

CRICKET SCOTLAND - SCOTTISH CUP RULES 2020

1. The Competition shall be known as the Scottish Cup and will be played for in 2020 by clubs qualified in terms of Rule 4.
2. The Competition shall be run by the Competitions Management Group (CMG) of Cricket Scotland (the Committee).
3. In all matches, the current Laws of the Marylebone Cricket Club shall apply except as amended in these Rules. Law 42 will apply even if only one Cricket Scotland appointed umpire is in attendance.
4. The Competition shall be open to clubs who play in the CSL Eastern Premiership, Western Union Premier Division, ESCA Championship *, Western Union First Division * and the Strathmore & Perthshire Union NE Championship *
* Clubs in these leagues are given the option to enter the Scottish Cup or the CS Challenge Cup.
5. All participating clubs must be paid-up members of Cricket Scotland in the year of the Competition and have paid the agreed entry fee before their first match.
6. The draw shall be organised by the Committee and will be on a straight knock out basis. Reserve dates will be allocated in each Round.
7. Any club failing to fulfil a fixture, without an acceptable reason, may be subject to sanctions by the committee as per Rule 28 below.

8. Competition Final

This will be played on a stipulated date at a ground selected by the Committee and shall start at 12.00pm. One reserve date will be fixed for the final. Should no result be obtained after the reserve date, the finalists will be considered joint winners of the Cup. Alternative venues may be considered for the Final when the reserve date has to be used.

9. (a) Playing Conditions

All clubs are responsible for providing facilities, which comply with the required standard of the League in which the club plays.

(b) Cricket Balls

The grade of ball to be used in all matches shall be laid down by the Committee. Please note that Cricket Scotland will provide pink cricket balls for all matches. 2 balls per innings will be used, one from each end. Should only 1 pink ball become available, then it should be used from both ends. Coloured clothing is not compulsory, but clubs are again strongly encouraged to wear coloured clothing in 2020.

(c) Teas

Teas are to be provided by the home club and should be available as requested by the match umpires from 2.00pm onwards for matches starting at 12 noon, and from 3.00pm onwards for matches starting at 1.00pm or when the start time is delayed by weather.

10. Eligible Players

- (a) Players in the Competition must be eligible and registered to play in the current season for the Club 1st XI in Saturday league matches.
- (b) Scottish Qualified Players, who are currently playing outside Scotland are also eligible to play. Registration of such players must take place by 1st April in the current season in order for the player to play without prior approval of the CMG.
- (c) No player may participate in the Competition in any one season for more than one Club.

11. Team Sheets / Toss

Umpires should be present at the ground no later than 45 minutes prior to the start of play. At least one umpire shall be present at the toss which shall take place between 15 and 30 minutes before the

scheduled starting time. Team sheets must be exchanged by the captains and a signed copy handed to the umpires before the toss can take place. Another copy must be handed to the scorers.

12. Duration of Matches

- (a) Matches shall be scheduled to start at 12 noon unless bad weather or some exceptional circumstance or emergency situation has arisen and shall be completed on the day of commencement. When both clubs agree, matches can have a later scheduled start, with the latest being 1.00pm. In this event, the home club is responsible for advising the appointed umpires of the agreed scheduled starting time. In the event of inclement weather prior to a game, such an agreed decision to change the scheduled start can take place at any time prior to the arrival of the visiting team at the ground.
- (b) From time to time it may be determined by the Committee that a specific match will start at 1pm.
- (c) Umpires shall be empowered to delay the start of a match for reasons other than bad weather but only if some emergency situation arises.
- (d) The scheduled hours of play will be from 12 noon to 7.10pm or from 1.00pm to 8.10pm. There will be two sessions of play, normally of 3 hours 20 minutes each, and separated by an interval of 30 minutes.
- (e) In all matches which are scheduled to start at 12 noon and where the start of play is delayed or play is suspended due to inclement weather, the scheduled close of play may be extended to 7.40pm to allow up to 30 minutes of playing time to elapse before there is a deduction in overs. This extension will not apply to matches which are scheduled to start after 12 noon.
- (f) Umpires shall have the power to suspend play in the event of an emergency situation occurring once play has commenced. It is intended that an emergency situation will only be declared where an extremely serious occurrence has arisen which involves players, officials, the ground or pavilion or which may adversely affect the completion of the game.
- (g) In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran.
- (h) The minimum time for the interval will be 20 minutes. Should that mean a re-scheduled start time then the match end time will be adjusted accordingly.
- (i) One drinks interval per innings is allowed, but no time allowance shall be provided for it. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided no playing time is wasted. No other drinks shall be taken without the permission of the umpires.
- (j) If a ball has not been bowled by 4.50pm (5.20pm for a 1.00pm start) the umpires will then abandon the match. It will always be possible that, with the agreement of both captains and the umpires, a game can be abandoned before that time, if it is apparent that the pitch or outfield would not recover to allow a match to be played. The umpires, however, shall be the final arbiters of the fitness of the ground for play.

13. Uninterrupted Matches (i.e. Matches neither delayed nor interrupted)

- (a) Each team shall bat for 50 overs unless all out earlier. In that case the team is 'deemed' to have batted its scheduled number of overs.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The team batting second shall receive its full quota of 50 overs, irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- (c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs
- (d) If the team fielding second fails to bowl 50 overs by the scheduled cessation time of the second innings, the hours of play shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result is achieved.
- (e) In either innings Umpires are allowed to make allowances for stoppages outside the control of the fielding side such as, but not exclusively, for injury or lost ball.

14. Delayed or Interrupted Matches

- a) The minimum number of scheduled overs per side in a match will be 20. A game cannot start if neither side has an opportunity of receiving at least 20 overs. In addition, if there are interruptions in the first

innings of a match, which result in the number of overs to be faced by both sides being reduced, then the game will be abandoned if this recalculated number is less than 20.

- (b) In all reduced overs matches both teams will be given 4 minutes' leeway to complete their allocated number of overs.
- (c) In the event of a game being seriously delayed or interrupted, then tea should be taken, where possible, to allow as much cricket as possible to be played.
- (d) If conditions during a rain stoppage improve and rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately.

15. Delay or Interruption to the Innings of the Team Batting FIRST (Refer to Appendix 4)

- (a) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 4 minutes per over in the total remaining time available for play. When calculating the length of remaining playing time available for the match the duration of the interval will be taken into account.
- (b) The revision of the number of overs should ensure that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (c) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 4 minutes per over. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, interruptions in play and intervals (excluding those for drinks) will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required, one additional over should be allocated to each side, with the interval and close of play times recalculated accordingly.
- (d) If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close of play resulting from the previous interruption.
- (e) In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.
- (f) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
- (g) Should calculations regarding number of overs result in a fraction of an over, the fraction shall be ignored.
- (h) Umpires can make allowances for stoppages outside the control of the fielding side such as, but not exclusively, for injury or lost ball. Such allowances will not influence the recalculated number of overs but may delay the scheduled close of either innings.

16. Delay or Interruption to the Innings of the Team Batting SECOND (Refer to Appendix 5)

- (a) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocation, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4 minutes per over in respect of the aggregated lost playing time. Should the calculations result in a fraction of an over, the fraction shall be ignored.
- (b) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- (c) In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting second will continue from the point of the interruption.
- (d) To constitute a match, a minimum of 20 overs must be bowled to the team batting second subject to the innings not being completed earlier.

- (e) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (f) A fixed time will be specified for the close of play by applying a rate of 4 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. Except for drinks intervals, the timing and duration of all relative delays, in playing hours and interruptions in play, will be taken into consideration in specifying this time. This calculation must not cause the match to finish earlier than the original time for cessation of play.
- (g) If the team fielding second fails to bowl the revised number of overs by the scheduled or re-scheduled close of play, the hours of play shall be extended, subject to conditions of ground, weather and light, until the overs have been bowled or a result achieved.
- (h) Umpires can make allowances for stoppages outside the control of the fielding side such as, but not exclusively, for injury or lost ball. Such allowances will not influence the recalculated number of overs but may delay the scheduled close of the second innings.

17. Bowling restrictions

- (a) No player may bowl more than 10 overs in a normal innings of 50 overs. However, in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second no bowler may bowl more than one-fifth of the total overs allowed,
 - unless such a number has been exceeded before any interruption
 - except that, where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. (Appendix 3)
- (b) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- (c) In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- (d) CS subscribes to ECB Directives and, consequently, there are restrictions on the number of overs, which may be bowled by young players. These restrictions are mandatory.
- (e) **Wide Ball - Judging a Wide**

(i) Leg side

If the ball is bowled down the leg side and behind the body of the striker, and the striker makes no contact with it, then the delivery will be interpreted as a form of negative bowling and the Bowler's End Umpire will call and signal 'wide'.

There are two exceptions to this Rule:

- (i) It is not a wide when the batsman moves across to the off stump from his original stance and the ball just misses the leg stump. "Just misses" is to be interpreted as the width of a bat (approximately 4 inches).
- (ii) It is not a leg side wide, as defined in (e) (i) above, when the batsman plays or attempts to play or aborts playing a reverse sweep or switch hit.

In these circumstances, the wide lines (see Appendix 1) shall apply to both the off side and the leg side.

For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a wide for the purposes of this Rule.

(ii) Off side

Any delivery that passes outside or crosses the off side wide line, provided it is not hit by the striker, shall be called and signalled 'wide' by the Bowler's End Umpire.

There is one exception to this Rule.

The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

(iii) Short Pitched Bowling

A bowler shall be limited to two fast short-pitched deliveries per over.

A fast short-pitched delivery is defined as a ball, which passes or would have passed above shoulder height of the striker standing upright at the popping crease.

The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short-pitched delivery has been bowled.

In addition, a ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke, shall be called a wide.

For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over. In the event of a bowler bowling more than two fast short-pitched deliveries in an over, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential No ball signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand.

The first time a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.

Should there be any further instance by the same bowler in that innings, the umpire shall:

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the relevant Governing Body who shall take such action as is considered appropriate against the bowler concerned.

18. Free Hit after No Ball

- (a) The delivery following a no ball 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.
- (b) For any free hit, the striker can be dismissed only under the circumstances that apply to a no ball, even if the delivery for the free hit is called wide ball.
- (c) Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of Rule 19 shall apply) or the no ball was due to a fielding breach.
- (d) 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.

19. Fielding Restrictions / Powerplays

- (a) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- (b) Two semi-circles shall be drawn on the field of play. The fielding 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 27.45 metres (30 yards). The semi-circles shall be linked by two straight lines parallel to the pitch. The fielding circle shall be marked by white dots 4.5 metres (5 yards) apart, covered by circular white plastic or rubber (but not metal) discs 180 millimetres (7 inches) in diameter.

- (c) In addition to the restriction contained in Rule 19 (a) 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 (hereinafter referred to as the Powerplays) are set out in the following paragraphs.
- (d) Powerplay 1 – no more than two (2) fieldsmen shall be permitted outside the 30 yards fielding restriction area, as defined in Rule 19 (b), at the instant of delivery. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- (e) Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- (f) Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- (g) In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table in Appendix 3.
- (h) If play is interrupted during an innings and the table in Appendix 3 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.
- (i) At the commencement of Powerplay 2 and Powerplay 3, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- (i) In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.
- (k) In the event of the striker's end Umpire failing to call and signal "No Ball" when the fielding restrictions in this playing condition have been breached or when Law 28.4 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to that Umpire's attention. If the striker's end Umpire can verify the breach, he shall call and signal "No Ball". If the striker's end Umpire is unable to verify the breach, then he shall confirm that the events of the delivery shall be unchanged.

Numerical examples of adjustments to Powerplay overs following an interruption

1. A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.
2. A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

20. Result

- (a) In matches in which both teams have had an opportunity of batting for the agreed number of overs (i.e. 50 overs in an uninterrupted match), the team scoring the higher number of runs shall be the winner.
- (b) If, due to suspension of play after the start of the match, the number of overs in the innings of either team must be revised to a lesser number than that originally allotted, then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target will be calculated by the Duckworth Lewis Stern method using the calculator prescribed by the Committee. An integral target will be set for the team batting second with one run less than this target, namely the par score, resulting in a Tie. If after the restart of play it is discovered that the wrong Duckworth Lewis Stern target has been set, the faulty target shall stand.
- (c) If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allocated number of overs, if it has received not less than 20 overs, the result shall be decided by the Duckworth Lewis Stern method.
- (d) If the scores are equal at the end of a match then the following should be used to decide the winner.

Uninterrupted match

In a match where there have been no reductions in overs after the game has started, then the winning team will be the one which has lost fewer wickets. If both teams have lost the same number of wickets, then the team with the higher score at the end of the penultimate over and so on will be the winner.

Interrupted match

In a match where there has been a reduction in overs and a consequent recalculation of the target score for the team batting second, then the winning team will be the one with the higher par score at the end of the over previous to the last one faced by the team batting second. If these scores are equal, then the comparison should be done at the end of the over before that and so on until a winner is found.

(e) No result – All rounds up to and including the semi-finals

In the event of 'no result' being achieved, clubs will play on the scheduled reserve date. If the Away Club has reached the ground on the original date 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 24 below 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 by e-mail. If both clubs agree, a reduced match (minimum 10 overs per side) can take place on the reserve date.

Should "No Result" be obtained on the scheduled reserve date, another date may be permitted, where considered practicable by the Committee, up to the Wednesday before the next round of the competition, subject to both teams being in agreement. If both clubs agree, a reduced match (minimum 10 overs per side) can take place on that 'third' date.

As above, the club who has travelled on the reserve date will have the option to reverse the venue on the agreed 'third' date subject to Rule 24 as above.

N.B. If a match on the reserve date or the 'third date' is interrupted and 'no result' is possible, it is permissible (if both teams agree) to abandon that match and start a 'new' match of 10 overs per side on that day. This option is permitted to avoid, if possible, the requirement for a bowl out. See Appendix 3 for Bowling and Powerplay Fielding Restrictions in 10 over matches.

If it is considered impracticable to agree on a 'third' date or if 'no result' is obtained on the 'third' date, the Captains should, if circumstances (outdoors or indoors) permit, agree (in the case of disagreement the Umpires shall decide) to the following form of contest to achieve a result.

Five players 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. A "hit" is scored only if the ball removes completely either bail from the top of the stumps i.e. the wicket is down (Law 29). If the scores are equal the same cricketers 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.

(f) No result – Final

In the event of 'no result' being achieved, clubs will play on the scheduled reserve date.

If a match on the reserve date is interrupted and 'no result' is possible, it is permissible (if both teams agree) to abandon that match and start a 'new' match of 10 overs per side on that day. This option is permitted to avoid, if possible, the requirement for a bowl out. See Appendix 3 for Bowling and Powerplay Fielding Restrictions in 10 over matches.

If 'no result' is obtained on the scheduled reserve date, the Captains should, if circumstances (outdoors or indoors) permit, agree (in the case of disagreement the Umpires shall decide) to the following form of contest to achieve a result.

Five players 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. A "hit" is scored only if the ball removes completely either bail from the top of the stumps i.e. the wicket is down (Law 29). If the scores are equal the same cricketers will bowl one ball each alternately to achieve a result on a "sudden death" basis

21. Umpires

- (a) Accommodation
Ideally, there should be separate accommodation provided for the umpires, of a same standard to the players' dressing rooms.
- (b) Match Fee / Travelling Expenses
Each team will be responsible for paying the match fee of one umpire. In matches where only one umpires stands then the match fee is shared between both teams. In matches where only one umpire is available, that umpire will be paid one and a half times the agreed match fee. The home club will be responsible for payment of umpires' travelling expenses. These travelling expenses can be reclaimed from Cricket Scotland using the Claim Form provided by Cricket Scotland.
- (c) Umpires' Reports

A completed Umpires Report form must be completed on Who is The Umpire application (<https://www.whostheumpire.com>) by end of Monday night. Umpires should also upload a copy of the teamsheets to Who is The Umpire by end of Monday night,

Umpires will submit a completed Pitch Report Form (Use the form on Who is the Umpire application: <https://www.whostheumpire.com>) on the performance of the pitch in every match.

22. Match Returns

- (a) Returns will be made by the home side using the prescribed scorecard submission form on the CS web-site. In all cases, the form should be completed for every fixture where any play has taken place and submitted no later than 5pm on the Wednesday immediately following the match.
- (b) The home club should provide summary details of a game immediately following its end or cancellation - and no later than 10pm on the day of the game - for updating the CS web-site. Such details to be provided as determined by the Committee prior to the start of the season.
- (c) The captain of each team should complete the 'Captain's Report on Umpires' Form' and submit it to the CS Office within 7 days of each game where play is started. This form should be completed within the terms of the guidelines that are provided by CS to ensure that the comments on this form are meaningful.

23. Declaration

The Captain of the Batting Side may **not** declare his innings closed at any time during the course of a match.

24. Weather Issues Prior to Match

- (a) In the event of inclement weather in the week leading up to a match causing damage to either the pitch or its surrounds, the home side shall advise the visiting side as early as possible that the match may be in doubt. However, no game shall be called off until the morning of the match unless it is agreed by any member of the Committee or by a member of the ESCOA or WoSACO Umpiring Panels that an earlier cancellation is correct.
- (b) A responsible official of the home side shall, as early as possible on the morning of a match, check the state of the ground and the pitch. If it is clear that the prospects of play are unlikely, the home club shall contact the visiting club and advise accordingly in order that unnecessary travel expenditure may be avoided. In this context it should be remembered that the important point is not whether the pitch is playable at the time of inspection but whether play may be possible within 4 hours 50 minutes after a scheduled starting time of 12 noon, or 4 hours 20 minutes after any other scheduled starting time. If it is possible, the home club may call in a member of the ESCOA or WoSACO Umpiring Panels to give an independent assessment of the likelihood of play being possible.
- (c) Should the visiting side wish to travel, however, that will be their right. Under these circumstances the home side must continue to take whatever steps are within its power to ensure the pitch is playable either through the use of covers, blankets or by spiking or any other method;
- (d) The visiting team should travel if there is the slightest chance of play so that any steps taken by the home side to make the pitch playable might have the chance to take effect.
- (e) The Umpires appointed for the match must be kept informed by the home club of all events as they unfold.

- (f) Any home club which does not make sufficient efforts to make the pitch and ground playable may be sanctioned by the Committee.

25. Complaints

- (a) Any complaint by one club against another club must be notified to the Committee in writing within seven days of the event, otherwise they may be considered time-barred by the Committee.
- (b) A complaint will not be time-barred if the club making the complaint can demonstrate to the satisfaction of the Committee that (i) it could not reasonably have become aware of the event which is the subject of the complaint within seven days of the event occurring, and (ii) that the club has made the complaint within seven days of becoming aware of the event.
- (c) On receipt of the complaint the Committee will, where appropriate, as soon as practicable invite reports from all parties involved. Any such report which has been requested must be back in the Committee's hands within seven days of its letter requesting the report.
- (d) Once all reports have been received, and once any additional information has been obtained, a meeting of the Committee will be convened, if appropriate, at the earliest opportunity to consider the matter. Any club which is involved may attend the meeting.
- (e) After the meeting the decision of the Committee will be communicated as soon as practicable to all parties involved. Any decision of the Committee can be subject to appeal to the CS Appeals Committee.
- (f) For the avoidance of doubt, this rule relates to complaints by one club against another where the complaining club seeks a remedy against the accused club. Nothing in this rule shall disentitle the Committee from investigating any matter and, where appropriate, sanctioning a club in default notwithstanding the fact the complaint by the complaining club is time-barred.

26. Discipline

All clubs are expected to maintain a high standard of behaviour as laid down by the CS Code of Conduct (see Appendix 2). Any club or player found in breach of the Code may be liable to such action as deemed appropriate and necessary by the Cricket Scotland Disciplinary Committee.

Any club or player has the right of appeal to the Cricket Scotland Appeals Committee.

27. Safety Guidelines

All clubs participating in the competition must comply with the safety guidelines issued by ECB in respect of the wearing of helmets and fielding restrictions by young players, as well as the fast bowling directives.

The home club is responsible for the provision of a first-aid kit at all CS Scottish Cup matches

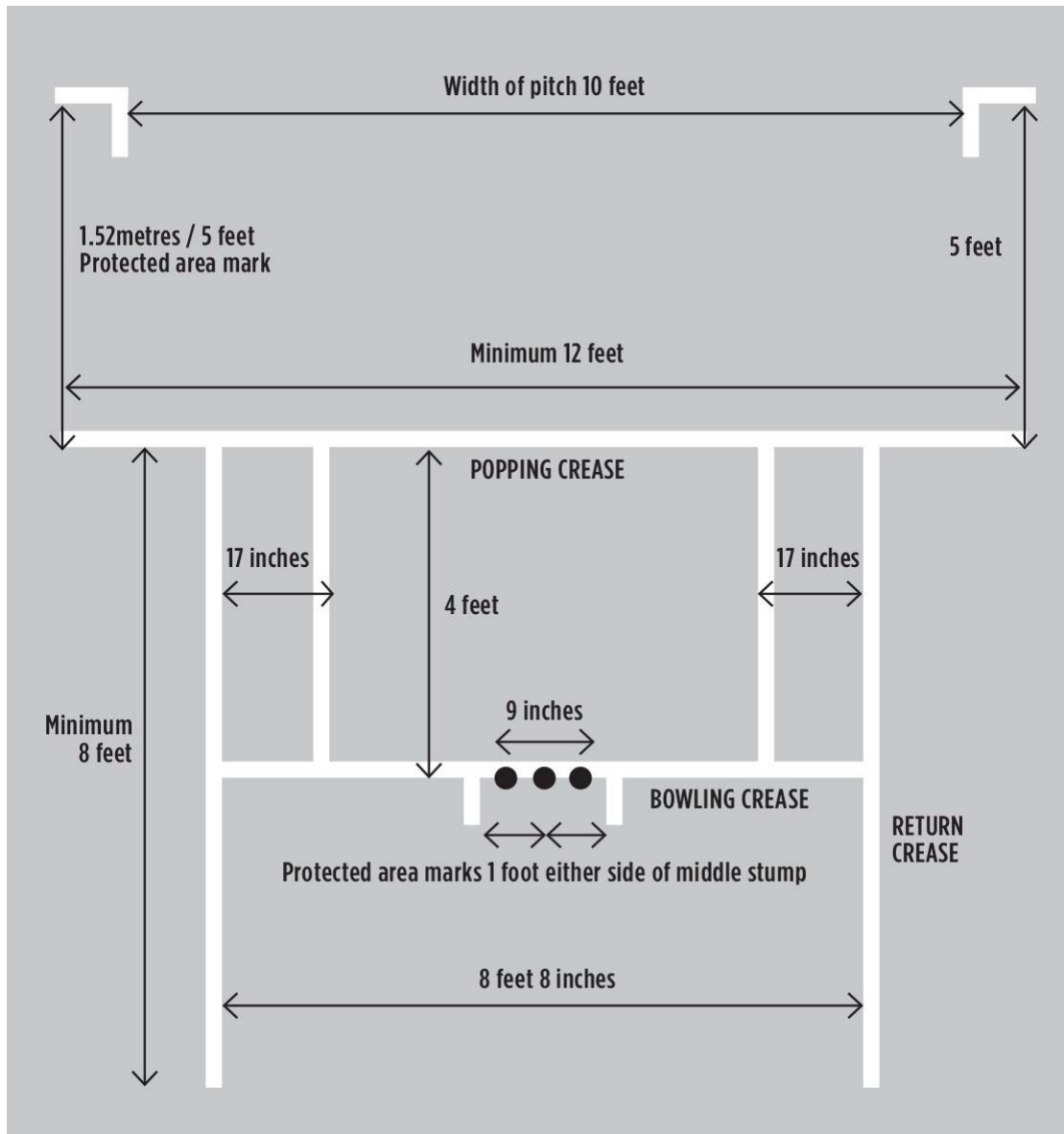
28. Sanctions

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 / or (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.

January 2020

Additional Crease Markings – see Rule 17 (e)

As a guideline to the umpires for the calling of wides on the offside the crease markings, as detailed below, shall be marked at each end of the pitch. It is recommended that such lines, especially on pitches lying east/west, be marked in a dark colour, e.g. dark blue or black.



Please note that the back edge of the bowling crease should bisect the stumps.

- 1 The Captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws.
- 2 It is the responsibility of each Club to acquaint their officials and players with the appropriate Codes of Conduct.
- 3 Players and team officials shall not at any time engage in conduct unbecoming which could bring them or the game into disrepute.
- 4 The CS Disciplinary Code shall apply to players, team and club officials as appropriate.
- 5 Players and team officials shall not use or in any way be concerned in the use or distribution of illegal drugs.
- 6 Players and team officials shall not disclose or comment upon any alleged breach of the code or upon any hearing, report or decision arising from such breach.
- 7 Players and team officials shall not engage, directly or indirectly, in betting, gambling or any form of financial speculation on the outcome of any cricket match to which this code applies and in which the player is a participant or with which a team official is associated or on any event which shall be connected with any such cricket match the purpose (or pretended purpose) of which is to benefit such player or team official either directly or indirectly, whether financially or otherwise. Players and team officials shall not accept any form of inducement which may be considered to be likely to affect the performance of any player involved in any such cricket match adversely.

8 Application, Interpretation and Enforcement of the Code

The Code shall apply to players and, where applicable, to team officials for all tournaments played under the jurisdiction of Cricket Scotland.

Breaches of the Code shall be deemed also to include a breach of any Cricket Scotland Regulation in force from time to time.

BOWLING AND FIELDING RESTRICTIONS

Bowling and Fielding Restrictions in a match with reduced overs

(*) This number is the general restriction

(+) The additional number is the number of bowlers allowed to bowl 1 over more than this allocation.

REDUCED INNINGS OVERS ALLOCATION	Rule 17 Bowling Restriction (*)	Rule 17 Bowling Restriction (+)
49	9	4
48	9	3
47	9	2
46	9	1
45	9	0
44	8	4
43	8	3
42	8	2
41	8	1
40	8	0
39	7	4
38	7	3
37	7	2
36	7	1
35	7	0
34	6	4
33	6	3
32	6	2
31	6	1
30	6	0
29	5	4
28	5	3
27	5	2
26	5	1
25	5	0
24	4	4
23	4	3
22	4	2
21	4	1
20	4	0

+ example: (i) after 16 overs, rain interrupts play and the innings is reduced to 32 overs

(ii) both opening bowlers have bowled 8 overs

(iii) two bowlers can bowl 7 overs and

(iv) three bowlers can bowl 6. Bowlers 1 and 2 have already exceeded this limit they count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.

POWERPLAY – FIELDING RESTRICTIONS

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	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	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

MATCHES OF 10 OVERS PER SIDE

Bowling restrictions

Reduced Innings Overs allocation	Bowling Restrictions – all bowlers
10	2

Powerplays – Fielding Restrictions

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
10	2	6	2

Calculation sheet for use by UMPIRES when delays or interruptions occur
in FIRST innings.

Score at time of Interruption (runs / wickets)	/
Overs bowled	_____
Time	
Net playing time available at start of match	400mins (A)
Time innings in progress	_____ (B)
Playing time lost	_____ (C)
Extra time available	_____ (D)
Time made up from reduced interval	_____ (E)
Effective playing time lost (C – (D + E))	_____ (F)
Remaining playing time available (A – F)	_____ (G)
Overs and Fielding Restrictions	
Overs in match (G/4) (round up plus 1 if necessary)	_____ (H)
Max. overs per team (H/2)	_____ (I)
Max. overs per bowler – see Appendix 4	_____ / _____ overs
Duration of Powerplay Overs – see Appendix 4	
First Innings	_____ + _____ + _____
Second Innings	_____ + _____ + _____
Rescheduled Playing Hours	
First session to commence or recommence	_____ (J)
Length of innings (I x 4)	_____ (K)
Rescheduled cessation time (J + (K – B))	_____ (L)
Length of interval in minutes	_____ (M)
Second session commencement time ((L + M)	_____ (N)
Rescheduled cessation time (N + K)	_____ (O)

Calculation sheet for use by UMPIRES when delays or interruptions occur
in SECOND innings.

Score at time of Interruption (runs / wickets)	/
Overs bowled	_____
Time	
Original cessation time of innings	_____ (A)
Time at start of interruption	_____ (B)
Restart time	_____ (C)
Length of Interruption (C – B)	_____ (D)
Extra time available (include if innings starts before scheduled time)	_____ (E)
Total playing time lost (D – E)	_____ (F)
Overs	
Maximum overs at start of innings	_____ (G)
Overs lost (F/4) - ignore fractions	_____ (H)
Adjusted maximum length of innings (G – H)	_____ (I)
Overs per bowler and Fielding Restrictions	
Max. overs per bowler - see Appendix 4	_____ / _____ overs
Duration of Powerplay Overs - see Appendix 4	_____ + _____ + _____
Rescheduled Cessation of Play	
Length of innings (I x 4)	_____ (J)
Time at start of innings	_____ (K)
Rescheduled cessation time (K + J + D)	_____ (L)

OPERATION OF DUCKWORTH LEWIS STERN

1. It is the Home Club's responsibility to provide a PC or laptop with the DLS software – as supplied by CS - installed and a printer attached. It must also have one person, who does not necessarily need to be the scorer, available to operate the software and produce the necessary documentation. That person must be conversant with the software and capable of using it.
2. During the 1st innings, the umpires will record the details of any interruption, i.e. the number of overs and balls bowled and the score and wickets lost, and these must be confirmed with the scorers. They will also record the number of overs per side that have been lost as a result of the interruption.
3. At the end of the 1st innings, the above details of all interruptions, together with the final score (confirmed with the scorers) will be passed to the DLS operator. In the event of there being no interruptions, only the final score will be passed to the operator.
4. The DLS operator will enter this information into the software, produce 4 copies of the over-by-over printout and distribute one copy each to the Home Captain, the Visiting Captain, the Scorers and the Umpires.
5. During the 2nd innings, should there be an interruption in play, the umpires will record the details, as described above. When it has been decided to restart play, the umpires will determine the number of overs that have been lost as a result and they will then pass all these details to the DLS operator who will enter the information and produce and distribute the revised 4 copies of the over-by-over printout, as before.
6. This process will be repeated for any further interruptions to the 2nd innings.
7. Where a DLS revised target has been set, then the scoreboard should show the score that the team batting second has to beat in order to win the match. If there is no specific space for this figure, then it should replace the total that the first team achieved.
8. From the start of the 11th over onwards, the scoreboard should display at the beginning of each over, the DLS par score relating to the end of that over. This score should also be updated on the fall of each wicket.
9. If penalty runs are awarded to the fielding side in the 2nd innings for breaches of Law 41 or Law 42, then 5 runs must be added to the target score and all par scores.
10. In the case of a computer malfunction, then it will be necessary to revert to the paper-based edition but this must only be used as a last resort. Once the paper-based version is brought into use, it must continue to be used for the remainder of the match, even if the computer problem is resolved.
11. The report submitted by the Umpires for each match will confirm the availability of suitable computer equipment at the match and will also indicate if the paper-based version had to be brought into use.