



## **Challenger League Rules 2024**

***"In 2024, there will be a Challenger League North (7 teams), a West Challenger League (5 teams) and an East Challenger League (7 teams). Fixtures will be played locally, to reduce travel time and allow for midweek games where possible. Clubs are encouraged to arrange additional fixtures against teams from other regions, if possible.***

### **1. Promotion and Relegation**

- **There will be no promotion or relegation from this League.**

### **2. Fixtures**

- **Cricket Scotland shall arrange fixtures for the League and shall notify clubs of such fixtures as soon as practicable each year.**
- **Clubs may re-arrange fixtures by obtaining the consent of their opponents and they will advise Cricket Scotland of any changes.**

### **3. Playing Conditions**

- **Pitch - the home club in any fixture shall be responsible for the provision of a pitch (and notification of the venue and type of pitch turf or artificial, to opponents on the Wednesday prior to the fixture), regulation stumps and bails and for the proper marking of the pitch and boundary.**
- **Ball – each team provide a 5oz pink ball. A new ball is preferable, however a second-hand prescribed ball may be used.**
- **Points - each league will have a points table, which will be available on CSLive. Two points are awarded for a win, one for a tie and no points for a loss.**
- **Duration of matches – matches will comprise of 20 overs per side. This can be increased to up to 30 overs or reduced to 10 overs with the agreement of both clubs.**
- **In the event of bad weather, the home team is responsible for informing the away team as soon as possible that no play is likely to be possible.**
- **A full 22 yard pitch shall be used. Artificial pitches are permitted but, if used, the Home club must notify the Away club so that appropriate footwear is worn.**
- **The default number of players for a side is 8 however through agreement with the opposing team this number can be increased up to 11. This should be agreed prior to the match day.**
- **To fulfil a fixture a team needs 6 or more players.**

- **Players batting will be required to retire upon reaching 30 and may return on the fall of the last wicket. If teams agree to a 30 over game then this can be extended to 50 runs.**

#### **4. Players**

**It is encouraged that all players should be Bona Fide members of the clubs for which they play however it is acceptable if guest players are borrowed from other clubs to be able to play a fixture.**

**No player that has represented Scotland u19 Women, Scotland A or Scotland Women may play in the Challenger League.**

#### **5. Player Registration**

**Players should be registered by the club on CSLive. Guest players can be made available for selection via the transfer process on CSLive. Club administrators can do this themselves.**

#### **6. Start and Finish Times**

**Games played on Sundays will start at 12 noon or 1pm if advised due to ground availability. Games however can be rescheduled to a midweek game with the agreement of both teams.**

#### **7. Bowling Restrictions**

- **No bowler may bowl more than 1/5 of the available overs in an innings.**
- **Any delivery, of any pace, which passes or would have passed on the full above waist height of the striker standing upright at the crease shall be called and signalled no-ball. The delivery following a no ball will be a free-hit**

#### **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.**

- **There will be a maximum of 8 balls in an over, apart from the last two scheduled overs of each innings. In the event that the final ball of an over restricted in length to 8 deliveries, is a no-ball, subsequent deliveries shall be permitted in order to cater for a free hit.**

## **8. Wides**

**As a guide, if the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a normal cricket stroke both from where they are standing and from where they should normally be standing at the crease, the Umpire shall call and signal 'Wide Ball'.**

## **9. Match Returns and Complaints**

**The home team is responsible for submitting the match score, short score is sufficient, on CS Live by 5pm on the Wednesday immediately following the match, using the electronic scoring app or by administering online at <https://admin-cricketscotland.resultsvault.co.uk/login.aspx?mode=0>.**

**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.**

## **10. Umpiring and Scoring**

**It is anticipated these games will be umpired by players or coaches.**

**Scores should be kept by 2 scorers who should record the action at all times. It is anticipated these will be members of the batting side not currently involved in the game.**

**A scoreboard, legible from the pitch, should be provided by the home team. The scoreboard shall show, as a minimum, runs scored, wickets fallen, and the number of overs bowled. The scoreboard shall be updated at least at the end of every over.**