

CRICKET SCOTLAND SCOTTISH CUP RULES 2023

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SCOTTISH CUP RULES 2023

1. The Competition shall be known as the **Scottish Cup** and will be played for by qualifying clubs (Rule 4).
2. The Competition shall be run by the Competitions Management Group (CMG) of Cricket Scotland (CS).
3. In all matches, the current Laws of the Marylebone Cricket Club shall apply except as amended in these Rules. Law 42 will apply even if only one CSMOA appointed umpire is in attendance.
4. The Competition shall be open to clubs who play in the Eastern Premier League, Western Premier Division, ESCA Championship*, Western First Division* and the Strathmore & Perthshire Cricket Union NE Championship.*
* Clubs in these leagues are given the option to enter the Scottish Cup or the CS Challenge Cup.
5. All participating clubs must be paid-up members of Cricket Scotland in the year of the Competition and have paid the agreed entry fee before their first match.
6. The draw shall be organised by the CMG and will be on a straight knock out basis. Reserve dates will be allocated in each Round.
7. Any club failing to fulfil a fixture, without an acceptable reason, may be subject to sanctions by the CMG as per Rule 28 below. In addition, any Away Club who withdraws from the Competition may be liable for any legitimate expenses, as determined by the CMG, incurred by the Home Club.
8. **Competition Final**
This will be played on a stipulated date at a ground selected by the CMG and shall start at 12.00pm. One reserve date will be fixed for the final. Should no result be obtained on the reserve date, the finalists will be considered joint winners of the Cup. Alternative venues may be considered for the Final when the reserve date has to be used.
9. **Playing Conditions**
All clubs are responsible for providing facilities, which comply with the required standard of the League in which the club plays. Only grass or hybrid pitches are acceptable. Coloured clothing is not compulsory, but clubs are again strongly encouraged to wear coloured clothing in 2023. LED stumps and bails are also permitted.

Cricket Balls
Thanks to sponsorship in 2023 from Lords Cricket Balls, **two pink balls per innings** will be used in the Competition and will be provided free of charge by CS. Two new balls must be used for each innings, one from each end. Should only 1 pink ball become available, then it should be used from both ends.

Teas
It will be up to each home club to advise the visiting club and the umpires by the Tuesday preceding the match whether, or not, it will be providing teas.
10. **Eligible Players**
 - (a) Players in the Competition must be eligible and registered to play in the current season for the Club 1st XI in Saturday league matches.
 - (b) Scottish Qualified Players, who are currently playing outside Scotland are also eligible to play. Registration of such players must take place by 1st April in the current season in order for the player to play without prior approval of the CMG.
 - (c) No player, even if transferred, may participate in the Competition in any one season for more than one Club.

11. Team Sheets / Toss

Umpires should be present at the ground no later than 45 minutes prior to the start of play. At least one umpire shall be present at the toss which shall take place between 15 and 30 minutes before the scheduled starting time. Team sheets must be exchanged by the Captains and a signed copy handed to the umpires before the toss can take place. Another copy must be handed to the scorers.

12. Duration of Matches

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

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

- (a) Each team shall bat for 50 overs unless all out earlier. In that case the team is 'deemed' to have batted its scheduled number of overs.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The team batting second shall receive its full quota of 50 overs, irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- (c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs

- (d) If the team fielding second fails to bowl 50 overs by the scheduled cessation time of the second innings, the hours of play shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result is achieved.
- (e) In either innings Umpires are allowed to make allowances for stoppages outside the control of the fielding side such as, but not exclusively, for injury or lost ball.

14. Delayed or Interrupted Matches

- a) The minimum number of scheduled overs per side in a match will be 20. A game cannot start if neither side has an opportunity of receiving at least 20 overs. In addition, if there are interruptions in the first innings of a match, which result in the number of overs to be faced by both sides being reduced, then the game will be abandoned if this recalculated number is less than 20.
- (b) In all reduced overs matches both teams will be given 4 minutes' leeway to complete their allocated number of overs.
- (c) In the event of a game being seriously delayed or interrupted, then tea should be taken, where possible, to allow as much cricket as possible to be played.

15. Delay or Interruption to the Innings of the Team Batting FIRST (Refer to Appendix 3)

- (a) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 4 minutes per over in the total remaining time available for play. When calculating the length of remaining playing time available for the match the duration of the interval will be taken into account.
- (b) The revision of the number of overs should ensure that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (c) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 4 minutes per over. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, interruptions in play and intervals (excluding those for drinks) will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required, one additional over should be allocated to each side, with the interval and close of play times recalculated accordingly.
- (d) If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close of play resulting from the previous interruption.
- (e) As soon as the total minutes of playing time remaining are less than the completed overs faced by the side batting first, multiplied by 4, then the first innings is terminated. See calculation sheet, Table 2 and Table 3.
- (f) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
- (g) Umpires can make allowances for stoppages outside the control of the fielding side such as, but not exclusively, for injury or lost ball. Such allowances will not influence the recalculated number of overs but may delay the scheduled close of either innings.

16. Delay or Interruption to the Innings of the Team Batting SECOND (Refer to Appendix 3, Table 4)

- (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) To constitute a match, a minimum of 20 overs must be bowled to the team batting second subject to the innings not being completed earlier.
- (d) 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.
- (e) A fixed time will be specified for the close of play by applying a rate of 4 minutes per over. Except for drinks intervals, the timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time. This calculation must not cause the match to finish earlier than the original time for cessation of play.
- (g) If the team fielding second fails to bowl the revised number of overs by the scheduled or re-scheduled close of play, the hours of play shall be extended, subject to conditions of ground, weather and light, until the overs have been bowled or a result achieved.
- (h) Umpires can make allowances for stoppages outside the control of the fielding side such as, but not exclusively, for injury or lost ball. Such allowances will not influence the recalculated number of overs but may delay the scheduled close of the second innings.

17. Bowling restrictions

- (a) No player may bowl more than 10 overs in an innings. 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 2)
- (b) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, then the bowler will be allowed to finish the incomplete over.
- (c) In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- (d) CS subscribes to ECB Directives and, consequently, there are restrictions on the number of overs, which may be bowled by young players. These restrictions are mandatory.
- (e) **Wide Ball - Judging a Wide**

(i) Leg side

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

There are two exceptions to this Rule:

- (i) It is not a wide when the batter 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 wide, as defined in (e) (i) above, when the batter plays or attempts to play or aborts playing a reverse sweep or switch hit.

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

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

(ii) Off side

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

There is one exception to this Rule.

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

(iii) Short Pitched Bowling

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

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

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

In addition, a ball that passes above head height of the batter, 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 batters 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 batters and, as soon as practicable, to the captain of the batting side.

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

18. Free Hit after No Ball

- (a) The delivery following a no ball shall be a free hit for whichever batter 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 batter 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) Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless there is a change of striker or the no ball was due to a fielding breach in which case the field is to be changed to the extent of correcting the breach.
- (d) A bowler may change the mode of delivery for a free hit.
- (e) The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

19. Fielding Restrictions / Powerplays

- (a) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- (b) Two semi-circles shall be drawn on the field of play. The fielding semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 27.43 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 4.57 metres (5 yards) apart, covered by circular white plastic or rubber (but not metal) discs 18 centimetres (7 inches) in diameter.
- (c) In addition to the restriction contained in Rule 19 (a) above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplays) are set out in the following paragraphs.
- (d) Powerplay 1 – no more than two (2) fieldsmen shall be permitted outside the 30 yards fielding restriction area, as defined in Rule 19 (b), at the instant of delivery. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- (e) Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- (f) Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside the fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- (g) In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table in Appendix 2.
- (h) If play is interrupted during an innings and the table in Appendix 2 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.
- (i) At the commencement of Powerplay 2 and Powerplay 3, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- (j) In the event of an infringement of any of the above fielding restrictions, the striker's end 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.

20. Result

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

Uninterrupted match

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

Interrupted match

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

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

In the event of 'no result' being achieved, clubs will play on the scheduled reserve date. If the Away Club has reached the ground on the original date and no play is possible, or if the match is abandoned with "No Result", the Away Club will automatically become the Home Club for the match on the scheduled reserve date. This change of venue will not apply if the Away Club has been advised under Rule 24 below that the ground is unfit for play but, nevertheless, decided to travel. If both clubs agree, a reduced match (minimum 10 overs per side) can take place on the reserve date.

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

The venue for the agreed "third date" will again be automatically reversed if the criteria described above are met on the scheduled reserve date.

N.B. If a match on the reserve date or the 'third date' is interrupted and 'no result' is possible, it is permissible (if both teams agree) to abandon that match and start a 'new' match of 10 overs per side on that day. This option is permitted to avoid, if possible, the requirement for a bowl out. See Appendix 2 for Bowling and Powerplay Fielding Restrictions in 10 over matches.

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

Five players from each team, alternately, will bowl overarm two consecutive deliveries each at three stumps at a distance of 22 yards. The team scoring the greater number of "hits" shall be the winner. A "hit" is scored only if the ball removes completely either bail from the top of the stumps i.e. the wicket is down (Law 29). If the scores are equal the same cricketers will bowl one ball each alternately to achieve a result on a "sudden death" basis

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

(f) **No result – Final**

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

If a match on the reserve date is interrupted and 'no result' is possible, it is permissible (if both teams agree) to abandon that match and start a 'new' match of 10 overs per side on that day. This option is permitted to avoid, if possible, the requirement for a bowl out. See Appendix 2 for Bowling and Powerplay Fielding Restrictions in 10 over matches.

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

Five players from each team, alternately, will bowl overarm two consecutive deliveries each at three stumps at a distance of 22 yards. The team scoring the greater number of "hits" shall be the winner. A "hit" is scored only if the ball removes completely either bail from the top of the stumps i.e. the wicket is down (Law 29). If the scores are equal the same cricketers will bowl one ball each alternately to achieve a result on a "sudden death" basis.

21. Umpires

- (a) **Accommodation**
Ideally, there should be separate accommodation provided for the umpires, of a same standard to the players' dressing rooms.

- (b) **Match Fee / Travelling Expenses**
CSMOA shall, where possible, appoint Umpires for all matches. Umpires will be paid via the 'Who's The Umpire' application (WTU) - <https://www.whostheumpire.com> - with both Home and Away clubs being invoiced by WTU. The amount of the umpiring match fee will be set each year and confirmed pre-season by CS. Each club will be responsible for one umpire's match fee.

Clubs must refund CSMOA promptly as required by its invoice Terms & Conditions, or sanctions may be imposed under Rule 28.

In matches where only one umpire is available, that umpire will be paid one and a half the agreed match fee shared between both clubs. The payment of umpires' travelling expenses will be made by CSMOA upon receipt of a claim from the umpire(s) using WTU.

- (c) **Umpires' Reports**
An Umpires Report form and Pitch Report form must be completed by the umpires on WTU by the end of Monday night following the match.

22. Match Returns

- (a) Returns will be made by the home side using the prescribed scorecard submission form via its CS Live login. In all cases, the form should be completed for every fixture where any play has taken place and submitted no later than 5pm on the Wednesday immediately following the match.
- (b) The home club should provide summary details of a game immediately following its end or cancellation, and no later than 10pm on the day of the game via CS Live as above.
- (c) The captain of each team must complete the 'Captain's Report on Umpires' and submit it via <https://www.whostheumpire.com> within 7 days of each game where any play has taken place. This form should be completed to ensure that any comments made are meaningful.

23. Declaration

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

24. Weather Issues Prior to Match

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

25. Complaints

Any complaint by one club against another club must be notified to the CMG by email, to georgeburns@cricketscotland.com by midnight on Tuesday following the match. The CMG retains the right to investigate any matters which come to its attention outwith this period. The CMG will determine the process to be followed. Any decision of the CMG can be subject to appeal to the CS Appeals Committee.

26. 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.

27. Safety Guidelines

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

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

28. Sanctions

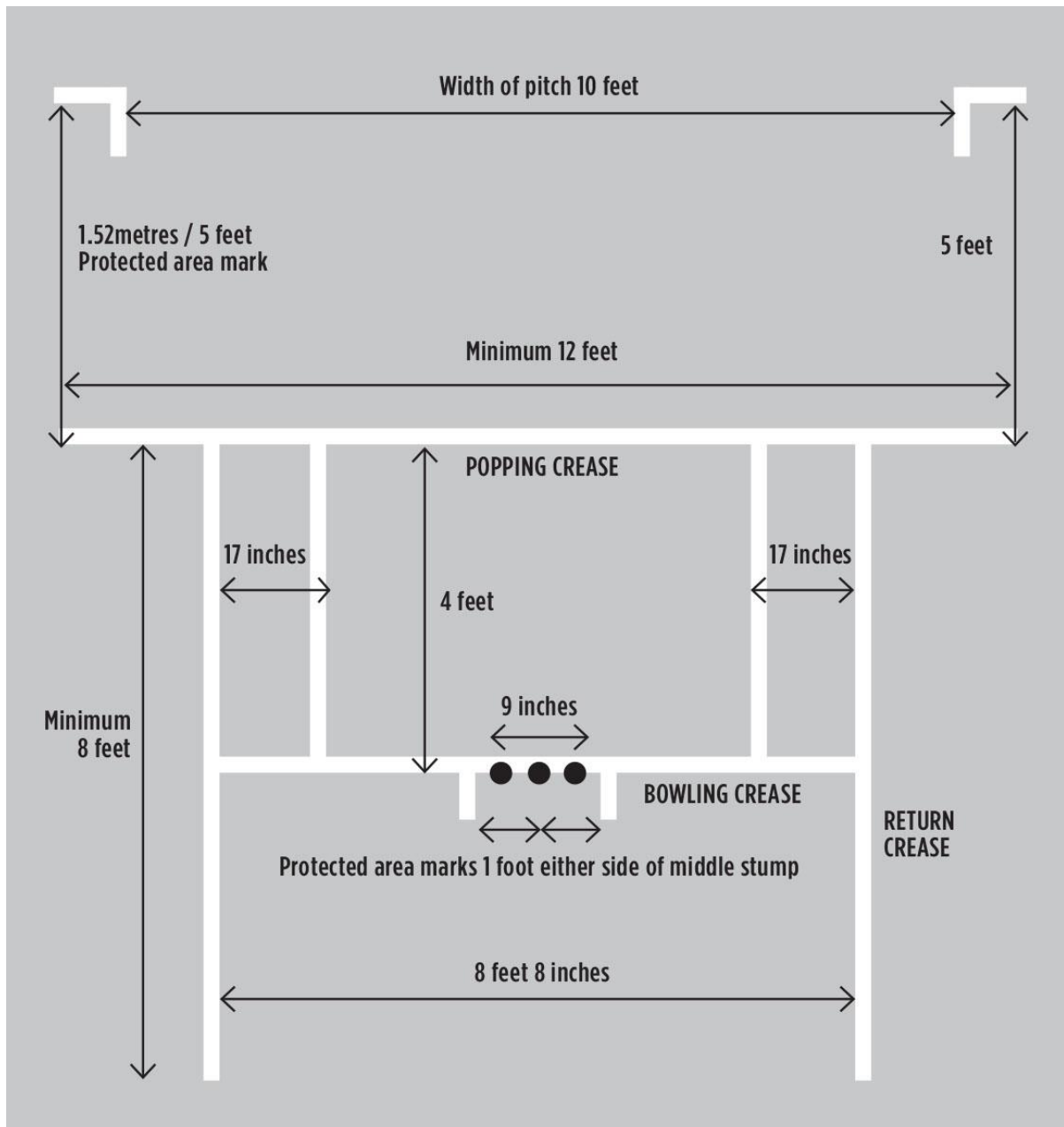
The CMG shall have the power to impose sanctions on any club and / or player in breach of the provisions of these rules. Without prejudice to the foregoing generality, the CMG shall have the power (i) to suspend a club's participation in the competition or the Challenge Cup for a specified number of 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.

ADDITIONAL CREASE MARKINGS

APPENDIX 1

Additional Crease Markings – see Rule 17 (e)

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



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

BOWLING AND FIELDING RESTRICTIONS

APPENDIX 2

Bowling and Fielding Restrictions in a match with reduced overs.

(*) This number is the general restriction.

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

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

- + example:** (i) After 16 overs, rain interrupts play and the innings is reduced to 32 overs.
(ii) Both opening bowlers have bowled 8 overs
(iii) Two bowlers can bowl 7 overs and three bowlers can bowl 6.
(iv) Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.

POWERPLAY – FIELDING RESTRICTIONS

For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
20	1 - 4	5 - 16	17 - 20
21	1 - 4	5 - 17	18 - 21
22	1 - 5	6 - 18	19 - 22
23	1 - 5	6 - 19	20 - 23
24	1 - 5	6 - 19	20 - 24
25	1 - 5	6 - 20	21 - 25
26	1 - 5	6 - 21	22 - 26
27	1 - 6	7 - 22	23 - 27
28	1 - 6	7 - 23	24 - 28
29	1 - 6	7 - 23	24 - 29
30	1 - 6	7 - 24	25 - 30
31	1 - 6	7 - 25	26 - 31
32	1 - 7	8 - 26	27 - 32
33	1 - 7	8 - 27	28 - 33
34	1 - 7	8 - 27	28 - 34
35	1 - 7	8 - 28	29 - 35
36	1 - 7	8 - 29	30 - 36
37	1 - 8	9 - 30	31 - 37
38	1 - 8	9 - 31	32 - 38
39	1 - 8	9 - 31	32 - 39
40	1 - 8	9 - 32	33 - 40
41	1 - 8	9 - 33	34 - 41
42	1 - 9	10 - 34	35 - 42
43	1 - 9	10 - 35	36 - 43
44	1 - 9	10 - 35	36 - 44
45	1 - 9	10 - 36	37 - 45
46	1 - 9	10 - 37	38 - 46
47	1 - 10	11 - 38	39 - 47
48	1 - 10	11 - 39	40 - 48
49	1 - 10	11 - 39	40 - 49

MATCHES OF 10 OVERS PER SIDE

Bowling restrictions

Reduced Innings Overs allocation	Bowling Restrictions – all bowlers
10	2

Powerplays – Fielding Restrictions

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
10	1 - 2	3 - 8	9 - 10

SCOTTISH CUP RULES

APPENDIX 3

Table 1 : Calculation sheet for use by UMPIRES when delays or interruptions occur in the FIRST innings.

Time

Net playing time available at start of the match	400 mins (A)
Time innings in progress	_____ (B)
Playing time lost	_____ (C)
Extra time available (30 minutes if 12 noon scheduled start, Rule 12(e))	_____ (D)
Extra time available (20 minutes) from reduced interval if tea taken early	_____ (E)
Effective playing time lost (C – (D + E))	_____ (F)
Remaining playing time available (A – F)	_____ (G)

Overs and Bowling / Fielding Restrictions

Overs in match (G / 4) (round up, plus 1 if necessary to an even number)	_____ (H)
Max.overs per team (H / 2)	_____ (I)
Maximum overs per bowler – see Appendix 2	_____ / _____ overs
Duration of Powerplay Overs – see Appendix 2 First Innings	_____ + _____ + _____

Rescheduled Playing Hours

First innings to commence or recommence	_____ (J)
Length of innings (I x 4) in minutes	_____ (K)
Rescheduled first innings cessation time (J + (K – B))	_____ (L)
Length of interval in minutes	_____ (M)
Second innings commencement time (L + M)	_____ (N)
Rescheduled second innings cessation time (N + K)	_____ (O)*

- *Ensure that the match is not finishing earlier than the original or rescheduled cessation time. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this happening.*

SCOTTISH CUP RULES 2023
APPENDIX 3
Table 2 : Calculation sheet for use by UMPIRES to check whether an interruption during the first innings should terminate the innings.

Proposed re-start time	_____ (P)
Re-scheduled cut-off time allowing for full use of any extra time provision	_____ (Q)
Minutes between (P) and (Q)	_____ (R)
Potential overs to be bowled ($R / 4$) (round up fractions)	_____ (S)
Number of complete overs faced in first innings	_____ (T)
If S is greater than T then revert to Table 1	
If S is less than equal to T then the first innings is terminated – go to Table 3.	

Table 3 : Calculation sheet for the start of the second innings

If first innings was terminated, S from Table 2	_____ (A)
Scheduled length of innings : $A \times 4$	_____ (B)
Start time	_____ (C)
Scheduled cessation time (C + B)	_____ (D)
Maximum overs per bowler – see Appendix 2	_____ / _____ overs
Duration of Powerplay Overs	_____ + _____ + _____

Table 4 : Calculation sheet for use when interruption occurs after the start of the second innings

Time	
Time at start of second innings	_____ (A)
Time at start of interruption	_____ (B)
Time innings in progress (minutes)	_____ (C)
Restart time	_____ (D)
Length of Interruption (D – B)	_____ (E)
Additional time available (any unused provision for extra time and / or for earlier than scheduled start of 2nd innings)	_____ (F)
Total playing time lost (E – F)	_____ (G)
Overs and Bowling / Fielding Restrictions	
Maximum overs at start of second innings	_____ (H)
Overs lost ($G / 4$) (round down fractions)	_____ (I)
Adjusted maximum overs in innings (H – I)	_____ (J)
Rescheduled length of innings ($J \times 4$) in minutes	_____ (K)
Amended cessation time of innings (D + (K – C))	_____ (L)
Maximum overs per bowler - see Appendix 2	_____ / _____ overs
Duration of Powerplay Overs - see Appendix 2	_____ + _____ + _____

OPERATION OF DUCKWORTH LEWIS STERN**APPENDIX 4**

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

APRIL 2023