

## **CS CHALLENGE CUP 2017**

### **CONSTITUTION and RULES**

- 1 The Competition shall be known as the **CS Challenge Cup** and will be played for by clubs entered through Cricket Scotland.
- 2 The Competition shall be run by the Competitions Management Group of Cricket Scotland (the Committee).
- 3 In all matches, the Laws of the Marylebone Cricket Club shall apply except as amended in these Rules. No underarm bowling is permitted.
- 4 Clubs who compete in the ESCA Championship, Western Union First Division and the Strathmore and Perthshire Union NE Championship have the option to play in the CS Challenge Cup or the Scottish Cup. A club cannot compete in the Scottish Cup and the CS Challenge Cup in the same season  
All other clubs, except those who complete in the CSL Eastern Premier League and the WDCU Premier Division, are eligible to take part in the CS Challenge Cup.
- 5 Clubs must be paid-up members of Cricket Scotland in the current year of the Competition and have paid the agreed entry fee before their first match.
- 6 The Draw shall be made by the Committee which shall select a ground for the Final.
- 7 Matches shall be played on stipulated dates subject to the provision of Rule 12.

Matches shall start at 1300 hours. The tea interval shall normally be held between innings, although in certain circumstances, such as weather interruption or a shortened first innings, it may be held outwith that time, provided both captains are in agreement. The duration of this interval shall be 30 minutes and the umpires shall inform both captains at the beginning of the interval as to the time when play shall recommence.

- 8 (a) Players in the Competition must be regularly available and eligible to play in the current season for the Club in Saturday league matches and be registered with their own League Management Committee.  
(b) No player may participate in the Competition in any one season for more than one Club.  
(c) No player may play for a Club in the Competition in any one season if he has already played in a competitive league match or Scottish Cup tie for another club in that season.  
(d) All paid players must be registered and only one paid player may ordinarily be registered by a club to play in the competition. Exceptionally, the registration of a substitute paid player may be approved by Cricket Scotland, but only where a paid player is unable to complete the season through injury, or other acceptable reason. The relevant League Management Committee responsible for the League in which the club plays must also approve the replacement of the paid player before Cricket Scotland will consider any request.
- 9 **Umpires** Cricket Scotland shall appoint Umpires for all matches. Each team will be responsible for the payment of one umpire's match fee. In matches where only one umpire is available, that umpire will be paid one and a half the agreed match fee. The home team will be responsible for the payment of umpires' travelling expenses. These travelling expenses can be claimed from Cricket Scotland using the Claim Form available from Cricket Scotland.
- 10 Each team shall be allowed a maximum of 40 six ball overs or until the batting side is dismissed.

If the start of the match is delayed for more than half an hour due to inclement weather, the Captains, in consultation with the Umpires, shall have the option of reducing the number of overs to be played - but never to less than 10 overs per side.

If the match remains unfinished, the winner shall be the side which has scored faster in runs per over provided that at least 10 overs have been bowled at the side batting second. In the event of the team batting first being all out in less than their quota of overs, the calculation of their run rate shall be based on the full quota of overs to which they would have been entitled and not on the number of overs in which they were dismissed.

If the scoring rate is the same, the side losing the fewer number of wickets in the first 10 overs of each innings shall be the winner. If the number of wickets lost is the same, the winner will be determined by a bowl-out as set out in Rule 11 (paragraph 3).

**NOTE:** Once a match has started umpires have no discretion to authorise a reduced overs match.

- 11** In the event of “No Result” being obtained in any match, the Clubs will play on the scheduled reserve date. If the Away Club has reached the ground and no play is possible, or if the match is abandoned with “No Result”, it shall have the option of reversing the venue on the alternative date. This option will not apply if the Away Club has been advised under Rule 12 that the ground is unfit for play but, nevertheless, decided to travel. Where the Away Club wishes to take up the option of reversing the venue on the alternative date the Home Club must be informed on the day and this must be intimated to Cricket Scotland by the Away Club on the following day.

Should “No Result” be obtained on the scheduled reserve day also, another date may be permitted, where considered practicable by Cricket Scotland, up to the Wednesday before the date scheduled for the next round or the Final, subject to **both** teams being in agreement.

If again “No Result” is obtained on a reserve day, the Captains should if circumstances (indoors or outdoors) permit, agree to the following form of contest to achieve a result:

Five cricketers from each team, alternately will bowl, overarm, two consecutive deliveries each at three stumps at a distance of 22 yards. The team scoring the greater number of “hits” shall be the winner. If the scores are equal, the same cricketers in the same order will bowl one ball each alternately to achieve a result on a “sudden death” basis.

If circumstances make the above impossible the match will be decided by the toss of a coin.

**NB** A “hit” is scored only if the ball completely removes either bail from the top of the stumps i.e. the wicket is down (Law 28).

- 12** On any occasion when the Home Ground Authority considers that weather conditions have made the ground unfit for play, it must advise the Away Club. The Away Club then has the option of agreeing to the cancellation of the fixture or of travelling. If it decides to travel, both teams and Umpires must appear at the ground. In no event may the Home Club cancel the fixture without the agreement of the Away Club.

- 13 A Tie.** In the event of a tie, ie the scores are equal, the following shall apply:
- (a) the side taking the greater number of wickets shall be the winner
  - (b) if both sides are all out, the side with the higher overall scoring rate shall be the winner
  - (c) if the result cannot be decided by (a) or (b) the winner shall be the side with the higher score:-
    - (1) after 30 overs or if still equal
    - (2) after 20 overs or if still equal
    - (3) after 10 overs.

- 14 Number of Overs per Bowler** In a 40-overs match no bowler may bowl more than 8 overs in an innings. In a delayed or interrupted match when the overs for both teams are restricted from the start to fewer than 40, no bowler may bowl more than one-fifth of the total overs allowed. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler’s limit is concerned.

- 15 Declaration** The Captain of the batting side may not declare his innings closed at any time during the course of the match.

- 16** The ball to be used in the Competition shall be the ball which a club would normally use for their own League matches. Cricket Scotland will supply balls for the Final only. A new ball must be used for each innings

- 17 The result of the match shall be communicated by the winning club to the Cricket Scotland Office immediately, in a format laid down by the Cricket Scotland Competitions Management Group.
- 18 Any dispute must be intimated immediately and confirmed, in writing, to Cricket Scotland within seven days. The Committee retains the right to investigate any matters which come to its attention outwith this period. Any club which is sanctioned following any dispute or action by the Committee may appeal to Cricket Scotland under the appeal procedures set up by them.
- 19 The Committee shall have the power to impose sanctions on any club in breach of the provisions of these rules. Without prejudice to the foregoing generality, the Committee shall have the power (i) to suspend a club's participation in the competition for a specified number of seasons, and (ii) to order that, for a specified period of time, a club must play all its matches in the competition at the grounds of its opponents.

## NOTES

- 1 **Artificial pitches** may be used in exceptional circumstances with the agreement of the away Club.
- 2 The CS Disciplinary Code (2014) shall apply to players, team and club officials as appropriate.
- 3 **Sponsors Logos on Cricket Shirts and Sweaters** Restrictions are placed on commercial/sponsors' logos/branding on cricket shirts and sweaters. These restrictions are based on ICC/ECB regulations for cricket clothing. Full details are available from the Cricket Scotland Office on request.
- 4 **5ft Rule** The popping crease shall be marked to a minimum of 12 feet in conformity with Law 9 and the restriction area for the bowlers follow through (Law 42 11 (b)) shall be indicated with markings off the playing surface five feet in front of the popping crease and also on the bowling crease one foot either side of the middle stump.
- 5 The home club is responsible for the provision of a first-aid kit at all CS Challenge Cup matches.
- 6 **All clubs participating in the competition must comply with the safety guidelines issued by Cricket Scotland in respect of the wearing of helmets and fielding restrictions by young players, as well as the fast bowling directives.**
- 7 Captains must complete a team sheet and hand a copy to the opposing captain, umpires and scorers prior to the toss taking place. . .

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