



Eastern Premier League

Match, Administration & Club Criteria Rules 2023

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ADMINISTRATION RULES

AR1. OBJECTIVES

The League shall be known as the Eastern Premier League (hereinafter referred to as “the League”).

The objectives of the League shall be:

- (a) To provide a forum for the top qualifying clubs in the East of Scotland to compete in a league competition, with the aim of increasing participation and improving standards of club facilities.
- (b) To promote Club Cricket at its highest level to all stakeholders.
- (c) To ensure that Clubs comply with the playing & training facilities and coaching standards detailed in the Rules below.
- (d) To ensure each member club within the League meets the requirements of the Eastern Premier League Criteria.

AR2. MANAGEMENT AND ADMINISTRATION

- (a) The League is arranged by and played under the auspices of Cricket Scotland with the East of Scotland Cricket Association (ESCA) and the Strathmore & Perthshire Cricket Union (S&PCU).
- (b) The League shall be administered by the East League Management Group (ELMG) on behalf of ESCA and S&PCU
- (c) The ELMG shall administer the League in accordance with these Rules. The ELMG shall be the sole interpreter of the Rules with the power to discipline or sanction any club or player in breach of the Rules (including the right to deduct points) with the proviso that any decision can be subject to appeal to the CS Appeals Committee.
- (d) The ELMG may relieve a club from the consequences of a failure to comply with any provision of these rules where that failure is shown to be due to mistake, oversight, or other excusable cause. Where the ELMG so relieves a club from the consequences of a failure to comply with a provision of these rules the ELMG may impose any condition it thinks fit in order (i) to ensure that an equitable result is achieved, and (ii) to ensure future compliance with the rules.
- (e) Each club shall be a fully subscribed member of Cricket Scotland prior to the start of each season.
- (f) The composition of the ELMG for the season is as follows.

- | | |
|-------------------------------|---|
| • Chair | Hugh Parker |
| • Secretary | George Burns [georgeburns@cricketscotland.com] |
| • ESCA Representative | David Gibson [Stewart's Melville] |
| • SPCU Representative | Duncan Lindsay [Dundee HSFP] |
| • Club Representative North | Douglas Lawson [Falkland] |
| • Club Representative South | Charlie Clark [Heriots] |
| • Player Representative North | Charles Clark [Meigle] |
| • Player Representative South | TBA |
| • CSMOA Representative | Willie Ferguson |

AR3. COMPOSITION OF LEAGUE

The League shall comprise ten teams, or in exceptional circumstances a suitable number as determined solely by the ELMG.

At the end of the season the following provision will apply:

Eastern Premier League

- The bottom club will be relegated to the top Regional League of ESCA or S&PCU, whichever is applicable.

Top Regional Leagues

- The leading eligible first XI team in these Leagues will play off against each other to determine which club is promoted to the Eastern Premier League.

Any additional League vacancies, arising either from failure of member clubs to comply with the Rules of the League, or from voluntary resignation from the League, shall be filled, on merit, from clubs throughout the East of Scotland on the decision of the ELMG. Such clubs will be those, which, in the opinion of the ELMG, best meet the playing standards sought from member clubs.

The ELMG reserves the right, when external circumstances during a season have significantly impacted the league, out with the control of the ELMG & the clubs, for no club to be relegated.

AR4. REGIONAL LEAGUES

- (a) "Regional League" shall mean the following leagues: The East of Scotland Cricket Association; the Strathmore and Perthshire Cricket Union.
- (b) "Regional League Clubs" shall mean any club playing in either of the Regional Leagues.
- (c) Any Regional League club wishing to obtain membership of the League by participating in the end of season play-offs (or by any other means) must be satisfying the requirements of the Eastern Premier League Club Criteria (See Appendix 2) by 30th June in the season they are wishing to be promoted.
- (d) Any Regional League club wishing to obtain membership of the League must have a Second XI playing regular league cricket.
- (e) Any Regional League club wishing to obtain membership of the League by participating in the end of season play-offs (or by any other means) must have finished in the top 4 league positions of the regional league in the season they wish to be promoted.

AR5. LEAGUE PLACINGS

- (a) League placings will be determined by expressing the points awarded as a percentage of the 25 maximum result points available in all completed matches.
- (b) In the event that more than one team shall have an equal percentage – their placings will be determined by their net run rate (NRR) in all completed matches. If this does not separate the sides, then their placings will be determined, firstly, according to the points gained in matches between the sides, and secondly if still equal, according to their respective cumulative NRR in the matches between the sides.

- (c) If this fails to separate the teams then the ELMG will arrange for the teams to compete against each other in order that a decision is reached, but only if this is required to establish the winner of the League or the club to be relegated from the League.
- (d) A team's NRR is calculated by deducting from the Run Rate per 100 balls scored by that team throughout the season, the Run Rate per 100 balls scored against that team throughout the season.
- (e) Only those matches where results are achieved will count for the purpose of NRR calculations.

AR6. COMPLAINTS

- (a) Any complaint by one club against another club must be notified to the ELMG in writing within seven days of the event, otherwise they may be considered time-barred by the ELMG.
- (b) A complaint will not be time-barred if the club making the complaint can demonstrate to the satisfaction of the ELMG 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 ELMG 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 ELMG'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 ELMG will be convened, if appropriate, at the earliest opportunity to consider the matter. Any member of the ELMG with an interest in the case will not take part in that meeting. Any club which is involved may attend the meeting.
- (e) After the meeting the decision of the ELMG will be communicated as soon as practicable to all parties involved. Any decision of the ELMG 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 (such as, for example, an award of points) against the accused club. Nothing in this rule shall disentitle the ELMG from investigating any matter and, where appropriate, sanctioning a club in default notwithstanding the fact the complaint by the complaining club is time-barred.

AR7. DISCIPLINE

All clubs, players and team officials are expected to maintain a high standard of behaviour as laid down by the current CS Code of Conduct - <http://www.cricketscotland.com/wp-content/uploads/2021/03/Cricket-Scotland-Code-of-Conduct-March-2021-1.pdf>

Any club or player or team official found in breach of the Code may be liable to such action as deemed appropriate and necessary by the Cricket Scotland Disciplinary Committee, in accordance with the CS disciplinary process. The latter also includes an appeals procedure which does not apply to Level 1 offences.

AR8. SANCTIONS

8.1 Power to Impose Sanctions

Subject to:

- (i) the particular procedures laid down in Admin Rule 8.4, and
- (ii) the particular penalties set out in Admin Rules 8.2, 8.3, 8.5, 8.6, 8.7 and 8.8.

If any member club fails to comply with any of the provisions of these rules then the ELMG shall have the power to impose any sanction upon the club including, without prejudice to the foregoing generality, any one or more of the following sanctions:

- (a) to require the club to carry out such remedial action as the ELMG deems appropriate within such time limit as to the ELMG shall seem reasonable in all the circumstances.
- (b) to order that the club be deducted points whether for the current season or for the following season and
- (c) to disqualify the club from membership of the League.

For the avoidance of doubt, the ELMG may suspend the operation of a sanction or part of a sanction for such time as it shall consider appropriate to afford the club an opportunity of securing compliance with the particular rule which has been breached.

8.2 Failure to Comply with Eastern Premier League Club Criteria (see Appendix 2)

- (a) The club shall be warned and must rectify the failure by the start of the following season.
- (b) Failure to rectify by the start of the succeeding season of the initial warning under 8.2 (a) will result in a points deduction for that season.
- (c) Failure to rectify thereafter may result in the club being disqualified from the League under Rule 8.1 (c).

8.3 Breach of Admin Rule 10 (Fixtures)

If a club cannot raise a team and fails to fulfil a fixture it will be subject to a sanction by the ELMG. Full points shall be awarded to its opponent and no points awarded to the conceding club. On the second occasion a club in any division cannot raise a team and fails to fulfil a fixture it will be expelled from the League and all matches played by that team declared null and void.

8.4 Breach of Admin Rule 11 (Playing Conditions)

- (a) Where, in the opinion of the ELMG, there is ongoing concern about playing conditions at a club and it appears to the ELMG that a long-term solution is required to resolve the concern, the following provisions shall apply:
 - (i) In the first instance the ELMG shall attempt to agree with the club a plan for remedying the breach and a timescale within which that remedy is to be implemented; but
 - (ii) If no such agreement is reached or if the club fails to implement an agreement which has been reached then the club shall be liable to sanction in accordance with Rule 8.1, provided always that prior to any sanction being imposed the club shall have the opportunity to be heard either in person or by written submissions.

- (iii) If a pitch is deemed unfit / dangerous for play by the umpires prior to play or once a game has started the matter will be referred by the umpires to the ELMG and the home club may be deducted 10 points. The visiting team will not be awarded any points in such an eventuality. Any subsequent abandonments will result in a doubling of the previous points penalty. This rule will not be applied where abnormal weather conditions have influenced the nature of the ground either prior to the game or once the game has started.
- (b) Nothing in paragraph (a) of this Rule (8.4) shall prevent the ELMG from imposing sanctions in accordance with Rule 8.1 for a breach of Rule 11 where, in the opinion of the ELMG, the breach does not require a long-term solution and was caused by fault on the part of the club.

8.5 Breach of Admin Rule 13 (Match Administration)

The following provisions shall be applicable in the cases of clubs which are in breach of any or all of their obligations under Admin Rule 13 (Match Returns):

- (a) on the occurrence of the first such failure the club shall be warned about its future conduct
- (b) on the second such occurrence the club will be deducted two (2) points.
- (c) on the third such occurrence the club will be deducted a further four (4) point
- (d) on the fourth such occurrence the club will be subject to sanction by the ELMG in accordance with Rule 8.1.

8.6 Breach of Playing Rule 1 (Players) and Playing Rule 2 (Player Registration)

In the event of any breach of Playing Rule 1 and / or Playing Rule 2 the ELMG reserves the right to deduct points from the club concerned. A minimum penalty of 1 point will be automatically imposed for any such breach. The maximum points which can be deducted shall be the maximum points which were available to the team from the game(s) in which the breach(es) occurred.

8.7 Failure to Provide Scorer

All member clubs must provide a competent scorer for every match. A failure to do so shall give rise to sanctions on the following scale:

- (a) on the occurrence of the first such failure the club shall be warned about its future conduct.
- (b) on the second such occurrence the club will be deducted a further two (2) points
- (c) on the third such occurrence the club will be deducted a further four (4) points
- (d) on the fourth such occurrence the club will be subject to sanction by the ELMG in accordance with Rule 8.1.

8.8 Disqualification of Clubs

The following shall apply where a club is disqualified under Rule 8.1(c):

- (a) If any club is disqualified under Admin Rule 8.1(c) during the course of a season all results in all League matches in which the disqualified club participated in that season shall be declared null and void.
- (b) If any club is disqualified under Admin Rule 8.1(c) after the end of a season then the following shall apply:

- (i) all results from all League matches in which the disqualified club participated in that season shall continue to apply for all purposes (subject to paragraph (ii) below) notwithstanding that club's subsequent disqualification.
- (ii) the disqualified club (or clubs as the case may be) shall, for the purposes of relegation within or from the League be deemed to finish in the last place (or the last places as the case may be);
- (iii) the ELMG shall be responsible to do anything necessary to ensure that the correct number of teams shall play in the League in the following season including (without prejudice to the foregoing generality) inviting Regional League Clubs to become members of the League.

8.9 Right of Appeal

Any club which is sanctioned in accordance with this rule may appeal to CS under the appeals procedure set up by them. Any Club submitting an appeal must also lodge a bond of £100 which will be returned to the Club if the appeal is successful.

AR9. YOUTH PLAYING AND COACHING REQUIREMENTS

All existing League clubs and all clubs wishing to become members of the League must operate a youth coaching and playing programme in accordance with the Eastern Premier League Club Criteria on Participation (Section 2 of Appendix 2) and Coaching (Section 3 of Appendix 2).

All clubs should have an appointed Child Protection and Wellbeing Officer (CPWO) who should meet the Cricket Scotland requirements for a CPWO which includes being a member of the Protection of Vulnerable Groups Scheme for their club.

AR10. FIXTURES

- (a) The ELMG shall arrange fixtures for the League.
- (b) If any club finds that their ground is unavailable after the fixtures are issued, they will be responsible for finding a suitable alternative venue, which must be acceptable to the ELMG. If clubs are unable to find a suitable alternative venue, then they may be liable to forfeiture of the game and the points awarded to their opponents.
- (c) If any club finds that, within 7 days of any particular fixture, its ground is 'out of bounds' due to extenuating circumstances as agreed with the ELMG, it may request permission to find a suitable alternative venue, which must be acceptable to the ELMG. If that club is unable to find a suitable alternative venue then the match will be cancelled and declared null and void.
- (d) No alteration to the fixtures so arranged shall be permitted other than with the prior consent of the ELMG.
- (e) Fixtures will be arranged on the basis of
 - each team playing all other teams in the League on a home and away basis, giving a total of eighteen scheduled League Matches
 - a fixture which is not played, or which is deemed to be uncompleted in terms of Rules 17 to 21 inclusive shall not be re-arranged.
 - Clubs having 4 or more players away on a single match day on International duty (Scotland, Scotland 'A' or Scotland U19) may seek a re-arrangement of the game as follows:

- The club and its scheduled opponents **MUST** arrange to play the match within the next 4 Sundays (including the Sunday immediately post the original scheduled date). If there are not 4 Sundays left in the season, then the number of Sundays available will be reduced to the maximum number available **PRIOR** to the original scheduled end date of the season. Should the final Sunday of the window fall on a Scottish Cup tie then the ELMG will rule on the date/result of any game
- The default date for the match will be the final Sunday of the window above.
- Any ruling by the ELMG is deemed to be final.

(f) Health & Safety Circumstances

If, for wholly health and safety circumstances beyond the control of the club concerned, a fixture must be cancelled, the cancellation will be notified as soon as possible to the ELMG and the other participating club. In these circumstances no points will be awarded.

AR11. PLAYING CONDITIONS

- (a) In all matches the Laws of the Marylebone Cricket Club (2017 Code **3rd Edition- 2022**) shall apply except as amended in these Rules. Law 42 will apply even if only one CS appointed umpire is in attendance.
- (b) All clubs are responsible for providing facilities, which comply with League standards. The provision of sightcreens (Rule 11.6), covers (Rule 11.8) and at least one roller (Rule 11.10) is mandatory. **LED stumps and bails are permitted.**
- (c) Before the toss the home side should inform the visiting captain what roller(s) is (are) available.
- (d) Any League club whose facilities do not meet the requirements given below may be subject to sanctions as detailed in Rule 8.
- (e) Every League club requires to have a minimum of one person who is qualified:
 - (i) to at least I.O.G. (Institute of Groundsmanship) Level 1 (parts A and B) and is also active in ground preparations for that club or
 - (ii) by experience. Qualification by way of IOG certification requires to be evidenced by means of the production of certificates and, if by experience, by application to the ELMG for accreditation.
- (f) Umpires and Captains will submit a completed Pitch Report Form (Use the form on Who is the Umpire application: <https://www.whotheumpire.com>) on the performance of the pitch in every match. Each pitch is expected to achieve a rating of 'Satisfactory' or better and clubs are expected to achieve an average pitch rating of 'Satisfactory' or better throughout the season. Failure to achieve the latter may lead to a sanction by the ELMG in accordance with Rule 8.4

11.1 Cricket Balls

The grade of ball to be used in all matches shall be laid down by the ELMG.

11.2 Pitch and Square

- (a) All pitches must be of grass **or an approved hybrid surface.**

- (b) The square must be well maintained and in good condition with the whole of it being mown to a length not exceeding 16 millimetres ($\frac{5}{8}$ inch). The pitch must be prepared to the highest standard possible and clearly distinguishable from the remainder of the square. The length of grass on the pitch on the day of the match must be no more than 6 millimetres ($\frac{1}{4}$ inch) and shall be marked and rolled before play. Any holes or ruts on the square caused by previous matches must be levelled, filled and firmed before a subsequent match.
- (c) The pitch must be appropriate for matches of at least 100 overs duration. The bounce of the pitch should be true and predictable throughout the match and should not produce excessive spin or movement off the seam. The pitch shall not be watered during the match.
- (d) The popping crease shall be marked to a minimum of 3.65 metres (12 feet) to conform to Law 7 and the protected area for the bowlers follow through (Law 42 - 11b) shall be indicated with markings off the playing surface 1.52 metres (5 feet) in front of the popping crease and also on the bowling crease 30.5 centimetres (1 foot) either side of the middle stump. The crease shall include markings for off side wides. (see Appendix 2) The width of the crease markings shall be no less than 12 millimetres ($\frac{1}{2}$ inch) and no more than 25 millimetres (1 inch).
- (e) Stumps must be properly matched sets in good condition and with matching bails. The stumps shall be pitched by the Home Club at least 10 minutes before the scheduled start with holes adequately watered to allow easy resetting by the umpires. The pitch shall be swept and re-marked (and rolled if requested) during the interval between innings.
- (f) Any club which fails to have the required mandatory pitch markings, 30 yard circles, and boundaries marked as per rule 11.2, 11.4 and 11.5 will be subject to a report by the umpires. In addition, failure to remark the pitch during the interval between innings will be reported by the umpires. The umpires will inform the captain of the home team of any such report(s). The home club may be subject to sanction (see Rule 8).

11.3 Outfield

The outfield must be well maintained and adequately drained. It must be mown to a length not exceeding 19 millimetres ($\frac{3}{4}$ inch) with no noticeable grass cuttings. Balls should be able to run true and the outfield must be free of holes, ruts or other obstructions which might pose a hazard to fielders.

11.4 Boundary

The boundary must be clearly marked by rope, boards, or white line. Where a rope is used, markers may also be used, but **where a white line is used, markers must also be used**. Such markers shall be at regular intervals not more than 18.3 metres (20 yards) apart. Alternatively, where a gutter is used the edge shall be cleanly cut; if a picket fence or advertising boards form part or all of the boundary they shall be secure and in good condition. No boundary shall be less than 45.75 metres (50 yards) from the centre of the match pitch without explicit dispensation being given by the ELMG.

11.5 Fielding Circle

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.

11.6 Sight Screens

- (a) The structure and non-reflective surface of the sightscreens must be in good condition. They must measure a minimum of 4 metres (13 feet) wide and 3.65 metres (12 Feet) high and must be completely outside the playing area. Screens must be properly positioned outside the boundary before the commencement of play and provided at both ends. The screens may be mobile or fixed but must be of sufficient width and height to allow the batsmen to see the bowler's delivery from either over or around the wicket without impediment.

These requirements are mandatory however may be waived if local conditions preclude the provision of sightscreens.

- (b) Ideally a rope should be provided to define the boundary and this area must be of a sufficient size to allow screens to be moved from side to side without adjusting the ropes. Where a rope is not possible, boards or a white line with boundary flags must be provided.

11.7 Scorebox

- (a) The numbers on the board should show at least: Total (or information sufficient to inform the team batting second of the runs they require to win the match); Wickets; Overs Bowled; First Innings Total; Duckworth Lewis Stern Score; where possible indicate which Powerplay is in force by displaying 'P1'(etc) and be of adequate size to be seen from the far side of the ground.
- (b) The scorebox should, ideally, be visible from the Pavilion, players' viewing area and playing area. Umpires should be able to see the scorers' signals clearly, and the scorers should be able to see at least 90 per cent of the playing area. The scorebox must be clean, tidy and reasonably comfortable, with adequate table and chairs and full protection from the weather. The system for changing the numbers should be easily accessible to the scorers, simple to operate and in full working order.

11.8 Covers

- (a) Covers must be used to protect the pitch from rain, both during the match and in the preceding days as appropriate. Arrangements should be made for ground staff or other helpers to put the covers in place as quickly as possible.
- (b) Wheeled covers are recommended. However, plastic sheets/tarpaulins can be used provided they are well maintained and, overnight prior to a match, are laid over an underlay (hessian / coconut matting etc). It is recognised that use of an underlay may be difficult if the pitch requires to be covered during a match. Such underlay must cover the pitch area as a minimum. Whichever covers are used they must protect an area of at least 22.56 metres x 3.66 metres (74 feet x 12 feet).

In addition to the match-pitch,

- Clubs are encouraged to make every effort to ensure that bowlers run-ups are covered protecting an area of 5 metres (length) x 3 metres (width) as a minimum behind each set of stumps.
- In addition, Clubs are also encouraged to make every effort to ensure that an area adjacent to each side of the match pitch to a size of 25 metres (length) and 3 metres (width) is covered (including wicket ends).

- (c) Whichever method of covering is used, it must not allow water to seep through and clubs will be required to show that their covering arrangements are adequate to protect the pitch, taking into account the contours and draining characteristics of the ground.

11.9 Drying Equipment

A supply of sawdust, cloths, brushes and forks must be available to minimise lost playing time due to wet conditions. Additional covering for areas likely to cause a delay in play (e.g. the ends of previously used pitches) should be provided whenever possible. Other drying facilities such as squeegees/soppers etc. can also be used.

11.10 Rollers

At least one roller must be available for use during the match. However, it is recommended that a light roller, 75 to 100 kg (1.5 to 2 cwt), and a heavy roller, 500 to 1000 kg or more (10 cwt to 1 ton or more), be available to the captain of the batting side.

11.11 Practice Facilities

- (a) Clubs should ensure that they have access to good quality practice facilities (CS may inspect) for mid-week practice for senior players and either mid-week or weekend practice for junior players (minimum 1 permanent net of suitable standard or roll on cage). Net practice facilities should be available for use by both sides (a minimum of one net) before matches.
- (b) Any grass nets must be in good condition with true and predictable bounce. Artificial net pitches should be regularly maintained and rolled where appropriate to ensure true and predictable bounce.

11.12 Changing Rooms

- (a) Changing rooms must be well ventilated, lit and decorated, with heating whenever possible. Changing facilities must be provided for the visiting side with a separate facility, of a similar standard, for the umpires.
- (b) The rooms should be of adequate size and with suitable seating, tables or shelving for bags and equipment. Changing rooms should be easily accessible from the playing area, whilst preserving the privacy of the players, and should allow viewing of the playing area whenever possible. Flooring must be suitable for bare feet.
- (c) The changing rooms should have adequate security to ensure the security of equipment and possessions.

11.13 Showers

Adequate clean and hygienic showers shall be available and conveniently located to allow private access by players and umpires.

11.14 First Aid

A first aid kit must be available at all times for treatment of minor injuries. In the event of an injury occurring which is so severe that it would require the use of a stretcher, the player should not be moved until professional medical help is available.

11.15 Public Telephone

A public telephone in working order must be available for access of the ground by the National Press. A mobile phone will be acceptable provided that the number remains the same throughout the season and it is notified to the ELMG prior to the start of the season.

11.16 Commercial Advertising

Clubs are permitted to have advertising on each sleeve of shirt / sweater, front of shirt / sweater and across the shoulders on the reverse of the shirt / sweater.

In line with ICC regulations the following applies to the sizing of all logos:

- Sleeves – 10 sq inches (64.5 sq cm)
- Front of shirt / sweater – 32 sq inches (206.45 sq cm)
- Back – maximum height of advertising 2.93 inches (7.5 cm)

11.17 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.

AR12. UMPIRES

- (a) Accommodation
Ideally, there should be separate accommodation provided for the umpires, of a same standard to the players' dressing rooms.
- (b) Equipment
As stated in 11.2 (e), clubs must provide a properly matched set of stumps and bails in good condition. In addition, there should also be made available, spare stumps and bails in case of breakages, bowlers' markers and drying cloths.
- (c) Match Fee / Travelling Expenses
The rates to be paid for the umpires' match fee and travelling expenses will be intimated to clubs by the ELMG prior to the start of each season. In matches where only one umpire is available, that umpire will be paid one and a half times the agreed match fee.
- (d) Payment
Clubs will be invoiced in advance of the season for an amount that CSMOA will use to reimburse the umpires match fees and expenses. Any monies due/overpaid will be adjusted upon completion of season.

The ELMG reserves the right to impose sanctions on any club that fails to provide CSMOA with their monies in good time.

- (e) Team Sheets and Toss
Umpires should be present at the ground no later than 60 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. Electronic copies of team sheets are acceptable.
- (f) Umpires' Reports
Before leaving the ground, the umpires will advise the captain of a team that will be reported under the Rules for failing to bowl their overs in the prescribed time or which

does not meet the requirement of providing a scorer (Rule 8.7). They will also advise the captain when they intend to lay a charge against a player or players of his team under the Code of Conduct. Should they intend to lay a charge against the Captain, then the umpires may advise a club official as well as/instead of the Captain.

A completed Umpires Report form must be completed on Who is The Umpire application (<https://www.whostheumpire.com>) by end of Sunday night. Umpires should also email the team lines to georgeburns@cricketscotland.com

AR13. MATCH ADMINISTRATION

(a) Short Scores

The home club must 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 website. The details of the submission method will be provided by the ELMG, prior to the start of the season.

(b) Statistical Returns

Returns will be made by the home side using the prescribed scorecard submission form on the CS website. In all cases, the form must be completed for every fixture where any play has taken place and submitted no later than 5pm on the Wednesday immediately following the match. The details of the submission method will be provided, as determined by the ELMG, prior to the start of the season.

(c) Captains Pitch Reports

The captain of the away team must complete the 'Captains Report on Pitch' and submit it via 'Who's the Umpire'. In all cases, the form must be completed for every fixture where any play has taken place and submitted no later than 5pm on the Wednesday immediately following the match.

(d) Captains Reports on Umpires

The captain of each team must complete the 'Captains Report on Umpires' and submit it via 'Who's the Umpire'. In all cases, the form must be completed for every fixture where any play has taken place and submitted no later than 5pm on the Wednesday immediately following the match.

(e) Penalties will be imposed on any club that fails to comply with either Rule 13 (a), (b), (c) or (d) above, as provided for in Rule 8.5. No exemptions will be given for any such failure.

(f) Any club that fails to comply with either Rule 13 (a) or (b) with the required level of detail and accuracy on a regular basis will be given a written warning that further such failures will result in penalties being imposed as provided for in Rule 8.5.

AR14. 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 ELMG or by a member of the CSMOA Umpiring Panel that an earlier cancellation is appropriate.

(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. The home club shall contact the visiting club and advise them of the current situation. 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 is encouraged to call in a local member of the CSMOA Umpiring Panel to give an independent assessment of the likelihood of play being possible.

- (c) No match may be cancelled without the visiting side being offered the right to travel and/or call in a local member of the CSMOA Umpiring Panel to give an independent assessment of the likelihood of play being possible.
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. Clubs are reminded to be cognisant of the travel distances of both umpires.
- (f) Any home club which does not make sufficient efforts to make the pitch and ground playable may be sanctioned by the ELMG.

Stewarts Melville CC v Watsonian CC
2 July 2022



PLAYING RULES

PR1. PLAYERS

For a player to be registered to play in an Eastern Premier League match, he/she must fulfil the requirements of one (or more) of the following categories of players.

- (a) Scottish Qualified Player
- (b) Resident Player
- (c) Paid Player
- (d) Overseas Amateur

The above categories are defined as follows:

- (a) **“Scottish Qualified Player”** shall mean a player who
 - was born in Scotland or
 - holds a UK passport and has a parent who was born in Scotland or
 - has been resident in Scotland for at least 10 months, on aggregate, for each of the immediately preceding three years, save for exceptional circumstances, as agreed by the ELMG. The ‘immediately preceding three year’ period shall mean the three year period that immediately precedes the date when the change of status is requested.

Each team is required to field a minimum of 7 Scottish Qualified Players when competing in any Eastern Premier League match.

Clubs will be permitted to register Scottish Qualified Players, currently playing outside Scotland, but they may only be registered by the club with which they were last registered and for which they last played. Registration of such players must take place prior to the current season in order for the player to be granted permission to play.

- (b) **“Resident Player”** is a player who is resident and has been resident in the United Kingdom (UK) for at least 90 days out of the 120 days before any match.

Consideration may be given by the ELMG to waive some or all of the requirements for a Resident Player in suitable cases where the player has moved to Scotland through work or study or marriage or other acceptable reason.

No player may play as a Resident Player or Overseas Amateur if he/she has been a Paid Player at any time in the 36 months preceding any match. However, in the spirit of encouraging participation and where it is clear that the player is no longer a Paid Player and has moved to Scotland as above, this provision may be waived if the permission of the ELMG is obtained prior to such a player taking part in any match.

- (c) **“Paid Player”** is a player who receives any of the following as a fee for playing, or as an inducement to play, or to facilitate their playing cricket :
 - payment in cash or in kind;
 - accommodation whether free, subsidised, or otherwise assisted;
 - employment, whether full-time or part-time;
 - payment in whole or in part of fares to the United Kingdom from that player’s place of abode.

For the purposes of these rules, the payment of reasonable travelling expenses is permitted without any player being deemed a Paid Player.

A cricket coach is not deemed to be a Paid Player for a member club unless he/she is paid directly or indirectly for playing cricket for that member club.

Any payment made to a player by Cricket Scotland, or to a player contracted by Cricket Scotland for playing in a match organised by Cricket Scotland, will not render that player as a Paid Player.

Any payment made to a Scottish Qualified player when playing in a trial or an occasional match for an English County will not render that player as a Paid Player.

Each club may register and play only one Paid Player. Where a Paid Player is unable to play for whatever reason, e.g. injury, national call-up or termination of contract, the registration of a substitute or replacement Paid Player may be approved by the ELMG.

A Paid Player must possess a Certificate in Coaching Young People and Adults (formerly UKCC 2) or an acceptable overseas equivalent. There shall be no residency requirements for the one permitted Paid Player, but UK Border Agency regulations must be satisfied.

An individual signed on an International Sports Person – Coach Only Visa cannot play cricket for any member club.

- (d) **“Overseas Amateur”** is a player who is less than 23 years of age on 31 August of any season in which he/she plays in the League. This category provides an opportunity for young players to come to Scotland from outside the UK to develop their cricket.

An Overseas Amateur must not have played first class cricket or List A cricket in the 24 months preceding any match.

Each club may register one Overseas Amateur. However, a second Overseas Amateur may be registered if a club has no registered Paid Player provided that at least one of the two Overseas Amateurs possesses a Certificate in Coaching Young People and Adults (or an acceptable overseas equivalent).

Where the original Overseas Amateur is unable to play for exceptional reasons acceptable to the ELMG, the registration of a substitute Overseas Amateur may be approved by the ELMG.

An Overseas Amateur must be registered and available to play by 30 June.

There shall be no residency requirements for the Overseas Amateur but UK Border Agency regulations must be satisfied.

Assistance by clubs:-

- (a) Clubs must **not** provide financial assistance towards air fares.
- (b) Clubs may help an Overseas Amateur by providing accommodation with a member. The club may also help in identifying suitable rented accommodation. The club shall **not** contribute financially to either of the above.
- (c) Clubs may help in obtaining part or full time employment for an Overseas Amateur. Work directly relating to the cricket club or paid by the cricket club shall **not** be permitted.
- (d) Clubs must, within the approved registration form, disclose full details relating to arrangements and payment for accommodation, airfares and employment. The ELMG may request further information before considering the registration for approval.

PR2. PLAYER REGISTRATION

- (a) In order that the ELMG may administer the rules relating to player eligibility, all players must be registered before playing in any Eastern Premier League match. The ELMG will provide clubs with access to a system in which details of all players must be recorded. No player may play in any such match without approval being registered on that system.
- (b) No club will be allowed to play their Paid Player or Overseas Amateur until it has received confirmation from the ELMG that all required documentation has been received and meets the requirements for registration.
- (c) Details of players to be registered must be entered on the approved Player Registration system no later than 12.00 noon on the Thursday ('48 hour' rule) prior to that player playing in his first match. While every effort will be made to deal expeditiously with such registrations, approval may be delayed in the event that additional information pertaining to the player's background is sought. The player in question may not play in a match until approval is granted by the ELMG to the club. In exceptional circumstances and at the discretion of the ELMG, a club may request the registration of a player up to 24 hours prior to his first match.
- (d) No player may play in a Eastern Premier League match, without the prior approval of the ELMG, if he/she has played for any other club in any league or cup competition on a Eastern Premier League scheduled match day in the same season.

The previous paragraph does not apply to students returning to their 'home club' nor to Scottish Qualified Players, who are currently playing outside Scotland and who have been registered by the club with which they were last registered and for which they last played. Registration of such players must take place prior to the current season in order for the returning player to play without prior approval.

- (e) Players wishing to transfer during the season to a Eastern Premier League club from another club must provide the ELMG with a written statement from the club for whom he/she wishes to play detailing the player's change of circumstances, together with a written statement from their previous club confirming that they have no objection to the change of club. Such transfer requests after 31 July are unlikely to be approved.
- (f) The ELMG may require to see the passport of non-UK passport holders.
- (g) Possession of a UK passport shall not of itself satisfy the requirements for any of the four playing categories and shall not give an automatic entitlement for a player who possesses such a passport to be registered to play in any Eastern Premier League match.

PR3. TIMING AND DURATION OF MATCHES

- (a) Matches shall be scheduled to start at 12 noon unless bad weather or some exceptional circumstance or an emergency has arisen and shall be completed on the day of commencement. When both clubs agree before the day of the match, matches can have a later scheduled start, with the latest being 1pm. 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, with the approval of the umpires, 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 ELMG that a specific match or matches will start either earlier or later than Noon.

- (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 standard 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.

The tea interval may be increased to 40 minutes in exceptional circumstances and agreed by the umpires & captains before the start of play.)

The scheduled cut off time should be adjusted accordingly.

- (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) The captain of the batting side may not declare his innings closed at any time during the course of a match.
- (k) 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.

PR4. 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. In such a case, a deduction of one (1) point will be made, subject to the allowances in Playing Rule 4 (e). 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. In such a case, a deduction of one (1) point will be made, subject to the allowances in Playing Rule 4 (e).
- (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.

PR5. 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.

PR6. DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING 1ST (Appendix 5)

- (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.

The interval between innings may be reduced to 20 minutes to achieve the maximum playing time available.

- (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. In such a case, a deduction of one (1) point will be made, subject to the allowances in Playing Rules 5 (b) and 20 (i).
- (g) Should calculations regarding number of overs result in a fraction of an over, the fraction shall be ignored.
- (i) 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. Such allowances will not influence the recalculated number of overs but may delay the scheduled close of either innings.

PR7. DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING 2ND
(Appendix 6)

- (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 has to 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. With the exception of 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. In

such a case, a deduction of one point will be made, subject to the allowances in Playing Rules 5 (b) and 7 (h).

- (h) 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. Such allowances will not influence the recalculated number of overs but may delay the scheduled close of the second innings.

PR8. 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 7)
- (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 set out in Appendix 3 and 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:

- (i) 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.

PR9. 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 Playing Rule 10 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.

PR10. FIELDING RESTRICTIONS

- (a) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- (b) In addition to the restriction contained in Playing Rule 10 (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.

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) Powerplay 1 – no more than two (2) fieldsmen shall be permitted outside the 30 yards fielding restriction area (as defined in Playing Rule 10b) at the instant of delivery. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- (d) 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.
- (e) 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.
- (f) 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 7.
- (g) If play is interrupted during an innings and the table in Appendix 7 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.
- (h) 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'.

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.

PR11. RESULTS and POINTS

- (a) When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, 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 has to 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 ELMG. The DLS Protocol is provided as Appendix 8. 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 (providing that it has received not less than 20 overs), the result shall be decided by the Duckworth Lewis Stern method.
- (d) In the event of a tie in a match, each team will be awarded tie points.

(e) Results points :

- (i) Win - 25 points
- (ii) Each team in a tie - 15 points
(A match will be considered a tie where the scores finish level, irrespective of the number of wickets lost.)
- (iii) Loss - 0 points
- (iv) Abandoned - null and void
- (v) Cancelled game - null and void
- (vi) Except in the circumstances governed by Rule 25 (c), the team scoring the most runs in a match shall be the winners.

Bonus points :

Up to 8 bonus points will be available to the losing side for their performance in the second innings :-

Losing side points - batting in the second innings

2 points for scoring 60.0% or more of the first innings total (or DLS Par Score)
 4 points for scoring 70.0% or more of the first innings total (or DLS Par Score)
 6 points for scoring 80.0% or more of the first innings total (or DLS Par Score)
 8 points for scoring 90.0% or more of the first innings total (or DLS Par Score)

Losing side points - bowling in the second innings

2 points for taking 2 wickets

4 points for taking 4 wickets
6 points for taking 6 wickets
8 points for taking 8 wickets

No bonus points will be awarded in the event of a tie.

(f) Any team which fails to bowl its overs within the time set for the scheduled overs [as set out in Rules 18 (b) and (d), 20 (f) and (g) and 21 (g) – with provision for allowances as detailed in these rules] shall forfeit 1 point. The umpires will advise both captains of any such point deduction.

(g) “Deemed all out”

A team will be deemed to be all out where it fields fewer than 11 players or a player/players retire hurt and are unable to bat in an innings

PR12. LEAGUE RULES

(a) Each member club shall have a copy of these rules displayed at its ground at each League match.

(b) These rules may be amended at the discretion of the ELMG. Amendments to the playing conditions for a following season may be proposed by participating clubs in advance of the Clubs Meeting annually. The ELMG shall determine the most appropriate method of consulting participating clubs on such proposals.

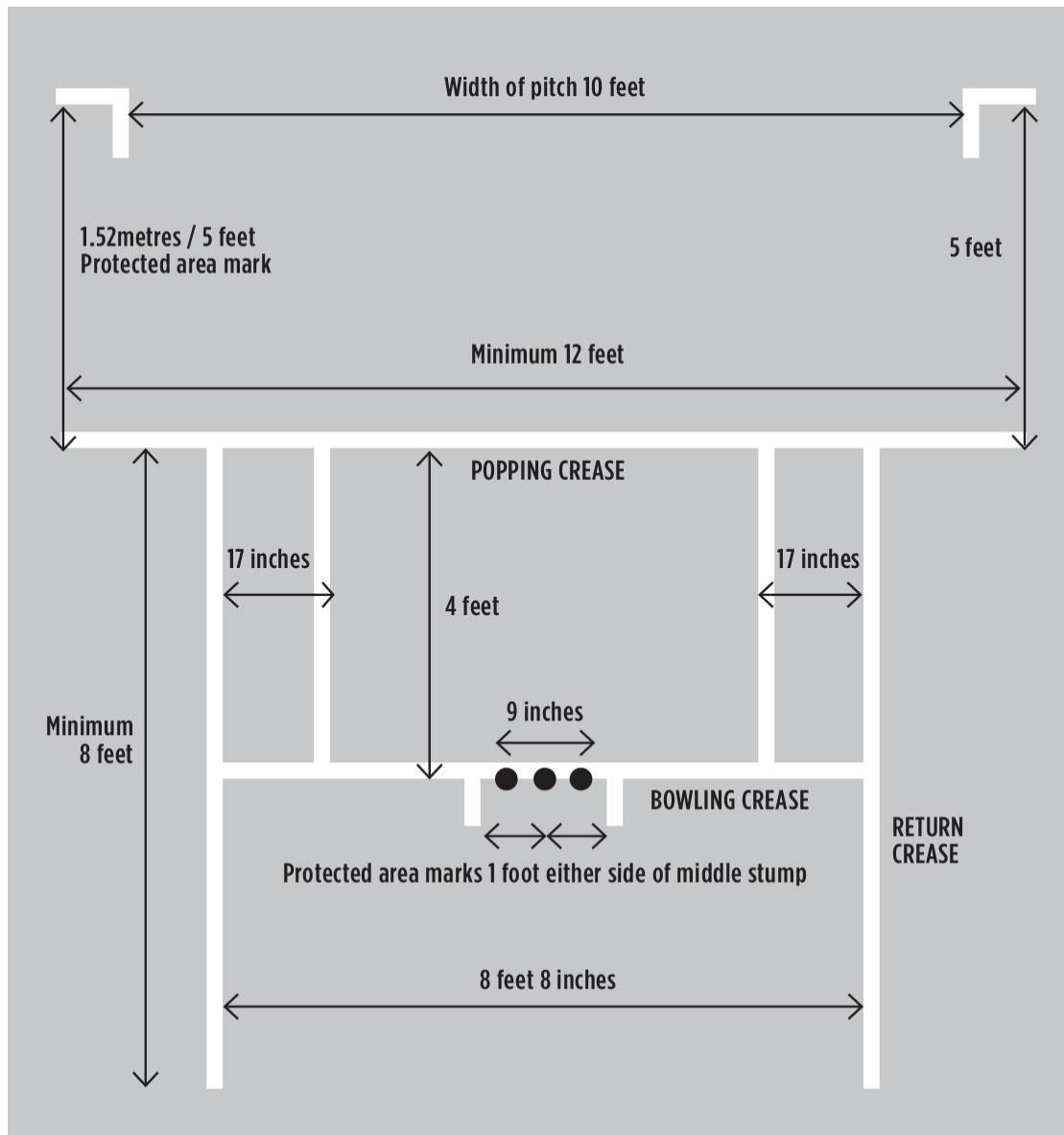
RH Corstorphine v Arbroath United 25 June 2022



APPENDIX 1

Additional Crease Markings - see Admin Rule 11.2 (d)

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. Facilities

Criteria	Requirement	Notes
Grass / Hybrid square	Mandatory	A minimum of 8, but ideally at least 10 strips.
Square and pitch mown to specified lengths	Mandatory	As per the EPL Admin rules specification 11.2 (b).
Outfield mown to specified lengths and free of holes/ruts obstructions	Mandatory	As per the EPL Admin rules specification 11.3.
Boundary marked	Mandatory	Rope, boards or white line must define the boundary. Must be minimum 50 yards from centre of pitch unless exception given by ELMG
Club Groundsman	Mandatory * *Players/Volunteers MUST provide service during games if no groundsman available.	Groundsman: Qualified to I.O.G level 1 (or by experience) and active in ground prep. Players/Volunteers MUST be trained in use of equipment.
Outdoor Nets	Mandatory	Minimum 1 permanent nets of suitable standard or roll on cage.
Sightscreens	Mandatory * * unless for exceptional local conditions	Moveable or permanent sightscreens (min of 4 metres wide and 3.65 metres high). Must be completely outside the playing area.
Covers	Mandatory Side sheets and run up covers: Desirable	Ideally rolling covers, but pitch cover sheets may be used if necessary
Drying Equipment	Sawdust: Mandatory Cloths: Mandatory Brushes: Mandatory Forks: Mandatory Squeegee/Sopper: Desirable Coverings for areas likely to cause delays: Desirable	Must be available throughout the match
Rollers	Mandatory	At least one of (but ideally both): Light Roller 75kg to 100kg Heavy Roller 500kg to 1000Kg or more
Changing Rooms	Mandatory	Separate rooms for Home Team, Away Team and Umpires

Showering and toilet facilities	Mandatory	Must be clean and hygienic.
Scoreboard	Mandatory Total, Wickets, Overs Bowled, 1st Innings Total, DLS score	Must provide a separate location for scorers with view of the 90% of pitch and clear sightline to umpires
Tea Room	Mandatory	Must provide a room where teas can be served.
First Aid Kit	Mandatory Desirable to have a qualified first aider in attendance at each match	Must be appropriately stocked
Telephone	Mandatory	Mobile OK as long as number remains the same all season

2. Participation

Second XI	Mandatory	Must compete in Cricket Scotland recognised league.
Junior Teams	All Stars: Mandatory* U10 Softball: Mandatory* *1 out of the 2 MUST be run U12 Softball: Mandatory# U12 Hardball: Mandatory# #1 out of the 2 MUST be run U14 Hardball: Desirable U16 Hardball: Desirable Girls: Desirable	Must compete in local leagues and festivals. Must not scratch > 20% of playable matches. These criteria may be referred to Regional Development Groups if required Each club to provide the ELMG with an end-of-season report detailing evidence of junior criteria
Women & Girls Section	Desirable	
Holiday Camps	Desirable	
Summer Training	Weekly sessions throughout Season: Mandatory	Detailed in the end-of-season report
Winter Training	A programme of sessions over the winter: Desirable	
Schools/Community Programme	Desirable	Clubs can approach their CS Regional Development Officer to facilitate this

3. Coaching

Junior Section	Head Junior Coach UK Level 2 qualified (or equivalent) : Mandatory * * May be waived by exception on request to ELMG	
Junior Section	1 qualified coach to each participating junior team/group: Mandatory * * May be waived by exception on request to ELMG	
Junior Section	Coach/Player Ratio of 1:10: Desirable	Detailed in the end-of-season report

4. Governance

Child Protection and Wellbeing Officer (CPWO)	Mandatory	CPWO must also be a member of the PVG scheme through the club.
Junior Coaches	Mandatory	All Junior Coaches must be a member of the PVG scheme through the Club
Club Sustainability	Mandatory	Each Club to provide an agreed Programme with their CS Regional Development Officer. It is the Clubs responsibility to approach the CS RDO to facilitate this
Pre Season Umpires Meeting	Mandatory	A senior member (ideally Captain) of the club must attend the Umpires pre-season meeting. Sanctions may be imposed as per rule 8.1
End of Season Junior Participation Report	Mandatory	Each club to provide the ELMG with a report by end week 19 detailing their evidence of Junior criteria.

ECB FAST BOWLING MATCH DIRECTIVES

Age Maximum	Maximum Overs Per Spell	Maximum Overs Per Day
Up to 13	5 overs	10 overs
Under 14, Under 15	6 overs	12 overs
Under 16, Under 17	7 overs	18 overs
Under 18, Under 19	7 overs	18 overs

Please follow the link for full details:

[ECB Fast Bowling Match Directives](#)

SAFETY GUIDANCE ON THE WEARING OF CRICKET HELMETS AND FACEGUARDS BY YOUNG PLAYERS

Please follow the link for full details:

[ECB Safety Guidance on the Wearing of Cricket Helmets by Young Players](#)

FIELDING REGULATIONS

Please follow the link for full details:

[ECB Fielding Regulations for Young Players](#)

COACHING REGULATION

Coaching shall not be permitted from the sidelines during a match. In such an event, the umpire(s) shall request the coach/manager/parent to stop. If this persists, the umpire shall have the power to warn the offending team captain and manager that the matter will be reported to ELMG.

**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 7	_____ / _____ overs
Duration of Powerplay Overs – see Appendix 7	
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 7	_____ / _____ overs
Duration of Powerplay Overs - see Appendix 7	_____ + _____ + _____
 Rescheduled Cessation of Play	
Length of innings (I x 4)	_____ (J)
Time at start of innings	_____ (K)
Rescheduled cessation time (K + J + D)	_____ (L)

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 22 Bowling Restriction (*)	Rule 22 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.

POWERPLAYS – 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

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 1stinnings, the umpires will record the details of any interruption, ie 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 2ndinnings, 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 2ndinnings.
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 2ndinnings for breaches of Law 41 or 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.

- (i) In the event of a team being all out in less than its full quota of overs, the calculation of its Run Rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- (ii) Where a match is abandoned, but a result is achieved under Duckworth Lewis Stern, for Run Rate purposes Team 1 will be credited with Team 2's par score on abandonment from the same number of overs faced by Team 2
- (iii) Where a match is concluded but with Duckworth Lewis Stern having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 from the total number of overs allocated to Team 2 to reach the target.
- (iv) The Run Rate Ratio for team 1 is Run Rate 1 / Run Rate 2. The Run Rate Ratio for team 2 is Run Rate 2 / Run Rate 1.
- (v) Run Rates are calculated as follows:
RR1 = (actual score or DLS par score) x 100 / number of balls allocated
RR2 = runs scored x 100 / (number of balls received or allocated). Only legitimate balls are included in the calculation.

Examples: All calculations of Run Rate and Run Rate ratios **are simplified to 2 decimal places.**

- (a) If team 1 scored 200 in its innings of 50 overs and team 2 was faced with a revised target of 150 in 30 overs and in fact scored 120 from those 30 overs, then the respective team **RR ratios** are: team 1, **1.24**, and team 2, **0.81. No RR ratio bonus points awarded to the losing team.**

Calculations: RR for team 1 is 82.78 per 100 balls ($149 \times 100/180$) and the RR for team 2 is 66.67 per 100 balls ($120 \times 100/180$). The RR ratios are therefore: team 1, $82.78/66.67 = 1.24$ and team 2, $66.67/82.78 = 0.81$.

- (b) If team 1 scored 219 in its innings of 50 overs and team 2 scored 220 runs in 45.0 overs, i.e. in 270 balls, then the respective team **RR ratios** are: team 1, **0.90**, and team 2, **1.12. Two losers RR ratio bonus points are awarded to team 1.**

Calculations: RR for team 1 is 73.00 per 100 balls ($219 \text{ runs} \times 100/300 \text{ balls}$), and the RR for team 2 is 81.48 per 100 balls ($220 \text{ runs} \times 100/270 \text{ balls}$). The RR ratios are therefore: team 1, $73.00/81.48 = 0.90$ and team 2, $81.48/73.0 = 1.12$.

If team 2 had scored the 220 runs in 44.5 overs, ie 269 balls, team 1 would **not** have earned two losers RR ratio bonus points. Team 2 new RR is 81.78 and team 1's RR ratio $73.0/81.78 = 0.89$.

- (c) Match delayed and started with 46 overs per side. There were 2 rain interruptions (one of 4 overs with score 35 for 1 after 10, and one of 7 overs with score 120 for 4 after 30) reducing available overs per side to 35. Team 1 scored 152 for 7 in its innings of 35 overs. DLS calculated revised target score to win for team 2 is 168 in 35 overs with a par score of 167 to tie. Team 2 innings uninterrupted and scored 148 in 32.4 overs, **the respective team RR ratios are: team 1, 1.13, and team 2, 0.89. No RR ratio bonus points awarded to the losing team.**

Calculations: RR for team 1 is 79.52 per 100 balls ($167 \times 100/210$) and the RR for team 2 is 70.48 per 100 balls ($148 \times 100/210$). The RR ratios are therefore: team 1, $79.52/70.48 = 1.13$ and team 2, $70.48/79.52 = 0.89$.

(a) In the Play Off match 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 ELMG. 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 the 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 the 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.

Home Team	Visiting Team	Date
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First Innings		Second Innings	
Team 1		Team 2	
Actual Start Time		Start Time	
End Time		End Time	
Duration of Innings	mins	Duration of Innings	mins
Deductions (detail below)	mins	Deductions (detail below)	mins
Net Duration		Net Duration	
mins		mins	
Scheduled Overs		Scheduled Overs	
Actual Overs		Actual Overs	
Score (Actual & DLS Par)		Score (Actual)	
*RR1 (per 100 balls)		*RR2 (per 100 balls)	

*Note: RR1 = Run Rate Team 1 : RR2 = Run Rate Team 2

RRR = Run Rate Ratio for Losing Team

<p>*RR1 = $\frac{\text{Actual score : Par score if DLS}}{\text{No. of balls allocated}}$ x 100 (if Par score then T2 allocation applies)</p> <p>= ----- = (to 2 decimal places)</p>	<p>*RR2 = $\frac{\text{Actual Score} \times 100}{\text{No.of balls received (if T2 wins) OR No.of balls allocated (if T2 loses)}}$</p> <p>= ----- = (to 2 decimal places)</p>
<p>*RRR = $\frac{\text{RR1}}{\text{RR2}}$ when Team 1 loses or RRR = $\frac{\text{RR2}}{\text{RR1}}$ when Team 2 loses.</p> <p>RRR = ----- = (to 2 decimal places)</p>	

Points	Team 1	Points	Team 2
Win (10)		Win (10)	
Tie (5)		Tie (5)	
Bonus Points (2)		Bonus Points (2)	
less Deductions		less Deductions	
Slow Over Rate		Slow Over Rate	
Total Points		Total Points	

Scorer (Y/N)		Scorer (Y/N)	
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Were DLS Computer / Printer available and were DLS reports produced as required ? (details if not)	
Was pitch remarked at interval and were fielding circles correctly marked ? (details if not).	

DUCKWORTH LEWIS STERN REPORT

(to be completed if the number of overs was reduced in either innings)

Number of overs per side at start of match : _____**DETAILS OF INTERRUPTIONS****FIRST INNINGS**

Overs.balls bowled	Runs	Wickets	Length of Interruption	Overs lost	Revised overs per Innings
			mins		
			mins		
			mins		

1ST INNINGS FINAL SCORE / OVERS	
DLS PAR SCORE (at start of 2nd innings)	
2ND INNINGS ALLOCATED OVERS	

SECOND INNINGS

Overs.balls bowled	Runs	Wickets	Length of Interruption	Overs lost	Revised overs	Revised Par Score
			mins			
			mins			
			mins			

If the innings is abandoned:

Score at abandonment		Overs.balls bowled		Revised Par Score	
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ADDITIONAL COMMENTS

Umpire 1		Umpire 2	
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Please email this form within 48 hours of the match in order that the match points can be verified, to georgeburns@cricketscotland.com

Summary of Previous Year

Team	P	W	T	L	Pts	%	NRR
Heriots	17	15	0	2	391	92.00	2.12
Grange	17	13	0	4	329	77.41	0.88
Forfarshire	17	12	0	5	320	75.29	1.04
Carlton	17	9	1	7	274	64.47	0.25
RH Corstorphine	17	9	0	8	261	61.41	0.14
Watsonian	18	8	0	10	242	53.78	0.21
Stewart's Melville	18	6	0	12	204	45.33	-0.82
Falkland	17	5	1	11	178	41.88	-1.18
Stoneywood Dyce	17	5	0	12	173	40.71	-0.70
Arbroath United	17	3	0	14	101	23.76	-1.73

Top 5 Run Scorers

897	Craig Wallace	Forfarshire
824	Oliver Hairs	Watsonian
660	Michael Carson	Watsonian
658	Liam Naylor	RH Corstorphine
580	Shaylen Pillay	Stewart's Melville

Top 5 Highest Runs Scores

162	Mathew Cross	Heriots
144*	Liam Naylor	RH Corstorphine
141	Michael Carson	Watsonian
132	Durness Mackay-Champion	Heriots
128	Christopher Greaves	Grange

Top 5 Batting Averages

Name	Team	Inns	NO	Runs	High	Ave
Dylan Budge	Grange	4	1	299	109	99.67
Michael Shean	Heriots	3	1	155	118*	77.50
Willem Lubbe	Arbroath United	7	1	450	127*	75.00
Liam Naylor	RH Corstorphine	13	3	658	144*	65.80
Craig Wallace	Forfarshire	16	2	897	115*	64.07

Top 5 Most Wickets Taken

37	Jack Hogarth	Forfarshire
34	Neel Tandel	Stewart's Melville
33	Charles Cassell	Falkland
27	James Dickinson	RH Corstorphine
26	Oliver Hairs	Watsonian

Top 5 Catchers (not WK)

12	Tom Foulds	Grange
11	Lloyd Brown	Heriots
10	Lyle Robertson	Falkland
9	Brandon James	RH Corstorphine
9	Steven Parker	Stewart's Melville

Top 5 Catchers (WK)

20	Tom Simpson	Carlton
14	Mathew Cross	Heriots
14	Callum Martin	Heriots
13	Marc Petrie	Arbroath United
12	Andrew Maclaren	Stoneywood Dyce

Stumpings Taken

8	Callum Garden	Forfarshire
3	Marc Petrie	Arbroath United
3	Tom Simpson	Carlton
3	Matthew Cross	Heriots