passed for the innings.

The Umpires shall notify the Captain of the fielding team, the Batsmen and Scorers of the penalty, before the innings continues.

For example, in a 50 over innings, if the Cut-off Time has passed when say 47.4 overs have been bowled, then the batting Team shall immediately, before the 5th ball of that over is bowled, be credited with 12 penalty runs for the 2 complete overs not bowled by that time.

Any penalty runs awarded in this way shall count towards batting bonus points.

If the Team batting second is credited with penalty runs in this way and this consequently increases their score past that of the Target set by the Team batting first, then the match shall immediately be deemed to be won by the Team batting second and the innings closed.

DELAYED OR INTERRUPTED MATCHES

5.1) In all cases the Match shall only start or continue if the Umpires decide that the conditions are fit for play in accordance with the Laws of Cricket. In a Match in which an ECB ACO Umpire (whose membership is current and is also qualified to minimum level 1) is standing with an Umpire who is not, then the ECB ACO Umpire will have the final decision on all aspects of safety including Ground, Weather and Light.

Reduction of Overs Before the First Innings

5.2) Should a delay occur prior to the start of the Match, then the Match shall proceed simply based on a reduction in the number of overs available. The Umpires shall reduce the number of overs in the Match by 2 (one per innings) for every completed 7 minutes of time lost.

Reduction of Overs in the First Innings

5.3) After the commencement of the Match, the Umpires shall reduce the number of overs in the Match by 2 (one per innings) for every completed 7 minutes of subsequent time lost – AND – at the end of the 1st Innings a Revised Target Score will be calculated using the Duckworth Lewis (“D/L”) method as explained in Section 6.

Reduction of Overs in the Second Innings

5.4) If following the completion of the first innings, owing to a delayed start to the second innings or a suspension of play during the second innings, there is insufficient time for the Team batting second to face the same number of entitled overs as completed in the first innings, then the umpires shall reduce the number of overs in the second innings by 1 for every completed 3.5 minutes of subsequent time lost – down to the minimum of 20 overs to constitute a Match.

5.5) On every occasion where there is a reduction of overs during the second innings, then a new Revised Target Score will be required, which will be calculated by the D/L method.

5.6) In the event of a suspension occurring in the middle of an over, the number of full overs remaining to be bowled will be calculated, and any balls remaining to be bowled in the over during which play was suspended, will be added.

5.7) Before taking the field to resume play, the Umpires will confirm with the Scorers and inform the Captains accordingly of the newly Revised Target Score.

DUCKWORTH / LEWIS (D/L)

6.1) The Home Team shall provide a D/L Manager (who may be the Scorer) and who must be present at all Home Matches.

6.2) The Home Team shall provide for the use of the Scorers (and D/L Manager) a computer, configured with the D/L Professional version software (as provided by the CCL) and a printer in order to produce the Par Score for Target sheets in the 2nd Innings.

6.3) The Home Team (D/L Manager) will be responsible for the displaying the D/L Par Score (visible from the Pitch) at the end of each over and at the fall of each wicket in the 2nd Innings. The batting side is required to assist if requested by the D/L Manager.

6.4) The Away team is required to bring their computer to act as back up in case of a malfunction of the home team’s computer. In the event that both computers and/or printer should malfunction,, then the Home Team (D/L Manager) must be competent to carry out the necessary calculations manually using the D/L Standard Edition methodology and tables. The Umpires and Captains must be immediately notified of any such computer malfunction.

6.5) Should the Match be interrupted after the commencement of the Match (as per 5.3 or 5.4), and both computers have malfunctioned to prevent the use of the D/L Professional version, and the D/L Standard Edition manual calculation is unable to be performed by the Home Team – then the match shall be deemed completed with one of two outcomes.

- a. If the away team failed to bring their computer then the match is abandoned.
- b. Otherwise the Match shall be awarded to the Away Team. In this case the home team shall be eligible for any bonus points already gained.

MATCH RESULTS AND POINTS

7.1) CCL Limited Over Match Result definitions

Win. The Team that scores more runs in their innings (as may be adjusted by D/L or Penalty Runs) than the other Team.

Tie. When the scores are level (or 1 less than the Revised D/L Target) at the completion of the match regardless of how many wickets have been lost by the team batting second.

Loss. Should the other Team achieve a Win.

Abandoned. When play had started, however little, and where neither Team were able to achieve a Win or a Tie due to the scheduled overs not being able to be completed due to adverse playing conditions.

Cancelled. Should there have been no play whatsoever.

7.2) Match Points

The table below refers to the awarding of Match Points available:

Match Result	Match Points	Bonus Points Available
Win	25	No
Tie	18 each	No
Draw or Loss	0	Yes
Abandoned	6 each*	Yes*
Cancelled (Washout)	6 each	No
Cancelled (Forfeited)	25 (for the opposing team)	No

* For Abandoned Matches, each Team shall be awarded a minimum of 6 Match Points. However should a Team have achieved more than 6 Bonus Points, then that Team shall be awarded that number of Bonus Points only and zero Match Points.

‡ For Cancelled (Forfeited) CCL Matches, the opposing Team shall only receive the 25 Match Points providing that 40% or more of the fixtures due to be played on that day within the same Division are completed. If less than 40% are completed due to adverse playing conditions, then only 6 Match Points will be awarded as per a Cancelled (Washout) result. Matches cancelled due to Forfeit (or Match Rule 3.5) shall for the purpose of this calculation be regarded as 'completed'.

7.3) Bonus Points: The below table refers to the awarding of batting and bowling Bonus Points available:

Total Runs Scored	Batting Points	Total Wickets Taken	Bowling Points
100	1	1	1
130	2	2	2
160	3	3	3
190	4	4	4
220	5	5	5
		6	6
		7	7
		8	8
		9	9
		10	10

Note: 10 Bowling Bonus Points shall be awarded to the bowling team, when a batting Team is "All Out" even if the batting Team has fewer than eleven players.

End of: Division 1,2 and 3 Win / Lose Match Rules (2017 until further notice)