

Eastern Premier League Rules 2020

Part 2: Match Days Rules 15-26 and Appendices 4 - 10

Index

Rule No	Subject	Page
15	Players	2
16	Player registration	3
17	Timing and Duration of Matches	4
18	Uninterrupted Matches	4
19	Delayed or Interrupted Matches	5
20	Delay or Interruption to the Innings of the Team Batting First	5
21	Delay or Interruption to the Innings of the Team Batting Second	6
22	Bowling Restrictions	6
23	Free Hit No Ball	8
24	Fielding Restrictions	8
25	Results and Points	9
26	League Rules	10
Appendix	Subject	
4	ECB Fast Bowling Directives	11
5	Safety Guidance on Wearing Helmets and Faceguards by Young Players	12
6	Calculation Schedule when Delays or Interruption in First Innings	13
7	Calculation Schedule when Delays or Interruptions in Second Innings	14
8	Bowling and Fielding Restrictions	15
9	Operation of Duckworth Lewis Stern	17
10	Run rate and Run Rate Ratios	18

15. 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 if sourced from outwith the European Union, then UK Border Agency regulations must be satisfied.

- (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.

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.

16. 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.

17. TIMING AND 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 before the day of the match, 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, 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 will start at 1pm.
- (c) Umpires shall be empowered to delay the start of a match for reasons other than bad weather but only if some emergency situation arises.
- (d) The scheduled hours of play will be from 12 noon to 7.10pm or from 1.00pm to 8.10pm. There will be two sessions of play, normally of 3 hours 20 minutes each, and separated by an interval of 30 minutes.
- (e) In all matches which are scheduled to start at 12 noon and where the start of play is delayed or play is suspended due to inclement weather, the scheduled close of play may be extended to 7.40pm to allow up to 30 minutes of playing time to elapse before there is a deduction in overs. This extension will not apply to matches which are scheduled to start after 12 noon.
- (f) Umpires shall have the power to suspend play in the event of an emergency situation occurring once play has commenced. It is intended that an emergency situation will only be declared where an extremely serious occurrence has arisen which involves players, officials, the ground or pavilion or which may adversely affect the completion of the game.
- (g) In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran.
- (h) The minimum time for the interval will be 20 minutes. Should that mean a re-scheduled start time then the match end time will be adjusted accordingly.
- (i) One drinks interval per innings is allowed, but no time allowance shall be provided for it. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided no playing time is wasted. No other drinks shall be taken without the permission of the umpires.
- (j) 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.

18. 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

Rule 18 (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 Rule 18 (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.

19. 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.

20. DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING 1ST (Appendix 6)

- (a) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 4 minutes per over in the total remaining time available for play. When calculating the length of remaining playing time available for the match the duration of the interval will be taken into account.
- (b) The revision of the number of overs should ensure that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (c) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 4 minutes per over. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, interruptions in play and intervals (excluding those for drinks) will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required, one additional over should be allocated to each side, with the interval and close of play times recalculated accordingly.
- (d) If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close of play resulting from the previous interruption.
- (e) In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.
- (f) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed. In such a case, a deduction of one (1) point will be made, subject to the allowances in Rules 19 (b) and 20 (i).

- (g) If the team fielding second fails to bowl the revised number of overs by the scheduled or rescheduled 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 (1) point will be made, subject to the allowances in Rules 19 (b) and 20 (i).
- (h) 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.

21. DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING 2ND (Appendix 7)

- (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 Rules 19 (b) and 21 (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.

22. 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 8)
- (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 4 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 2) 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.

23. FREE HIT AFTER NO BALL

- (a) The delivery following a no ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
- (b) For any free hit, the striker can be dismissed only under the circumstances that apply to a no ball, even if the delivery for the free hit is called wide ball.
- (c) Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of Rule 24 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.

24. 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 Rule 24 (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.
- (c) Powerplay 1 – no more than two (2) fieldsmen shall be permitted outside the 30 yards fielding restriction area (as defined in rule 11.5) 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 8.
- (g) If play is interrupted during an innings and the table in Appendix 8 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'.

- (j) In the event of the striker's end Umpire failing to call and signal "No Ball" when the fielding restrictions in this playing condition have been breached or when Law 28.4 has been breached (at the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his/her person whether grounded or in the air is in front of this line). In the event of infringement of this Law by any fielder, 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.

25. 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 9. 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 | - | 10 points |
| (ii) | Each team in a tie | - | 5 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 :

- (i) Bonus points may be awarded to a losing team based on its performance in terms of Run Rate Ratio, calculated to two significant decimal places. The Run Rate for matches of 50 overs a side is calculated as follows: runs scored x 100 balls/300 balls. Only legitimate balls are included in the calculation (see Appendix 10 for examples).
- (ii) The losing team will receive 2 bonus points if its RR ratio is a minimum of 0.90 times that of the winning team.
- (iii) 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

26. 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.

ECB FAST BOWLING MATCH DIRECTIVES

For the purposes of these Directives a fast bowler is defined as a bowler to whom a wicket keeper in the same age group would in normal circumstances stand back to take the ball.

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

Having completed a spell the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his* spell have been bowled from the same end. A bowler can change ends without ending his current spell provided that he bowls the next over that he legally can from the other end. If this does not happen his spell is deemed to be concluded. If play is interrupted, for any reason, for less than 40 minutes any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption have been bowled from the same end. If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.

Once a bowler covered by these Directives has bowled in a match he cannot exceed the maximum number of overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum overs per spell if bowling spin, but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell have been bowled from the same end. If he bowls spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as he reverts to bowling fast.

Captains, Team Managers and umpires are asked to ensure that these Directives are followed at all times.

*Any reference to he/his should be interpreted to include she/her.

Age groups are based on the age of the player at midnight on 31st August in the year preceding the current season.

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

The England and Wales Cricket Board has issued safety guidance on the wearing of cricket helmets by young players.

A young player should not be allowed to bat or to stand up to the stumps when keeping wicket without a helmet with a faceguard against a hard ball in matches and in practice. Coaches, teachers, managers and umpires should always ensure that a young player wears a helmet.

Players should regard a helmet with a faceguard as a normal item of protective equipment when batting against a hard ball, together with pads, gloves and, for boys, an abdominal protector (box). The faceguard should be adjusted to ensure that the size of ball being used cannot pass between the peak of the helmet and the top of the faceguard.

There is a British Standard (BS7928:2013) for cricket helmets and it is in the best interests of players to ensure that their helmet and faceguard conforms to this standard. The ECB is recommending that this guidance is followed by all players up to and including Under 18 age group players. It applies to young players in adult cricket as well as to all junior cricket played with a hard cricket ball.

FIELDING REGULATIONS

No young player in the Under 15 age group or younger shall be allowed to field closer than 7.3 metres (8 yards) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.

For players in the Under 13 age group and below the distance is 10 metres (11 yards).

These minimum distances apply even if the player is wearing a helmet.

Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.

In addition any young player in the Under 16 to Under 18 age groups must wear a helmet and, for boys, an abdominal protector (box) when fielding within 7.3 metres (8 yards) of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

Age groups are based on the age of the player at midnight on 31 August in the year preceding the current season.

COACHING REGULATION

Coaching shall not be permitted from the sidelines during a match. In such an event, the umpire 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

OPERATION OF DUCKWORTH LEWIS STERN

1. It is the Home Club's responsibility to provide a PC or laptop with the DLS software – as supplied by CS - installed and a printer attached. It must also have one person, who does not necessarily need to be the scorer, available to operate the software and produce the necessary documentation. That person must be conversant with the software and capable of using it.
2. During the 1st innings, the umpires will record the details of any interruption, 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 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 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.

RUN RATE and RUN RATE RATIOS

- (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 x 100/180) and the RR for team 2 is 66.67 per 100 balls (120 x 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 runs x 100/300 balls), and the RR for team 2 is 81.48 per 100 balls (220 runs x 100/270 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 148ao 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 x 100/210) and the RR for team 2 is 70.48 per 100 balls (148 x 100/210). The RR ratios are therefore: team 1, 79.52/70.48 = 1.13 and team 2, 70.48/79.52 = 0.89.