

Cherwell Cricket League: Divisions 1-6

Win/Lose/Draw Match Rules (from Season 2020 until further notice)

Standard CCL playing rules shall apply unless overridden below

HOURS AND DURATION OF PLAY

- 1.1) All matches shall start at 12:30pm subject to Ground, Weather and Light conditions.
- 1.2) Matches will be of 100 6 ball overs duration (except where affected by weather conditions) with the team batting first allowed a maximum of 53 overs.
- 1.3) The team bowling first must be in a position to start the 53rd over after 3 hours 10 minutes (i.e. by 3.40pm if there are no interruptions. If, by the deadline time, the side bowling first has failed to deliver the required number of overs it will continue to bowl but will lose one point for each over not completed by the deadline time.
- 1.4) The time allowed to the team bowling in the second innings will be calculated by multiplying the number of overs by 3.5 minutes and adding 5 minutes. 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 and will lose one point for each over not completed by the deadline time.
- 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 3 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) Unless a result is achieved earlier, games shall normally finish at approx. 7.00 pm.

OVERS

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

- 2.1) Matches will consist of 100 6-ball overs.
- 2.2) The side batting first shall face no more than 53 of the overs available at the commencement of play.
- 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 100 (or available) overs. For this purpose, an over that has been started shall be deemed to have been completed.

FIELDING AND BOWLING RESTRICTIONS

- 3.1) **Fielding Circles.** At the instant of delivery a minimum of four fieldsman (plus the bowler and wicketkeeper) must be within 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. In the event of an infringement the square leg umpire shall call "No Ball". The fielding circle should be marked by white plastic or rubber (but not metal) discs measuring 7 inches in diameter.
- 3.2) **Bowlers in all divisions 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 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. If in the opinion of Panel Umpires officiating in the match, or the League Committee where no Panel Umpires are present, the team transgressing are 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 lies solely with the captain of the bowling team.

- 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 very 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 score shall be called a wide.
- 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.
- 3.7) In accordance with Law 41.7 (2019 edition) any delivery which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, will be called and signaled as a No Ball. The umpires will be required to decide if such a delivery was dangerous, and therefore whether to caution the bowler. Such a caution is a first and final warning (issued to the bowler and fielding captain) and if the bowler delivers another delivery of the same type, also deemed dangerous, he/she will be suspended from bowling for the remainder of the innings. In assessing whether a delivery presents a danger to the batter, the umpire should consider the direction and pace of the delivery and the relative ability of the batter. For clarification, waist height is the top of the trousers conventionally worn.
- 3.8) There is no 'Free Hit' in this format

DELAYED OR INTERRUPTED MATCHES

Note regarding finishing time. Although the scheduled finishing time of all matches is 7.00pm, where a game is interrupted by weather, the finishing time is extended to 7.30pm and all calculations should take account of this. A match however cannot extend beyond 100 overs.

- 4.1) 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.

- 4.2) Start Time. If the start of a match is delayed, the finish time is automatically adjusted to 7.30pm. If the match is able to start 30 mins (or less) after the scheduled start time (and is not interrupted) no overs are lost. If the delay is longer than 30 mins, the total number of overs available shall be reduced by one for each completed period of 3.5 minutes lost (after the first half hour). Appendix 1 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 60 overs to be bowled. Assuming tea has been taken a match may start no later than 3.40pm.
- 4.4) Interruptions to Play. If play is interrupted after the start of the match then the total number of overs available shall be calculated as follows: At the time of the restart the number of overs remaining shall be calculated as the total amount of time left in the match to 7.30pm (or later if the 1st innings is overrunning or overran) divided by 3.5. Any necessary deductions for tea (30 minutes), change of innings (10 minutes) and extra allowance per innings (5 minutes) must be included in the calculation. If tea is not taken between innings, then it must last no longer than 20 minutes in order to allow for 10 minutes between innings and no loss of playing time. The maximum length of the first innings in such circumstances is set out in Appendix 1. Once 60 overs have been bowled and a match is subsequently abandoned, the result will be a DRAW unless the circumstances outlined in rule 4.6 appertain.
- 4.5) Multiple Interruptions to Play. At the end of each stoppage the time remaining in the match until 7.30pm (or later if the 1st innings overran) will be recalculated as per the above.
- 4.6) Minimum Length of Second Innings. If a side batting first has batted for more than 40 overs when time is lost, the side batting second is entitled (but not mandatory) for a minimum of 20 overs and in such circumstances their innings must commence by 6.20pm. If the 20 overs are completed without a win to either side, the result is a DRAW. If it is not possible to complete the 20 overs, the match is ABANDONED.
- 4.7) Minimum Length of Match If a match is interrupted and after allowing for 3.5 minutes for each over (+ 5 minutes) it is no longer possible for a total of 60 overs to be bowled, then with the AGREEMENT OF BOTH CAPTAINS the game can be abandoned. If EITHER captain wishes to continue, then the overs remaining are calculated as above in 4.3 and the match can continue. If the match reaches the full, re-calculated overs, with no win to either side then the match will be a DRAW unless the conditions of 4.6 apply where it may be ABANDONED. The entitlement of the side batting first remains a minimum of 32 overs. Once a match has commenced with a minimum of 60 overs available, should the team batting first be bowled out or declare its innings before the amount of overs calculated have been bowled then the team batting second only has to bat a minimum of 20 overs for a result of a draw to stand if neither team has won the match. There is no requirement for 60 overs to be bowled in these circumstances.

MATCH RESULTS AND POINTS

5.1 CCL Win/Lose/Draw Match Result definitions

Win. The Team that scores more runs in their innings than the other Team.

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 unless a result is achieved before this. If a team opts to bat with less than 20 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 4.7).

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 (Washout)	7 each	No
Cancelled (Forfeited)	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 (Washout) 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:

Total Runs Scored	Batting Points		Total Wickets Taken	Bowling Points
100	1		4	1
125	2		5	2
150	3		6	3
175	4		7	4
200	5		8	5
225	6		9	6
250	7		10 or all out	7

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.

End of Division 1-6 Win/Lose/Draw Match Rules (2020 until further notice).