



CHELTENHAM, GLOUCESTER AND FOREST OF DEAN CRICKET LEAGUE



PLAYING RULES 2017

P1 Start and duration of games:

- Premier Division: 45 over games, normally starting at 1.30pm, aiming to finish by 7.30pm.
- East Divisions: 40 over games, normally starting at 1.30pm, aiming to finish by 7.00pm.
- West Divisions: 40 over games normally starting at 2.00pm, aiming to finish by 7.30pm. **Almost half the teams in West Divisions have expressed a preference for an earlier start and finish, so captains are urged to contact each other beforehand to use the flexibility allowed to achieve this if both sides agree.**

P2 If the weather is a problem, or there is some outside reason to alter the arrangements beforehand, captains can agree on a shorter game (down to 20 overs) and a different start time. If a ground is not available the game can be played on the next day (Sunday).

P3 See the separate section on rain rules, which seek to ensure there is the best chance of a result on days when the weather or other circumstances interrupt or delay a game.

P4 Wides and high full pitch no balls are as in the MCC rules.

P5 Each bowler may bowl no more than 20% of the overs in the innings, rounding up if that is not an exact number of overs.

P6 In the Premier, 1 East and 1 West Divisions, there is a new ball for each innings (both supplied by the home team). In Divisions 2 East and 2 West only one new ball is used for the whole game. GCCL or CGF League balls can be used.

P7 Players must be registered to play on play-cricket. Registration of new players must be done in time to complete the scorecard by the deadline (i.e. non-registered players can play provided they are registered soon after). Normally a player may only play for one club in a season, but can be transferred to another mid-season. Dual registration of players is permitted, but only at the discretion of the CGF Committee and with the express permission of both affected clubs prior to play.

P8 The away team will pay £35 for tea to the home team.

RESULTS AND PITCH & FAIR PLAY MARKS

R1 League tables will be ordered by points. If two teams finish on identical points, then net run rate is used.

R2 Points

Game Points:

Win: 10 Tie: 5 Lose: 0 Cancelled: 6

Abandoned: 6, plus batting and bowling points gained up to abandonment.

Batting bonus points:

Reaching 100, 125, 150, 175, 200: 1,2,3,4,5 points respectively.

Win batting second: Add 1 point for every 2 wickets in hand, subject to 5 batting points maximum. (i.e. if you win, batting second, with a score of 181-4, you get 4 "normal" points for reaching 175, and though you have 6 wickets in hand, 3 extra points, you get just 5 batting points altogether, not 7).

Bowling bonus points:

Opposition all out or declared: 5 points regardless of how many wickets down or number of players. Otherwise 1 point for every 2 wickets taken. Win or lose, for opposition all out for less than 125, 100 – add 1 or 2 points respectively.

R3 If a team concedes a game it will lose 20 points. Their opponents will be awarded 20 points.

R4 "Summary" results must be on play-cricket **by 6pm of the day after the game. Full scorecards and player registration must be completed by Wednesday.**

R5 Away teams will complete a report on the pitch, outfield, facilities, fair play etc. Home teams will complete a fair play report. These reports are entered via play-cricket and must be completed **by the Wednesday following the game.**

R6 **There are no fines for failure to meet the deadlines of the two paragraphs above, however after 3 failures, teams will be penalised 10 points.** See the Discipline Section of this handbook.

RAIN RULES

NB – the rain rules that appear here are in essence the same as those used in WEPL and GCCL, the only substantive difference is that when a game is shortened, in WEPL the bowler limits are set at e.g. 7,7,7,6,6 for a 33 over game, whereas here we simply say bowler limits are 20% of the overs rounded up if that is not a whole number.

RR1 As long as the team batting second has the chance to face at least 20 overs, there will be a result.

RR2 If the number of overs available in the second innings is less than the number available in the first innings, the winner is the team with the higher run-rate. It is a tie only if the run rate is exactly equal.

RR3 Common sense should be applied, rather than rigorous interpretation of the rules, in order to maximise the chance of a result. If, for example, captains and umpires agree that it makes sense to play on after the scheduled end time, they can choose to do that. If the side batting second is very close to the target or very close to running out of wickets, even though there isn't likely to be time for 20 overs, then play on while it is safe to do so.

RR4 Every time the number of overs is reduced, the bowler limits are re-calculated to be 20% of the new number of overs per innings, rounded up if that is not a whole number. If a bowler has already bowled more than this number, except to complete his over in progress he can bowl no more.

First Innings delays and interruptions

RR5 If a start is delayed, or there are interruptions before the first innings completes, then the length of each innings is decreased by 1 over for every 7 minutes accumulated time lost, ignoring accumulated lost time of less than 15 minutes. The table shows accumulated time lost and resulting overs per innings.

For a 40 over game (Divs 1 & 2)	Ov	Min	Ov	Min	Ov	Min	Ov	Min	Ov	
1st Innings	15-21	37	43-49	33	71-77	29	99-105	25	127-133	21
Total	22-28	36	50-56	32	78-84	28	106-112	24	134-140	20
minutes	29-35	35	57-63	31	85-91	27	113-119	23		
lost	36-42	34	64-70	30	92-98	26	120-126	22		
And for a 45 over game (Premier Division)	Ov	Min	Ov	Min	Ov	Min	Ov	Min	Ov	
1st Innings	15-21	42	50-56	37	85-91	32	120-126	27	155-161	22
Total	22-28	41	57-63	36	92-98	31	127-133	26	162-168	21
minutes	29-35	40	64-70	35	99-105	30	134-140	25	169-175	20
lost	36-42	39	71-77	34	106-112	29	141-147	24		
	43-49	38	78-84	33	113-119	28	148-154	25		

RR6 Captains and umpires should consider taking tea during a rain delay in the first innings. If tea is taken, then 20 minutes is subtracted from the total time recorded as lost.

RR7 Common sense should be applied. Players don't want to hang around for hours waiting for a start or resumption. If a substantial total time is lost, unless the captains agree that a 20 over game is still possible, the game should be abandoned.

RR8 If, after an interruption, the first innings is already longer than would be scheduled given the interruption, the first innings is closed.

Second Innings delays and interruptions

RR9 If there are delays or interruptions once the first innings is closed, the umpires and captains need to agree on how many overs will be possible, on the basis of 3½ minutes per over. (See P1 above for target end times, but captains can agree to extend).

RR10 If the second innings is to be shorter than the first, then on resumption of play and after every interruption, a target score and the number of overs for the innings are to be announced. The target score is (first innings run rate) * (scheduled overs for second innings). This is rounded up if it is not a whole number. If it is a whole number, that is the "tie" score, and the target is one run more. The target score is recalculated each time there is an interruption that causes the number of overs to be reduced.

RR11 If the team batting second reaches the target score, the game is over.

RR12 If the teams come off, and no further play is possible, then provided the second innings has lasted at least 20 overs, the result is awarded to the team with the highest run rate, or tied if the run rates are exactly the same.

Run-rate calculations

The run rate for the first innings is the number of runs scored divided by the number of overs scheduled for the first innings at the time the innings ended, or the number of overs actually faced if the innings is closed by an interruption.

Ex 1: Rain has reduced the game to 38 overs per side. Team 1 is all out for 176 after 35.1 overs. Run rate is $176/38 = 4.632$

Ex 2: A long shower began at 3.15 pm, when Team 1 were 150-4 after 38.4 overs. The first innings was closed. Run rate is $150/38.6667 = 3.879$

Target calculations

Ex 3: Umpires (or captains in the absence of appointed umpires) decide there is time for 20 further overs after an interruption in the second innings. 12 overs have already been bowled. The first innings, 45 overs, run rate was $223/45 = 4.956$. The target is $(12+20)$ times this, i.e. 158.578 rounded up to 159 runs off 32 overs. (NB a tie is not possible)

Ex 4: As above except the first innings total was 225, and the run rate is 5.0 exactly. The tie score is 160, winning target is 161.

Ex 5: The first team scores 205-8 in its 40 overs. The second team is on 145-4 after 27.3 overs when a huge downpour makes it obvious no more play is possible. Team 2 has faced at least 20 overs so there is a result. Team 1 run rate is $(205/40) = 5.125$. Team 2 run rate is $(145/27.5) = 5.273$. Team 2 wins.