

# Playing Rules - Divisions One and Below 2023

## 1. Duration

- a) Start times are as indicated below. Tea, taken between innings, will last for 20 minutes. At the discretion of the umpires, tea may be taken during any stoppage for rain or other causes.
- b) All time lost due to drinks intervals (which must have been agreed before the toss) or late starting of the match, or late resumption after any interval, or any other unavoidable cause including injury to a player, shall be aggregated and taken into consideration in calculating the time allowed for completion of an innings

### c) **Divisions 1 to 6B (All Matches)**

Matches will start at 12.00 noon (September matches 11.30am) and will normally comprise 100 overs. Both sides shall receive not more than 50 overs. There will be no opportunity for the side batting first to declare. Both sides are expected to complete their innings within 3 hours. After this time has elapsed only the batting side shall be entitled to pick up further bonus points.

### d) **Divisions 7A to 9B and Regional Divisions (All Matches)**

Matches will start at 1.00pm (September matches 12.30pm) and will normally comprise 80 overs. Both sides shall receive not more than 40 overs. There will be no opportunity for the side batting first to declare. Both sides are expected to complete their innings within 2h 20mins. After this time has elapsed only the batting side shall be entitled to pick up further bonus points.

## 2. Interference by Weather

### 2.1. Divisions 1, 2A & 2B

- a) Whenever possible, the Duckworth-Lewis-Stern (DLS) method will be used to calculate the Target Score – see (e)
- b) In the event of a delayed start the length of the match will be reduced at a rate of one over per innings for each full seven minutes of playing time lost. See guidance chart on page 32. If there are no further disruptions, then the winner of the match will be the team scoring the most runs.
- c) First innings - When play is suspended during the first innings, the object shall be to rearrange the number of overs so that both sides have the opportunity of batting for the same number of overs. The number of overs lost be calculated based on one over per innings for each full seven minutes of playing time lost.
- d) Second innings - If, owing to a delayed start to the second innings or a suspension of play during the second innings, there is insufficient time for the side batting second to face the same number of overs as the side batting first, the umpires will re-calculate, (on every occasion) the number of overs to be bowled and the new target score that is required. The number of overs to be bowled shall be reduced at a rate of one for every full 3 1/2 minutes of playing time lost. Before taking the field to resume play, the umpires will inform the captains and scorers accordingly. The number of overs to be faced by the team batting second will never be increased after an interruption.

- e) If someone from either side has the means to use the DLS method, either by using the DLS software on a laptop computer, or via an App, or via the DLS calculator accessed from the home page of the League website, then this will be used to calculate the target score of the side batting second resulting from a loss of overs under (c) or (d).
- In Divisions 1, 2A & 2B, where there is at least one panel umpire or in Divisions 3A to 6B, where there is at least one non-playing umpire, he must agree with the scorers and shall inform the captains of the Target Score before play is resumed.
    - In Divisions 3A to 6B, in the event that there are no non-playing umpires then the captains and scorers together must agree the Target Score before play is resumed.
    - In the event of a miscalculation of the Target Score the original score shall not be altered once the captains have been informed, unless there is a subsequent recalculation due a further loss of overs. The Target Score shall be displayed clearly on the scoreboard.
- f) If the Target Score is achieved the match is won by the side batting second; if the Target Score is not achieved the match is won by the side batting first.
- g) If the umpires decide that it is not possible to obtain a Target Score by using the DLS method, then they shall inform both captains and the scorers no later than the start of the second innings.
  - If, in matches in Divisions 3A-6B where there are no non-playing umpires, the captains decide that it is not possible to obtain a Target Score by using the DLS method, this decision shall be agreed before the match and the scorers informed.
  - If DLS is not used, then the winner of the match will be the team scoring the higher number of runs per over (as calculated to two decimal places). If either side was dismissed before receiving the full allocation of overs the

### Duckworth Lewis Stern in Divisions 1 – 6B

If someone from either side has the means to use the DLS method, either by using the DLS software on a laptop computer, or via an app, or via the League's DLS calculator, then this will be used to calculate the target score of the side batting 2nd resulting from a loss of overs.



The DLS calculator is available for the 2023 season on the League web site [www.hertsleague.co.uk/DLS/](http://www.hertsleague.co.uk/DLS/), or from the red button on the home page. Please read ALL paragraphs of rule 2 of the match rules for division one and below, relating to weather and the use of DLS.

runs per over calculation shall be based on the number of overs the side was entitled to receive (either at the commencement of its innings or as reduced due to subsequent interruptions to play).

- h) Both sides must receive a minimum of 20 overs to constitute a match, unless one side is dismissed or a result is achieved.
- i) Play must commence within 2 hours of the scheduled start time to constitute a league game.
- j) Where panel umpires are appointed, in the event of any dispute between the captains over the fitness of the ground for play up to one hour before the scheduled start, the umpires shall be the sole arbiters as to whether the ground is fit for play, both before and after the toss. Where the fitness of the ground is in doubt more than 3½ hours before the scheduled start time, the home club will make every endeavour to obtain agreement to any proposed cancellation from at least one of the appointed umpires or a nominated local deputy.

## **2.2. Divisions 3 to 12**

- a) In the event of a delayed start or any break in the first innings for bad weather, the length of the match will be reduced at a rate of 1 over per innings for each full 7 minutes of play lost. See guidance chart on page 32. If there are no further disruptions then the winner of the match will be the team scoring the most runs.
- b) Any disruptions to play in the second innings shall result in one over being deducted for each full 3½ minutes lost. The winner of the match will be the team scoring the higher number of runs per over (as calculated to two decimal places). If either side was dismissed before receiving the full allocation of overs the runs per over calculation shall be based on the number of overs the side was entitled to receive (either at the commencement of its innings or as reduced due to subsequent interruptions to play).
- c) Both sides must receive a minimum of 20 overs to constitute a match, unless one side is dismissed or a result is achieved.
- d) Play must commence within 2 hours of the scheduled start time to constitute a league game.
- e) Prior to the toss the home side is the ground authority for all games in Divisions 3a to the Regional Divisions and is the sole arbiter of whether or not the ground is fit for play.

After the toss the following shall apply as regards fitness of ground and weather:

- Where there are two non-playing umpires they shall be the sole arbiters
- Where there is one non-playing umpire then in the event of disagreement his decision shall prevail.
- Where there are no non-playing umpires the responsibility for determining the suitability of the conditions shall be with the two captains. They are to act having proper regard for their responsibilities for the safety and Safeguarding of all participants. In the event that the two captains are unable to reach agreement a non-playing committee member of the home club shall be responsible for the decision. If no non-playing committee member is available then play will be suspended. Having suspended play it shall only be resumed with the consent of both captains.

The conditions are to be regarded as unsuitable if there is a foreseeable risk of injury to any participant or where the conditions are such that it would be unreasonable to continue. Where the ground is so wet that the movement of the fielders or batsmen is restricted, or where there is surface water on the square, such conditions are to be regarded as unsuitable.

**Note:** If the tea interval takes place during a stoppage for bad weather in the first innings, 20 minutes will be deducted from the total time lost and the total number of overs to be bowled and the time limits will be recalculated accordingly. If the change of innings takes place during a stoppage for bad weather, no additional adjustments shall be made to the number of overs to be received by the team batting second after any recalculation of the number of overs to be received.

### 3. **Points System**

The league tables will be produced on an aggregate points basis (except in the regional divisions where the tables will be produced on an average points basis). Points will be awarded as follows:

Win . . . . . 30 points

Tie . . . . . 20 points

Loss . . . . . Bonus Points

Draw . . . . . Draws are not possible in this format of the game.

Abandoned . . . . . 10 points or bonus points, whichever is the greater.

#### **Batting Bonus Points**

Divisions 1 - 6b: 1 point for every 15 runs scored from 110 to 245 (i.e. a maximum of 10 points)

Divisions 7a - 9b and Regional Divisions: 1 point for every 15 runs scored from 80 to 215 (i.e. a maximum of 10 points)

#### **Bowling Bonus Points**

All Divisions: 1 point for every wicket taken.

If a team takes all the available wickets of a team playing with less than 11 players they shall receive 10 bowling bonus points.

Except in the Regional Divisions if any side fails to fulfil a fixture, the opposing team shall be awarded the full 30 points available for that fixture.

Any side which fails to fulfil a fixture shall additionally be deducted 10 points from its points total in the division in which it plays.

### 4. **Number of Players**

Both teams are required to field a minimum of 8 players during both innings to constitute a league match. In matches where panel umpires are appointed the panel umpires shall decide on the start of the game or a concession should there be fewer than 8 players present at the start time. In all other matches where both captains agree, a match may start, even though the batting side has less than 8 players at the ground, providing the missing players, whose names must be on the team sheet, are expected to arrive. Any team unable to field a minimum of 8 players shall be deemed not to have fulfilled the fixture. Any delay to the start of the match arising from this rule shall result in a reduction of overs calculated in the same way as match rule 2 a) while also

subject to the minimum overs requirement of rule 2 c). There will be a general 'allowance' that games may start up to 15 minutes after the scheduled start time without agreement to take account of traffic or similar problems and to get a full game in those circumstances.

## **5. Fast Bowling Directive**

The ECB fast bowling directive (published in the league handbook) shall apply to all league games and failure to comply shall be construed as playing an ineligible player and will be dealt with accordingly under the powers given to the league under rule 12 of the Constitution.

## **6. Penalty Runs**

Penalty runs to be awarded under the Laws of Cricket 2017 shall only be awarded as follows:

- a) In all divisions, for illegal fielding (Law 28.2)
- b) In all divisions, for a ball striking a protective helmet placed on the ground (Law 28.3)
- c) In Divisions 1, 2A and 2B the awarding of Penalty Runs shall apply in full
- d) In Divisions 3A to 6B, for breaches of the law on player behaviour (Law 42) provided there is at least one qualified non-playing umpire.

## **7. Cricket Balls**

- a) The make and specification of cricket balls to be used in all league matches will be determined by the Executive Committee and no other ball shall be used (see inside back cover).
- b) A new ball shall be used from the start of both innings in all matches. Under no circumstances should the ball used in the first innings be used at the start of the second innings.
- c) The home club is required to supply umpires with all match balls, including sufficient spare balls, conforming to the make and specification detailed under 7(a)

## **8. Umpires and Scorers**

- a) Divisions 1 – 2B: Umpires for matches will be appointed from a panel by an appropriate sub-committee. The normal fee is £50 for each umpire.
  - In the event of cancellation umpires should be notified no later than 2 hours before the scheduled start time. If one or both umpires arrive at the ground a reduced fee of £30 will be payable. In the event of a cancellation, the HOME club is responsible for contacting BOTH umpires
  - In the event that only one panel umpire is appointed to a match he shall be entitled to receive a total of £75
- b) Umpires' positions: •If there is only one panel umpire, then the home club will be notified in advance by the panel coordinator and must provide an umpire for the match. If that umpire is qualified then he shall stand at both ends; if not then he shall stand at striker's end only.
  - Umpires' positions: if there is only one non-playing umpire he shall stand at the bowler's end throughout the match.

- c) Each club with a team playing in Divisions 1 to 6B is required to register with the League every umpire that it considers to be attached to the club whether that umpire has been supplied to the League Umpires Panels or will be standing in a match below Division 2B.
- d) In divisions 3a to 6b inclusive each club is required to register with the League any umpire who will be officiating in a match during the season under one of the following categories:
- Qualified: an umpire who is a member of the ECB association of Cricket Officials and has completed both Stage 1 and 2 courses or their equivalents.
  - Dispensation Granted: an umpire who has received dispensation from the League on the grounds that he is a long-standing experienced umpire. A sub-committee will review and agree any dispensation, which is granted annually and does not carry over to subsequent seasons.
  - Club Umpire: any other umpire which the club expects to use to cover absence of a qualified umpire, or one who has been granted dispensation, due to illness, injury or holiday.

Clubs must provide for every match, other than exceptionally (eg holidays or illness) either a qualified umpire or one who has been granted dispensation. Failure to meet this requirement will result in a 5-point penalty for each match

- e) In Divisions 1-2b each club is required to register with the League a minimum of one scorer who has
- A scorer who has completed the ECB ACO Club Scorer course or equivalent
  - Received dispensation from the League on the grounds that the club has a long-standing and experienced scorer. A League sub-committee will agree any dispensation on this basis

It is expected that the scorer(s) so registered will be appointed in all matches other than, exceptionally, in the case of holidays or illness. Failure to provide a competent scorer for the duration of matches in Divisions 1-2b will result in a 5 point penalty

- f) The penalty of 5 points will not be applied as follows:
- In (c) where the club has supplied to the Umpires Panel at least as many umpires as it has teams playing in Divisions 6B and above, and
  - In (d) where the registered scorer is also a registered umpire and that umpire is a member of the Umpires Panel
- g) It is expected that in cases where a club is able to claim exemption from the penalty of 5 points that it will make every effort to provide, in all matches, an umpire or scorer as applicable for the benefit of the participants.
- h) It is the responsibility of every club to ensure that its umpires and scorers are correctly registered on the League website and a claim for exemption under 8(f) will be determined from those registration details

## 9. Covers

Covering of pitches and bowlers' run-ups shall be allowed after play has commenced. Where partial covers only are available, bowlers' run-ups shall be covered up to a distance not exceeding five feet in front of the popping crease.

## **10. Pitches**

Grounds on which matches are to be played shall be listed in the handbook. Alternative grounds may be used, providing the visiting team and umpires are advised of the change before 8pm on the Thursday prior to the date of the match, and formal acknowledgement of the change obtained from an officer of the opposing club and the umpires (where appropriate).

No game shall be switched to a ground (or pitch) other than the one on which the game is scheduled and/or is normally used by the home team, after 8pm on the Thursday prior to the date of the match. Exceptional circumstances may apply, if a late change of ground is approved by the League Executive Committee.

Artificial pitches may only be used in games in Divisions 10a, 10b and the Regional Divisions.

## **11. Number of Overs Per Bowler**

- a) No bowler may bowl more than 10 overs in an innings in a 100 over match, or 8 overs in an 80 over match.
- b) In a match reduced to less than the scheduled number of overs, no bowler may bowl more than one fifth of the total number of overs available. Where the total number of overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. (E.g. in an innings of 37 overs, a maximum of 2 bowlers may bowl 8 overs)
- c) In the event that a reduction in overs results in one or more bowlers having exceeded the newly calculated maximum then the umpires shall calculate the overs allowed for the remaining bowlers. A bowler who has exceeded the new maximum shall be permitted to complete an incomplete over. (E.g. Match reduced to 33 overs, one bowler has bowled 10 – 3 bowlers may bowl a maximum of 6 overs and 1 bowler may bowl a maximum of 5.
- d) A part over shall count as a full over only insofar as each bowler's limit is concerned.

## **12. Restriction on the Placement of Fielders**

- a) Fielding restrictions shall apply in Divisions 1 to 6b inclusive. There shall be no restriction of fielders on Divisions 7a and below
- b) Two semi-circles shall be drawn on the field of play. The 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 30 yards. The ends of each semi-circle shall be joined to the other by a straight line drawn on the same side of the pitch.
- c) As the bowler starts their run up, only five players may be permitted outside the line described in b) at all times.
- d) In the event of an infringement of the fielding restrictions in c) the Umpire at the strikers end shall call and signal "No Ball".
- e) If in the opinion of either batsman the Striker's End Umpire fails to call and signal No Ball when the fielding restrictions have been breached then immediately the ball becomes dead, either batsman may draw the matter to the attention

of either umpire. If the Striker's End Umpire is able to verify the breach, he shall call and signal "No-Ball". If the Striker's End Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

### **13. No Ball**

- a) Underarm bowling is not permitted. If a bowler bowls a ball underarm the umpire shall call and signal "No Ball"
- b) The penalty under Law 21.18 for a "No Ball" will be 1 run.
- c) There will be no "free hits" for front foot no balls.

### **14. Wide Ball**

#### **14.1. Divisions 1, 2A & 2B**

- a) Law 22 shall apply with the following additions:
- b) Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- c) A leg side wide shall be called if, irrespective of where the ball pitches, it passes outside the line of the Striker and the leg stump, irrespective of any movement by the Striker.
- d) A ball passing between the Striker and the leg stump shall not be judged a Wide.
- e) An additional crease marking shall be made 17 inches inside and parallel with each return crease, joining the Popping and Bowling creases. Please note that the crease is the inside edges of both these new markings and the Return Crease markings. An off-side wide shall be called if, in the umpire's opinion, the delivery has passed between the 17-inch line and the Return crease, and the Striker has not brought it within reach of a scoring stroke.

#### **14.2 Divisions 3A to 6B**

- a) Law 22 shall apply with the following additions:
- b) Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- c) A leg side wide shall be called if, irrespective of where the ball pitches, it passes outside the line of the Striker standing in his normal guard position and the leg stump.
- d) A wide shall not be called if the striker moves towards the off-side and the ball would have struck any part of his person had he not moved.
- e) A ball passing between the Striker and the leg stump shall not be judged a Wide.
- f) An additional crease marking shall be made 17 inches inside and parallel with each return crease, joining the Popping and Bowling creases. Please note that the crease is the inside edges of both these new markings and the Return Crease markings. An off side wide shall be called if, in the umpire's opinion, the delivery has passed between the 17-inch line and the Return Crease, and the Striker has not brought it within reach of a run-scoring stroke.

#### **14.3 Divisions 7A to 12**

The umpires and captains shall ensure that consistency is achieved across both innings for determining what constitutes a wide delivery. The division in which the match is being played should be taken into consideration when deciding



what should constitute a wide delivery. The principles set out in Law 22 should be used when umpires and captains are reaching agreement.

## 15. The Bowling of Fast Short Pitched Balls (Bouncer)

Law 41.6.1 shall be replaced with: A bowler shall be limited to one fast short pitched ball per over. The umpire at the bowler's end will make it clear to both the bowler and the batsmen at the wicket when such a delivery within this limit is bowled. This ruling shall apply even though the striker has made contact with the ball with his bat, person or equipment. A short pitched ball is defined as one that passes or would have passed over shoulder height of the Striker standing upright at the crease. It is unfair if the limit is exceeded and the umpire shall call and signal No Ball on each such occasion. In addition, the umpires will adopt the procedures of law 41.6.3 and 41.6.4.

## Lost time ready reckoner

Time lost during 1st innings only: A – Total overs in match B – Overs per team

**Note:** play must commence within 2 hours of the scheduled start time to constitute a league game. (Rules 2.1i & 2.2d)

Minutes lost (divisional groups)			
Divisions: 1-6B	All others	A	B
0		100	50
7		98	49
14		96	48
21		94	47
28		92	46
35		90	45
42		88	44
49		86	43

56		84	42
63		82	41
70	0	80	40
77	7	78	39
84	14	76	38
91	21	74	37
98	28	72	36
105	35	70	35

Minutes lost (divisional groups) (Cont.)			
Divisions: 1-6B	All others	A	B
112	42	68	34
119	49	66	33
126	56	64	32
133	63	62	31
140	70	60	30
147	77	58	29
154	84	56	28
161	91	54	27

168	98	52	26
175	105	50	25
177	112	48	24
184	119	46	23
191	126	44	22
198	133	42	21
205	140	40	20