

Cherwell Cricket League

Win/Lose/Draw Match Rules (2025 until further notice)

MCC Laws of Cricket 2017 Code (3rd Edition 2022) and General CCL playing rules shall apply unless overridden below.

1. HOURS AND DURATION OF PLAY

1.1) Subject to Ground, Weather and Light conditions matches will start at:

Tiers 1 – 4: 12.30pm

Tiers 5 – 9: 1.00pm

1.2) Matches will be of 100 overs (Tiers 1 – 4), 90 overs (Tiers 5- 7) or 80 overs (Tier 8 & 9) duration (except, where affected by weather conditions) and limited on overs in the first innings as set out in Appendix 4

1.3) The team bowling first must be in a position to start the last of its allocated overs by the time stipulated in Appendix 5

If, by the deadline time, the side bowling first has failed to deliver the required number of overs it will continue to bowl the remaining overs but will:

Tiers 1 – 4: - lose one match point for each full over not started by the deadline time.

Tiers 5 – 9: - the umpires, or in the absence of neutral umpires, the captains, will inform the League Management Committee. The LMC will decide if a penalty imposition is appropriate.

1.4) The time allowed to the team bowling in the second innings will be as stipulated in Appendix 5.

The umpires shall inform the fielding captain of the time by which the overs must be completed.

If, by the deadline time, the side bowling second has failed to deliver its overs it will continue to bowl the remaining overs and:

Tiers 1 – 4: - will lose one match point for each full over not started by the deadline time.

Tiers 5 – 9: - the umpires, or in the absence of neutral umpires, the captains, will inform the League Management Committee. The LMC will decide if a penalty imposition is appropriate.

1.5) The time allowed to each team to bowl its overs may be extended by the umpires in exceptional circumstances, providing any relevant stoppage lasts LONGER THAN THREE MINUTES. Any such allowance must be agreed by the umpire(s) and notified to the teams and scorers, at the time of the occurrence.

1.6) If play is delayed due to a shortage of spare balls while the home team is fielding, no additional time may be allowed. If play is delayed in such circumstances while the away team is fielding, the umpires may, at their discretion, allow additional time.

Note: Time spent searching for lost balls, and for the first drinks break may not be added to the time allowed. If a further drinks break is agreed before the start of play, and is subsequently taken, a further 3 minutes shall be added to the time allowed.

1.7) The tea interval will last a maximum of 30 minutes and will normally be taken between innings unless otherwise agreed by the captains. Tea may not, however, be taken during the last hour of play.

1.8) No game may exceed the maximum number of overs stipulated for that tier (Appendix 4) irrespective of time available.

2. OVERS

The following conditions relate to matches unaffected by weather interruptions. Where overs are reduced due to inclement conditions, see below for amended conditions.

2.1) Matches will consist of the number of overs stipulated by tier in Appendix 4.

2.2) The side batting first shall face no more than 53% (rounded down) of the overs available at the commencement of play. (See Appendix 4)

2.3) If the team batting first is dismissed or declares its innings closed before the completion of their full entitlement of overs, the team batting second will receive the full balance of the available overs. For this purpose, an over that has been started shall be deemed to have been completed.

3. FIELDING AND BOWLING RESTRICTIONS

3.1 a) Tiers 1 – 4: Fielding Circles. At the instant of delivery, a maximum of five fielders are allowed outside an area bounded by two semi-circles (each with a radius of 30 yards) centred on each middle stump and joined by a parallel line on each side of the pitch. The fielding circle should be marked by white plastic or rubber (but not metal) discs measuring 7 inches in diameter. In the event of an infringement the square leg umpire shall call “No Ball”.

3.1 b) Tiers 5 – 9: There are no fielding restrictions above and beyond those stated in the Laws of Cricket.

3.2) Bowlers in all tiers will be restricted to bowling a maximum one third of the overs available at the start of an innings. In the event of a reduction in overs due to rain, the number of overs a bowler is allowed to bowl will be recalculated before play commences. Where one third is not an exact number, the overs available to a bowler will be rounded down. If a reduction of overs (and thereby a reduction in the limit for each bowler) is caused by a weather interruption and a bowler has already exceeded the new limit, he/she may complete any over already started, but may not bowl again in the innings.

3.3) In the event that a bowler exceeds his permitted overs, for any reason other than as outlined in 3.2), the batting side will be awarded 10 penalty runs for each over bowled (or part thereof) above the permitted limit (in addition to any runs scored in the over). The side bowling at the time will also be deducted 3 match points for every over (or part thereof) bowled over the limit. If any individual bowler bowls three or more overs above their permitted limit, his team will be deemed to have forfeited the match and receive no points.

This rule shall also apply if the restrictions of the ECB Fast Bowling Regulations for young players are breached. If this is only discovered after the game only the points deduction will apply

If in the opinion of Panel Umpires officiating in the match, or the League Committee where no Panel Umpires are present, the team transgressing is deemed to have deliberately exceeded a bowler's limit to gain an advantage then the match will be deemed to have been forfeited and will result in 0 points for the offending team and 25 points for the opposition. Examples of 'deliberate' could be but

are not limited to; a bowler bowling additional overs when informed he has bowled his allocation, a bowler bowling additional overs and significantly altering the outcome of the match by doing so. There is no right of appeal to any decision made based on the above.

The responsibility for observing the limits and overs allocation for bowlers lies solely with the captain of the bowling team although they may request information from umpires or scorers.

3.4) 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. The replacement bowler(s) may not bowl the over following. Such part of an over shall count as a full over for the bowler who started the over and any further bowlers required to finish the over insofar as each bowler's limit is concerned. A bowler who has already bowled their maximum allocation of overs may not complete an over in this situation.

3.5) Wides. Umpires are instructed to apply a strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any offside or leg-side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to hit the ball by means of a normal cricket stroke shall be called a wide. (Note: changes to MCC Law 22 Wide Ball 2017 Code 3rd Edition October 2022)

3.6) Short pitched bowling. 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 and instigate the warning process as in Law 41.6. if this limit is exceeded.

(3.6 above shall apply in addition to all the provisions of Law 41.6)

3.7) Law 41.7 (2017 Code 3rd Edition October 2022 edition) Dangerous and Unfair non-pitching deliveries – will apply in full

3.8) There is no 'Free Hit' in this format

4. DELAYED OR INTERRUPTED MATCHES

Note regarding finishing time. Although the scheduled finishing time of all matches is nominally 7.00pm, 30 minutes (60 minutes in Tiers 8/9) cumulative playing time may be lost before any reduction in the number of overs in the game. This 30 (60) minute period is referred to as "reserve time" and may vary according to further developments during the match (e.g. if the first innings is completed in less time than the scheduled time, at the start of the second innings the amount of reserve time will increase. However, if the first innings finishes later than the scheduled cut off time there will be a reduction in reserve time)

A match, however, may not extend beyond the maximum number of overs stipulated for that tier.

4.1) In all cases the Match shall only start or continue if the Umpires, or in the absence of any Umpires, BOTH captains, 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 or equivalent) 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.

4.2) Start Time. If the start of a match is delayed no overs are lost until 30 minutes (60 minutes in Tiers 8/9) are lost. If the delay is longer than 30 mins (60 minutes Tiers 8/9), the total number of overs available in the match shall be reduced by one for each completed period of 3.5 minutes in excess of the 30/60 minutes).

Appendix 4 is used to calculate the overs for each side.

4.3) Minimum Length of Match. A match may only begin if there is time for the minimum number of overs to be bowled by tier. (60 overs Tiers 1 – 4, 50 overs Tiers 5 – 7, 40 overs Tiers 8/9 – see Appendix 4 for time lost).

Note: All calculations relate to time lost NOT time remaining but note any “reserve time” (30 or 60 minutes) plus any time gained/lost by an early/late completion of the first innings.

The taking of the tea interval during the interruption which would effectively “stop the clock” but this can be for no more than 20 minutes to allow for the 10 minutes change of innings break

4.4) Interruptions to Play. If play is interrupted after the start of the match, then the total number of overs lost is as set out in Appendix 4.

Note: No overs are lost until a CUMULATIVE time of 30 minutes (60 minutes in Tiers 8/9) are lost

During the first innings the number of overs lost to each innings is decided as in 4.2 or 4.4. If more overs have already been bowled than the result of the calculation, then the first innings is deemed closed and the second innings limited to the total remaining overs.

Upon resumption of play the revised time available to complete the innings should be advised to BOTH captains and scorers based on the time allowed for the total number of overs in each innings as set out in Appendix 5

For example:

An innings is reduced to 32 overs after a team has bowled 12 overs in 45 minutes.

The time allowed for 32 overs is 1 hour 57 minutes.

Therefore, the bowling side has 1h 57m minus 45m = 1h 12m left from the time of the resumption of play to bowl overs 13 to 31 and be in position to start the 32nd over.

4.5) Multiple Interruptions to Play. At the end of each stoppage the overs available in the match will be recalculated as per the above.

4.6) Second Innings. At the start of the second innings the time available to bowl the remaining overs for that innings is determined using Appendix 5.

4.7) Once the minimum number of overs to constitute a game have been bowled (60 overs Tiers 1 – 4, 50 overs Tiers 5 – 7, 40 overs Tiers 8/9) and a match is subsequently abandoned, the result will be a DRAW unless the circumstances outlined in rule 4.8 appertain.

4.8) Minimum Length of a Match. If, following delay or one or more interruptions to play calculations of overs remaining take the total below that required to constitute a game (60 overs Tiers 1 – 4, 50 overs Tiers 5 – 7, 40 overs Tiers 8/9) then, with the AGREEMENT OF BOTH CAPTAINS the game can be abandoned.

If EITHER captain wishes to continue, ground weather and light conditions permitting, (See 4.1 above) play may continue until 7.30 pm or until the minimum number of overs for any innings is reached, whichever is the sooner.

In this instance if the match reaches 7.30 pm or the minimum number of overs with no win to either side then the match will be a DRAW unless the side batting second has not faced a minimum of 20 overs (18 in Tiers 8/9) when the match will be considered to have been ABANDONED.

This instance is the only time where a “cut off time” for a match applies – i.e. 7.30 pm.

All other calculations of overs remaining are based on time lost.

5. MATCH RESULTS AND POINTS

5.1) CCL Win/Lose/Draw Match Result definitions:

Win.

Either: The Team that batted first dismisses the team batting second before that team has achieved or passed the score achieved in the first innings.

Or:

The team batting second passes the score achieved in the first innings.

Loss.

Should the other Team achieve a Win.

Draw.

At the end of the allotted overs for the match, the team batting second still has wickets in hand but has not passed the total of the team batting first.

In this event, the team with the higher run rate per over will be deemed to have achieved a ‘Winning Draw’ and the opponents a ‘Losing Draw’. If run rates are identical, the team which batted first will be deemed to have the higher run rate.

For the purpose of calculating run rates, if a team declares in the first innings, the run rate is calculated based on the number of overs batted.

If a team is bowled out in the first innings, they will be considered to have batted all the overs that were available to them immediately prior to the fall of the last wicket.

In either event, an over that has been started will be deemed to have been completed.

Declarations are not permitted in the second innings.

For a result to be possible, the second innings requires to be at least 20 overs (18 in Tiers 8/9) unless a result is achieved before this. If a team opts to bat with less than 20 (18 in Tiers 8/9) overs available in the second innings and a result (win) is not achieved, the match is abandoned.

Tie.

When the team batting second are dismissed for the same total as the team who batted first.

Abandoned.

When play had started, however little, and where neither Team were able to achieve a Win or a Tie and insufficient overs have been bowled to constitute a match (notwithstanding the provisos in rule 4.8).

Cancelled.

Should there have been no play whatsoever.

5.2) Match Points

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

Match Result	Match Points	Bonus Points Available
Win	25	No
Winning Draw	7	Yes
Losing Draw	2	Yes
Tie	18 each	No
Loss	0	Yes
Abandoned	7 each	Yes*
Cancelled (Weather)	7 each	No
Cancelled (Forfeit)	25 (for the opposing team)**	No

* For Abandoned Matches, each Team shall be awarded a minimum of 7 Match Points. However, should a Team have achieved more than 7 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 7 Match Points will be awarded as per a Cancelled (Weather) result. Matches cancelled due to Forfeit shall for the purpose of this calculation be regarded as 'completed'.

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

Batting Points	Runs Scored Tiers 1 - 4	Runs Scored Tiers 5 - 7	Runs Scored Tier 8/9	Bowling points	Wickets Taken (all Tiers)
1	100	80	80	1	4
2	125	100	100	2	5
3	150	125	120	3	6
4	175	150	140	4	7
5	200	175	160	5	8
6	225	200	180	6	9
7	250	225	200	7	10 or all out

Note: Maximum 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.

Win/Lose/Draw Format - Overs reductions due to time lost

NB - no overs are lost until a cumulative total of 30 minutes playing time has been lost
(60 minutes in T8/9)

After 30 minutes are lost (60 minutes T8/9), one over will be lost from the total for the match for every full 3.5 minute period

increase/decrease reserve time for the second innings, as may taking tea during an interruption
(20 minutes maximum time to be saved by taking tea early)

Minutes Lost (30 +) (60+ in T8/9)	Tiers 1-4			Tiers 5 - 7			Tiers 8/9		
	Total match overs remaining	1st Innings	*2nd Innings	Total match overs remaining	1st Innings	*2nd Innings	Total match overs remaining	1st Innings	*2nd Innings
0	100	53	47	90	47	43	80	42	38
3.5	99	52	47	89	46	43	79	41	38
7	98	52	46	88	46	42	78	41	37
10.5	97	51	46	87	45	42	77	40	37
14	96	51	45	86	45	41	76	40	36
17.5	95	50	45	85	44	41	75	39	36
21	94	50	44	84	44	40	74	39	35
24.5	93	49	44	83	43	40	73	38	35
28	92	49	43	82	43	39	72	38	34
31.5	91	48	43	81	42	39	71	37	34
35	90	48	42	80	42	38	70	37	33
38.5	89	47	42	79	41	38	69	36	33
42	88	47	41	78	41	37	68	36	32
45.5	87	46	41	77	40	37	67	35	32
49	86	46	40	76	40	36	66	35	31
52.5	85	45	40	75	39	36	65	34	31
56	84	45	39	74	39	35	64	34	30
59.5	83	44	39	73	38	35	63	33	30
63	82	43	39	72	38	34	62	33	29
66.5	81	43	38	71	37	34	61	32	29
70	80	42	38	70	37	33	60	32	28
73.5	79	42	37	69	36	33	59	31	28
77	78	41	37	68	36	32	58	31	27
80.5	77	41	36	67	35	32	57	30	27
84	76	40	36	66	35	31	56	30	26
87.5	75	40	35	65	34	31	55	29	26
91	74	39	35	64	34	30	54	29	25
94.5	73	39	34	63	33	30	53	28	25
98	72	38	34	62	33	29	52	28	24
101.5	71	38	33	61	32	29	51	27	24
105	70	37	33	60	32	28	50	27	23
108.5	69	37	32	59	31	28	49	26	23
112	68	36	32	58	31	27	48	26	22
115.5	67	36	31	57	30	27	47	25	22
119	66	35	31	56	30	26	46	25	21
122.5	65	34	31	55	29	26	45	24	21
126	64	34	30	54	29	25	44	24	20
129.5	63	33	30	53	28	25	43	23	20
133	62	33	29	52	28	24	42	23	19
136.5	61	32	29	51	27	24	41	22	19
140	60	32	28	50	27	23	40	22	18

Appendix 5

Win/Lose/Draw format - Time to start last over - all Tiers								
No: of Overs	Time to complete innings (mins)	Hours/Mins	No: of Overs	Time to complete innings (mins)	Hours/Mins	No: of Overs	Time to complete innings (mins)	Hours/Mins
53*	190	03:10	41	149	02:29	29	107	01:47
52	187	03:07	40	145	02:25	28	103	01:43
51	184	03:04	39	142	02:22	27	100	01:40
50	180	03:00	38	138	02:18	26	96	01:36
49	177	02:57	37	135	02:15	25	93	01:33
48	173	02:53	36	131	02:11	24	89	01:29
47	170	02:50	35	128	02:08	23	86	01:26
46	166	02:46	34	124	02:04	22	82	01:22
45	163	02:43	33	121	02:01	21	79	01:19
44	159	02:39	32	117	01:57	20	75	01:15
43	156	02:36	31	114	01:54	19	72	01:12
42	152	02:32	30	110	01:50	18	68	01:08

*If the number of overs available to a side exceeds 53 then the time allowed is calculated by multiplying the number of overs by 3.5 and adding 5 minutes

Appendix 6

Overs per bowler - WLD Format - all Tiers					
One third of available overs (rounded down)					
No: of Overs/ Innings	Max overs per bowler	No: of Overs/ Innings	Max overs per bowler	No: of Overs/ Innings	Max overs per bowler
53*	17	41	13	29	9
52	17	40	13	28	9
51	17	39	13	27	9
50	16	38	12	26	8
49	16	37	12	25	8
48	16	36	12	24	8
47	15	35	11	23	7
46	15	34	11	22	7
45	15	33	11	21	7
44	14	32	10	20	6
43	14	31	10	19	6
42	14	30	10	18	6

* If more than 53 overs available calculate overs per bowler by dividing overs in innings by 3 and round down