

D: RULES OF PLAY

Limited Over Cricket – All Divisions

1 LAWS

- 1.1 Except as otherwise provided for hereinafter, the Marylebone Cricket Club code of the Laws of Cricket (2017 Code, 2nd Edition), together with any subsequent amendments, shall apply in all matches.

2 DURATION

- 2.1 All matches shall be played on the day designated by the Management Committee and commence at 12.30pm.
- 2.2 There will be a tea interval of 30 minutes between innings, although this may be varied at the discretion and agreement of both Captains and both Umpires in the case of an interrupted match.
- 2.3 Each match shall consist of a maximum of 50 overs per innings save where time is lost after the scheduled (12.30pm) commencement due to inclement weather or other unavoidable cause, when the number of overs shall be reduced as hereinafter provided.
- 2.4 Unless bowled out earlier, the team batting first shall bat for the full number of overs allotted prior to the commencement of the match; declarations are not permitted. Should the side batting first be dismissed before the overs to which it is entitled have been bowled, the team batting second shall be entitled to bat for 50 overs or as reduced due to inclement weather or other cause.
- 2.5 Should the match start later than the scheduled (12.30pm) commencement time due to inclement weather or other cause, the Umpires shall reduce the number of overs per team by one over for every completed 7 minutes of time lost. However see Clause 2.6 below.
- 2.6 **When calculating the overs lost the Umpires shall ignore the first 30 minutes of stoppage time.**
- 2.7.1 In the event of time being lost after the commencement of the match due to inclement weather or other cause during the innings of the team batting first, then the team batting first will receive 50 overs or as reduced prior to the start of the match.
- 2.7.2 The team batting second will then have their maximum number of overs reduced by one over for each completed 3.5 minutes of play lost during the first innings or prior to the commencement of the second innings.
- 2.7.3 Should there be more than one interruption to play during the first innings, the times lost shall be aggregated and a single calculation performed to determine the overs lost to the team batting second prior to the commencement of their innings.
- 2.7.4 However, should the team batting first be **bowled out** in less than their allotted overs, then the number of overs lost due to inclement weather or other causes shall be reduced by the number of full overs not used by the team batting first. The number of overs the team batting second receives shall not be more than their allocation at the start of the match.
- 2.8 Should time be lost due to inclement weather or other cause during the innings of the team batting second, then the number of overs which that team would have been entitled to receive shall be reduced by one over for each completed 3.5 minutes of playing time lost. Should there be more than one interruption to play the calculation for each interruption shall be considered separately.
- 2.9 Drinks intervals shall be agreed between both Captains and both Umpires prior to the start of the match. This time will not count as time lost.
- 2.10 Should the loss of time result in less than 25 overs being available to the team batting second, the game shall be abandoned.
- 2.11 The Umpires shall be the sole judges of the fitness of the ground, weather and light for play, once both Umpires are at the ground. Prior to that, a game can be cancelled by an accredited SPCL Umpire sent to inspect the ground.

3 UMPIRES AND CAPTAINS

- 3.1 Umpires shall be appointed in accordance with arrangements approved by the Management Committee. They shall report to the ground 45 minutes prior to the start of play at the latest.
- 3.2 Before the toss for innings the Captains shall nominate their players, using the team sheet, who may not thereafter be changed without the consent of the opposing Captain.
- 3.3 The current ECB Fast Bowling Directives will apply to all matches. Captains, team managers and Umpires shall be responsible for ensuring the Directives are followed. The Captain of each side shall inform the Umpires, prior to the commencement of the match, of the names and relevant age group of any player under the age of 19 on 31st August of the previous year.
- 3.4 The current ECB guidance on the wearing of helmets by players up to the age of 18 shall be followed.

4 THE BALL

- 4.1 All matches shall be played with identical new cricket balls nominated and supplied to the Member Clubs by the League, with two new balls being used in each match and with one new ball being taken at the start of each innings. Each Club shall provide a ball with which they will field. **In the Premier Division only**, white balls supplied by the League shall be used.

5 COVERS

- 5.1 **PREMIER AND DIVISION 1** - The whole pitch shall be fully covered as required to keep the pitch, and as far as possible bowlers' run ups, dry both during the match and in the preceding days as appropriate.
- 5.2 **DIVISION 2 & 3** - Where covers are available, the whole pitch shall be fully covered as required to keep the pitch, and as far as possible bowlers run ups, dry both during the match and in preceding days as appropriate.

6 NUMBER OF OVERS PER BOWLER

- 6.1 In a 50 overs match, no bowler may bowl more than 10 overs in an innings. In a match where the start has been delayed and the innings of both teams are reduced prior to the commencement of the match to less than 50 overs, no bowler may bowl more than one fifth of the total overs allowed. 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 e.g. in a 43 over match, 3 bowlers may bowl 9 overs and no other more than 8 overs.
- 6.2 In the event of a reduction in overs after the commencement of the match, the maximum number of overs allowed per bowler shall remain as at the start of the match.
- 6.3 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.
- 6.4 The ECB Fast Bowling Directives may affect the above over limitations (see 3.3).

7 LAW 28 – THE FIELDER

- 7.1 Law 28 shall apply subject to the following:

Law 28.1 – Protective equipment

The following shall apply in addition to Law 28.1:

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

- 7.2 **RESTRICTION ON THE PLACEMENT OF FIELDSMEN**

- 7.2.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

7.2.2 In addition to the restriction contained in clause 7.2.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

7.2.3 The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field (see Diagram 1). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery:

- a) Powerplay 1 – no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- b) Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- c) Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

7.2.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Powerplay 1 (Max Out 2)	Powerplay 2 (Max Out 4)	Powerplay 3 (Max Out 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

- 7.2.5 If play is interrupted during the second innings and the table in 7.2.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 7.2.5

A 50 over second innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the Powerplay 2 (middle phase) fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The Powerplay 3 (final phase) begins after 26 overs have been bowled.

A 40 over second innings is interrupted after 18.5 overs and reduced to 25 overs. The new phases are 5+15+5. When play resumes, the Powerplay 3 (final phase) fielding restrictions begin after 20 overs have been bowled.

- 7.2.6 At the commencement of the Powerplay 2 (middle phase) and Powerplay 3 (final phase) of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- 7.2.7 In the event of an infringement of any of the above restrictions, the square leg Umpire shall call and signal 'No Ball'.
- 7.2.8 Where possible the scoreboard shall indicate the current Powerplay in progress.

8 WIDE BALL

- 8.1. In addition to Law 22, 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.

The following directive should be adopted as a guide to umpires regarding leg side wides:

Deliveries passing down the leg side behind the body of the striker (not touching the batsman's bat or any part of his body or clothing) and wide of the leg stump, whether he moves or not, shall be interpreted as negative bowling and 'Wide Ball' shall be called by the bowlers end umpire.

*Should a batsman attempt a switch hit or reverse sweep, for the purposes of considering **WIDE BALL ONLY**, both sides of the wicket shall be considered as the off side.*

A penalty of one run for a Wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.

- 8.2 **ADDITIONAL PITCH MARKINGS**

The following shall apply in addition to Law 7:

As a guideline to the umpires for the calling of wides on the off side, the crease markings detailed in Diagram 2 shall be marked in white at each end of the pit.

9 FREE HIT AFTER NO BALL

The delivery following a no ball called (all modes of no ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease) shall be 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 become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Field changes are not permitted for free hit deliveries unless there is a change of striker or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

The Umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

10 THE BOWLING OF FAST SHORT PITCHED BALLS (THE BOUNCER)

- 10.1 In addition to Law 41.6 (Bowling of Dangerous and Unfair Short Pitched Deliveries) the following shall apply:-
- 10.1.1 A bowler shall be limited to two fast, short pitched balls per over (the Umpire at the bowler's end shall make it clear to both the bowler and the batsman when a short pitched ball has been bowled).
- 10.1.2 A fast, short pitched ball is defined as a ball which passes or would have passed above the shoulder of the batsman standing upright at the crease. This ruling shall apply even though the striker has made contact with the ball with his bat, person, or equipment.
- Note: A ball passing above head height being called No Ball by the Umpire, Law 21.10, shall count as 'one for the over' in the context of this regulation. (Law 41.6.1 and 41.6.2 shall also apply, in full).
- 10.1.3 If this limit is exceeded the Umpire at the bowler's end shall call and signal 'No Ball' on each occasion. If a bowler exceeds his limit of short-pitched deliveries in an over, not only must the Umpire call and signal "No Ball" but he must invoke the procedures of caution, final warning and reporting as set out in Law 41.6.3, 41.6.4 and 41.6.5.

11 RESULT

- 11.1 A result can only be achieved if both teams have had the opportunity of batting for at least 25 overs, unless the team batting second has scored more runs than its opponents or has achieved its target score as hereinafter defined.
- 11.2 Save as hereinafter provided a match shall be won by the team which has scored the most runs.
- 11.3 Where a team batting second does not have the opportunity of batting the same number of overs as the team batting first due to time being lost after the commencement of the match, the result shall be determined as follows:-
- 11.3.1 The '2nd innings run rate' shall be determined immediately prior to the start of the innings of the team batting second using the following formula:

$$(100 + \{d \times 1.2\}) \times (1st \text{ innings run rate}) \div 100$$
Where d = difference in overs to be played at the commencement of the innings of the team batting second.

$$(1st \text{ innings run rate}) = (1st \text{ innings score}) / (\text{number of overs allocated to the team batting first})$$
- Note: i) The run rate of both the first and second innings shall be calculated to two decimal places.
- Note: ii) The run rate shall be agreed by both scorers and umpires prior to the start of innings and once agreed shall be final.
- Note: iii) Once the run rate for the second innings has been calculated it shall remain as the run rate for that innings even though a later interruption may reduce the number of overs the team batting second can receive.
- Note: iv) If the second innings commences with the same number of overs allocated to the team batting first the run rate shall remain as the first innings run rate even though a later interruption may reduce the number of overs the team batting second can receive.
- 11.3.2 The run rate shall be multiplied by the lowest reduced number of overs which the team batting second shall be entitled to receive after making allowance for time lost after the commencement of the match. The resulting figure shall be the "target score".
- 11.3.3 If the score of team batting second surpasses the "target score" at any time prior to the conclusion of its innings then the match shall be won by the team batting second but if bowled out earlier the match shall be won by the team batting first.
- 11.3.4 A match shall be tied if the scores are equal at the end of the match. In a match interrupted after the commencement, where the revised target score involves a fraction of a run, then the final scores cannot be equal and the result cannot be a tie.

EXAMPLE OF REDUCED OVER RATE CALCULATION						
A	B	C	D	E	F	G
1st Innings Runs Scored	Overs allotted at Start of Match	Run Rate = $A \div B$ (to 2 decimal places)	Overs allocated to side batting second at commencement of 2nd Innings	d = Difference in overs (B - D)	d x 1.2	Run Rate for team batting second = $(100 + F) \times C \div 100$
221	50	4.42	42	8	9.6	4.84
<p style="text-align: center;">Target Score = Overs allocated to side batting second x G (Example above Target score = $42 \times 4.84 = 203.28 = 204$ to win) Overs reduced again after start of second innings: New Target score = Revised number overs allocated to side batting second x G (Example further reduction after start of 2nd innings of 4 overs New Target score = $38 \times 4.84 = 183.92 = 184$ to win)</p>						

12 POINTS – OVERS GAME

12.1 Result

- Win – 12 points
- Tie – 6 points
- Loss – 0 points
- No result – 0 points - and shall not count as a match played in determining the points average

12.2 Bonus Points shall be awarded as follows:

12.2.1 Bowling

- 2 - 3 wickets taken 1 point
- 4 - 5 wickets taken 2 points
- 6 - 7 wickets taken 3 points
- 8 - 9 wickets taken 4 points
- 10 wickets taken 5 points

Note i) Should the batting side play with less than eleven players due to either a player or players being absent, or leaving the field through illness, injury or other cause so that his/their innings cannot be completed and the remainder of the side are dismissed before the last ball of the day, then the batting side shall be considered 'all out' and the bowling side shall receive maximum bowling points.

Note ii) See Law 25.4 (Batsman leaving the field) - "retired - not out"

Note iii) Bowling bonus points in either innings will only be available in the first 2 hours 55 minutes for a 50 over game after the Umpires have taken the drinks interval plus 1.5 minutes for each wicket that falls in an innings and extended delays for injury etc. into account. Time allowance will not be subject to retrospective negotiation. Where either innings is reduced, the 2 hours 55 minutes shall be reduced by 3 minutes for every over less than 50 (i.e. innings reduced to 35 overs time available - 2 hours 10 minutes) the time shall change every time the number of overs to be bowled changes. The umpires shall inform the Captain of the fielding side and the Batsman at the wicket, together with the Scorers of each change when they take the field.

(Umpires decision to be final) 5 mins shall be allowed for each drinks interval.

12.2.2 Batting

- 125 - 149 runs scored 1 point
- 150 - 174 runs scored 2 points
- 175 - 199 runs scored 3 points
- 200 - 224 runs scored 4 points
- 225 or more runs scored 5 points

12.2.3 In matches where the over limit is reduced, there shall be a lessening of the targets to achieve batting bonus points (see reduced target table).

12.2.4 Additional Batting Points

The team batting second and winning will receive the following additional batting points (up to a maximum combined total of 5 batting points):

Winning by 9 or 10 wickets	5 points
Winning by 7 or 8 wickets	4 points
Winning by 5 or 6 wickets	3 points
Winning by 3 or 4 wickets	2 points
Winning by 1 or 2 wickets	1 point

12.3 The maximum points a team can be awarded in any match shall be 22.

Bonus Points – Reduced Target Table

The following table is referred to in Rule 12.2.3 of the Rules for Limited Over Cricket.

Overs Bowled	1st Point Runs Scored	2nd Point Runs Scored	3rd Point Runs Scored	4th Point Runs Scored	5th Point Runs Scored
50	125	150	175	200	225
49	123	147	172	196	221
48	120	144	168	192	216
47	118	141	165	188	212
46	115	138	161	184	207
45	113	135	158	180	203
44	110	132	154	176	198
43	108	129	151	172	194
42	105	126	147	168	189
41	103	123	144	164	185
40	100	120	140	160	180
39	98	117	137	156	176
38	95	114	133	152	171
37	93	111	130	148	167
36	90	108	126	144	162
35	88	105	123	140	158
34	85	102	119	136	153
33	83	99	116	132	149
32	80	96	112	128	144
31	78	93	109	124	140
30	75	90	105	120	135
29	73	87	102	116	131
28	70	84	98	112	126
27	68	81	95	108	122
26	65	78	91	104	117
25	63	75	88	100	113

DIAGRAM 1

Restriction of the placement of fieldmen

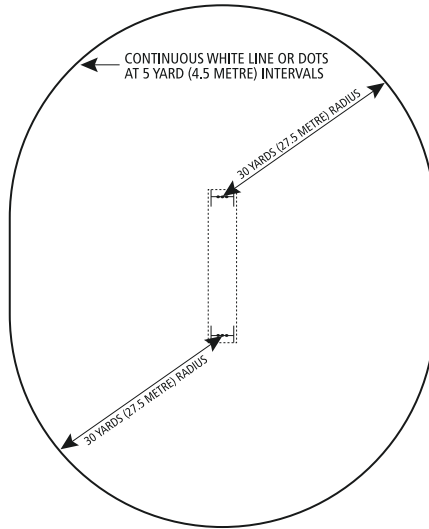


DIAGRAM 2

CREASE MARKINGS ADDITIONAL OFFSIDE WIDE GUIDELINE T20 ONLY

