

# CRICKET SCOTLAND CHALLENGE CUP RULES 2020

1. The Competition shall be known as the ***Cricket Scotland Challenge Cup*** and will be played for by clubs entered through Cricket Scotland.
2. The Competition shall be run by the Competitions Management Group (CMG) of Cricket Scotland.
3. In all matches, the current Laws of the Marylebone Cricket Club shall apply except as amended in these Rules. This includes the Law relating to a Wide Ball (Law 22). Law 42 will apply only when at least one umpire appointed by Cricket Scotland is in attendance.
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 Eastern Premier League and the WDCU Premier Division, are eligible to take part in the CS Challenge Cup.

Any club failing to fulfil a fixture, without an acceptable reason, may be subject to sanctions by the CMG as per Rule 21 below.

5. All participating 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. **Competition Final**  
This will be played on a stipulated date at a ground selected by the CMG and shall start at 12.00pm. A 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.

The draw for the Competition shall be made by the CMG which shall also select a ground for the Final.

7. All other matches shall be played on stipulated dates subject to the provision of Rule 12.

Matches shall start at 1pm or earlier if both sides agree. 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.

Artificial pitches may be used in exceptional circumstances with the agreement of the away Club.

8. (a) Players in the Competition must be eligible and registered to play in the current season for the Club 1<sup>st</sup> XI in Saturday league matches matches.
- (b) Scottish Qualified Players, who are currently playing outside Scotland are also eligible to play. Registration of such players must take place by 1<sup>st</sup> 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.
- (d) 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.
- (e) 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.
- (f) 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.

## 9. Umpires

Cricket Scotland shall where possible appoint Umpires for all matches. Each team will be responsible for the payment of one umpire's match fee (£35 per umpire). In matches where only one umpire is available, that umpire will be paid one and a half the agreed match fee shared between both teams. 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. In all matches in the Competition, 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 Umpires, in consultation with the Captains, 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, then, provided at least 10 overs of the second innings have been completed, the result will be decided by the rain calculator –

<http://www.cricketstats.org.uk/raincalc.html>

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

## 11. 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 12 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.

Should "No Result" be obtained on the scheduled reserve date, another date may be permitted, where considered practicable by the CMG, 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 12 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.

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.

### 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.

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

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. 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. 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, i.e. 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 CMG.
18. Any dispute must be intimated immediately and confirmed, in writing by email, to Cricket Scotland Participation Administrator within 48 hours. The CMG 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 CMG may appeal to Cricket Scotland under the appeal procedures set up by them.
19. **Discipline**

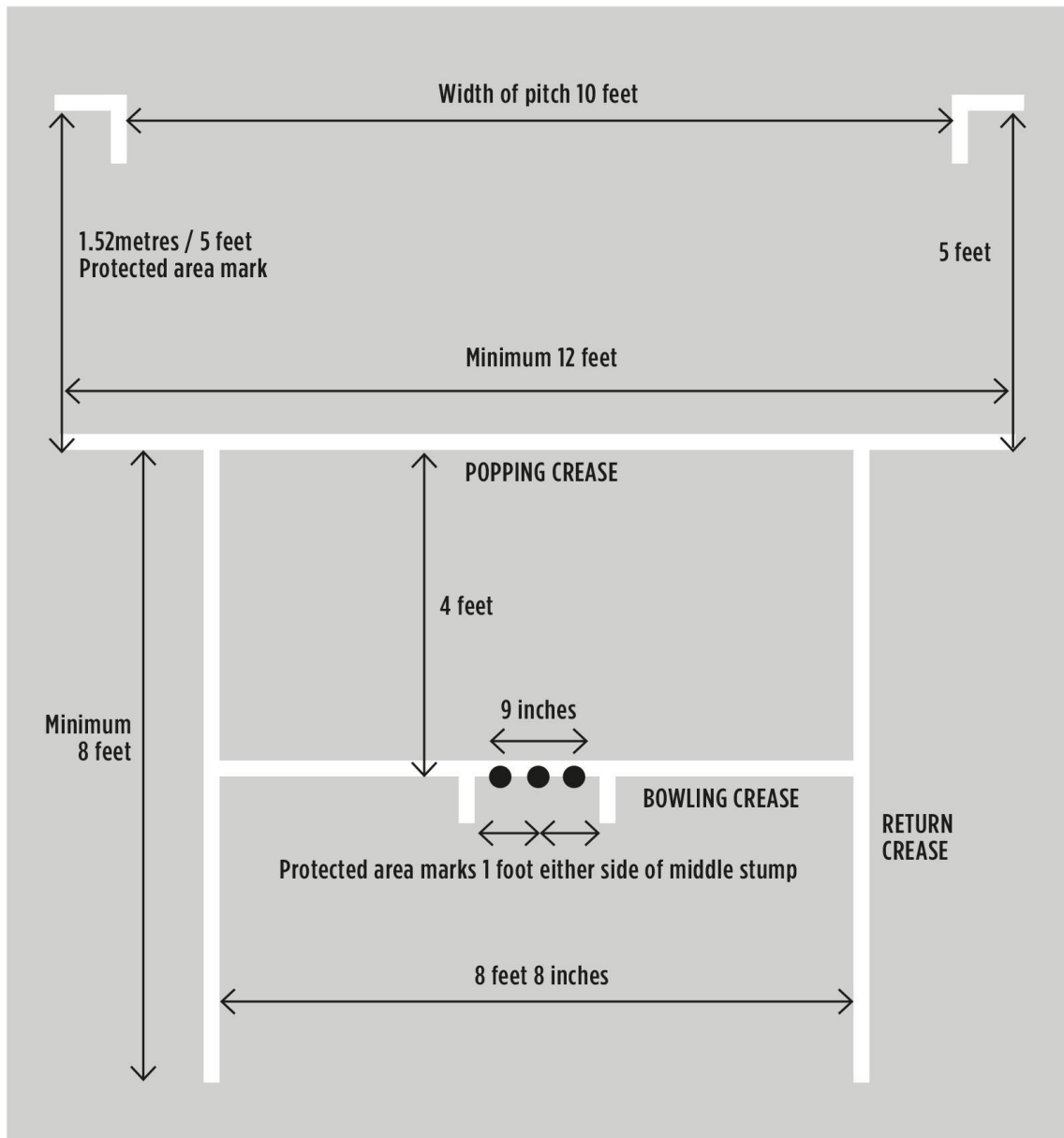
All clubs are expected to maintain a high standard of behaviour as laid down by the current CS Code of Conduct (<http://www.cricketscotland.com/about-landing/code-of-conduct-and-policies/>) . Any club or player found in breach of the Code may be liable to such action as deemed appropriate and necessary by the Cricket Scotland Disciplinary Committee.

Any club or player has the right of appeal to the Cricket Scotland Appeals Committee.
20. **Safety Guidelines**

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.

The home club is responsible for the provision of a first-aid kit at all CS Challenge Cup matches.
21. **Sanctions**

The CMG 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 CMG 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.



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

January 2020