

# V3 Cricket Competition

## COMPETITION RULES

### 1. Title and Objectives.

The Competition shall be called The North Staffordshire and South Cheshire Premier League V3 Competition and shall promote and develop U21 cricket within the member clubs. The objective, is to encourage the playing of amateur limited overs U21 cricket and, to foster and promote sporting and social contacts between all member clubs.

### 2. Competition Entry.

Applications for membership of the Competition shall be made to the League Manager in writing by 30th May each year.

Each club must re-register before the deadline each season.

### 3. Subscriptions.

Clubs who are not members of the North Staffs & South Cheshire Premier Cricket League must pay an Entry Fee of £20.00 to enter the competition

### 4. Management Committee.

The competition will be administered by the North Staffs & South Cheshire Premier Cricket League Executive Committee and shall operate the same rules and regulations unless stated below.

### 5. Competition Meetings.

Each registered club must attend the annual competition meeting, on the date and venue advised by the League Manager. The team captain is required to attend. Failure to attend will result in a fine as per the League Rules.

### 6. Qualification of Amateur Players.

A player may not play for more than one Club in the Competition during any one season.

Each club may register 6 players from other clubs not registered in the competition, but only 4 may play in any one match.

Each club must submit a registration form before the 31st July to the League Manager in Each season they are registered in the competition.

All players must be Under 21 on the 31st July of the season they are registered.

Any player of any gender undertaking an engagement as a paid player, shall be deemed to be a professional player for the rest of the season and shall not be allowed to play as an amateur.

An amateur player shall not be allowed to play, regardless of gender, if they do not qualify under the terms of the England and Wales Cricket Board Qualification Criteria.

## **7. Declaration Of Champions.**

In each section, the team scoring the highest number of points shall be considered the champions of that zone for the year.

In the event that two or more teams have an equal number of points, then the results of the games between the respective teams shall be calculated to decide the champions. Should this process still be unable to decide the champions, then the highest run rate achieved between the teams level on points, in the games between each other, shall decide the champions of the section.

In each game, five points shall be awarded to the winning team.

Should a game have to be abandoned, provided that the team batting second has received a minimum of 5 overs, then a simple calculation is to be made from the end of the last completed over, by dividing the runs scored by the number of overs bowled, by each team. The team with the higher figure is the winner of the game.

If the team batting second has not received a minimum of five overs when the game is abandoned, then each team receives one point, provided the team batting first has received their full allocation of overs.

In the event of a game being abandoned without play, then no points are awarded.

In the event of a tied game, then each team shall receive two points. For the purposes of this competition, a tie is defined as a game where the scores of the two teams finish level, irrespective of how many wickets have fallen, at the end of the allocated overs in the second innings.

At the conclusion of the zonal League fixtures, the champions of each zone shall be reduced by an elimination game, if necessary, to four teams. These teams shall play two semi-final and a final fixtures at a ground selected by the Executive, on a date to be designated, in order to determine the overall Competition Champions.

# COMPETITION MATCH REGULATIONS.

The Laws Of Cricket shall apply to all games except and as far as hereinafter stated:

## 1. Arrangement Of Fixtures.

Teams will be placed into a geographical zone comprising of four teams. There will be four zones.

The clubs in each zone shall play home and away fixtures with other teams in their zone, on dates agreed with the Executive Committee.

Fixtures shall be played on a Thursday evening.

Fixtures shall be played on either a grass or artificial surface. The surface can be determined prior to the toss to aid in fulfilment of fixtures should grass wickets not be playable due to adverse weather or preparation issues. The surface cannot be changed once the toss has taken place.

## 2. Playing Regulations.

No professional players shall be allowed to play in the competition.

Each team shall provide an efficient scorer.

Teams shall comprise of eight players, one of whom shall be the wicket keeper, who shall be fully attired in the accepted mode of dress i.e. pads and wicket keeping gloves.

Teams may play in colored or white clothing.

Each team shall provide a ball for their own use whilst bowling. The ball shall be an official league stamped pink ball and should be of good quality.

The home side must provide adequate spares for both innings.

## 3. Hours & Conditions Of Play.

The game shall commence at 6.30pm, with the toss to take place at 6.20pm. Should one of the teams not have at least five players present at the time of the toss, then they shall concede the toss and, the other team shall automatically have a choice of whether to bat or bowl.

A team must have at least five players present at the commencement time of the first innings. If not, then the start shall be delayed to enable at least five players to attend. As soon as five players are in attendance and ready to play, then the game shall commence. For each five minutes, or part thereof, that is lost in these circumstances, the offending team will lose an over from their batting allocation in the game, up to a maximum of twenty minutes (5 overs) after the scheduled start time. If a sufficient number of players are not present at that time, then the game shall be abandoned and, the offending team shall be liable for all umpiring expenses for that game. They may also be called before a disciplinary hearing, where they may be fined, have points deducted, or both. The other team shall be awarded the full game points.

Where a team commences a game with an insufficient number of players, late comers will be allowed to participate only up to twenty minutes following the commencement time of the game.

Where the start is delayed by temporary adverse weather conditions, then one over is to be deducted from each innings for each four minutes of delay, to a maximum of forty minutes. This, effectively, reduces the game to ten overs per team.

The time allowed in which to bowl the overs and the allocation of overs to be bowled by each bowler, is to be reduced pro rata with agreement between the umpires and the captains. In the event of a dispute, then the umpire's decision is final. Should it not be possible to have a game of at least ten overs per team, then the game is abandoned.

The innings of a team shall be complete at the fall of the seventh wicket.

In the event that a team is short of the required eight players, their innings is ended when a wicket falls leaving only the non striking batsman not out. i.e. If a team only has six players, the innings ends at the fall of the fifth wicket.

Each innings shall comprise of a maximum of 15 x 6 ball overs and, each bowler may bowl a maximum of three overs.

A team shall be allowed to change the wicket keeper during the innings, However, the time that this takes shall not be deducted from the time allocated for the duration of the innings and, each wicket keeper shall be fully attired in the accepted mode of dress.

An innings shall be completed in a maximum of 60 minutes. There shall be a ten minutes interval between innings. The whole game shall therefore last two hours, 10 minutes.

Should the fielding team not complete their allocation of overs within the 60 minutes, then 10 runs will be deducted from their batting score, for every over not commenced within the period.

In the event of an injury to a player during the innings, then the umpires have a duty to 'stop the clock' for the injury to be treated and to notify both the captains and the scorers of the adjusted time upon recommencement of the game. This time adjustment should not be left to be adjusted at the end of the innings. There will be no other consideration for extending the time e.g. lost ball (spare to be readily available), drying the ball (cloth available and operation may be carried out by a fielder), field placement changes etc.

At the fall of each wicket, the next batsman shall be ready to take their place. There shall be no more than one minute between the decision made at the fall of a wicket and the next batsman taking guard at the crease. Should this one minute rule be exceeded, then the incoming batsman may be given out 'timed out' upon appeal.

All deliveries that pass down the leg side of the wicket without having contact with either the batsman or the batsman's clothing or equipment when the batsman is adjudged to be in his normal batting stance, shall be called a wide ball.

A delivery that is adjudged to have passed above shoulder height when the batsman is standing upright in the crease, shall be called a wide ball.

An additional ball is bowled and 2 runs to be added to the score in the event of a wide ball.

#### **4. Umpires & Adverse Playing Conditions.**

Two umpires shall be allocated for each fixture.

The umpires assigned by the League shall receive £15.00 each, shared between both competing teams.

In the event of a game being abandoned without play, then the umpires will be paid £10.00 each.

It is always at the discretion of the individual umpire as to whether they accept all or part of the fee.

Should a team be unable to fulfill a fixture, then they must telephone the League Manager at least twenty four hours before the commencement time of the game. The innocent team shall be awarded full points for the game and the offending team may be subject to a disciplinary hearing, where they may be fined, have points deducted, or both.

#### **5. Reporting Results.**

Where a game has been completed, or where a game has been abandoned following the start of the game, or where a game has been abandoned without play, the result must be loaded onto play-cricket before midnight of the day of the game.

It is the responsibility of the home team to ensure that the completed information is loaded onto play-cricket.

Failure to submit a play-cricket entry shall result in a fine of £5.00 for the first occasion and £10.00 for any subsequent occasion.