



NORTH STAFFS & SOUTH CHESHIRE RULES 2019

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SECTION A
CONSTITUTIONAL RULES

1. THE TITLE

- a. The League shall be called The North Staffordshire and South Cheshire Premier Cricket League [The League].
- b. The Executive Board of the League [The Executive] may add the name of a sponsor to the League title.
- c. A resolution to dissolve the League can only be passed at an AGM or EGM through a majority vote of the membership. In the event of dissolution, any assets of the League that remain will become the property of the England & Wales Cricket Board or the local County Cricket Boards.

2. AIMS, OBJECTIVES & PRINCIPLES OF THE LEAGUE

- a. The promotion of cricket within the geographical area of the League, with the security of the fulfilment of fixtures.
- b. The promotion of cricket within the geographical area of the League, for the enjoyment of Players, Officials and Spectators.
- c. To provide a safe and positive environment where cricket can be played and watched by all who reside within the geographical area of the League.
- d. To support and encourage children and young people in their development by providing a safe and positive environment where they can play cricket at the highest level their ability will allow.

3. LEAGUE PRESIDENT & LIFE VICE-PRESIDENTS

- a. There shall be a President of the League [President] who can be nominated by any Club or the Executive and shall be elected at an AGM and hold the position for a maximum of five years.
- b. There shall be Life Vice-Presidents of the League [Vice Presidents] who can be nominated by any Club or the Executive and shall be elected at an AGM and hold the position for life.
- c. The President and Life Vice-Presidents may attend any League meeting.

4. MEMBERSHIP OF THE LEAGUE

- a. By their membership of the League every Club explicitly acknowledges and accepts the League Rules and undertakes to be bound by them.
- b. No Club Member, League Officials, Umpire or any other person connected with the League shall make public pronouncement or disparaging comment, which is detrimental to the game of cricket, the League, League Officers, Match Officials or any Club.
- c. The League shall be open for membership to clubs in North Staffordshire, South Cheshire and surrounding areas. It shall comprise of a Premier Division and several other divisions as required. The overall number of divisions will be reviewed on an annual basis by The Executive, depending on the number of member teams within the league. The structure of the league and divisions will be reported to all member clubs in a timely manner before the start of each season.
- d. There shall be promotion and relegation across the entire divisions, subject to teams meeting the appropriate Grounds and Facilities and Junior Team Criteria.
- e. There will be a non-refundable administration Fee of £100 payable by any Club that applies to become a member of the League.

- f. All Clubs with Junior teams must have an appointed Welfare Officer who must be Disclosure and Barring Service [DBS] cleared and whose details must be submitted to the League Manager. The Club's Welfare Officer shall be a member of the Club's Management Committee.
- g. No Club shall be allowed to play in the Premier Division unless it has achieved and maintained Clubmark accreditation by the 31st October in the preceding year.
- h. All Clubs should have a telephone contact number displayed in the League handbook and on the League website.
- i. All clubs must have accurate and up to date information on the 'About Us' page on their Club Play-Cricket website at all times.

5. SUBSCRIPTIONS & FINANCE

- a. In consultation with the Clubs, the Executive shall determine the financial contributions each Club shall make to the League by 1st March prior to each season.
- b. The date of payment by Clubs shall be determined by the Executive and in the case of default a fine of £5.00 shall be incurred for each week of default.
- c. Unless otherwise stated within these Rules monies owing to the League for any goods or services must be paid within 21 days of the receipt of an invoice or goods or when specified to do so by the Executive. If any part of the monies owing is not paid by the due date, then a further penalty of 100% of the original amount will be automatically imposed. If the original amount or further penalty remains unpaid 14 days thereafter then the matter will be referred to the Executive who may impose any penalty in accordance with League Rules.

6. MANAGEMENT

- a. The League shall be managed by the Executive, which shall have full powers to manage the League.
- b. The Chairman, Vice Chairman, League Secretary, Finance Officer, Umpires' Manager, Chairman of Grounds and Facilities, League Welfare Officer, League Webmaster and League Legal Adviser [Elected Officers] shall be elected at the AGM.
- c. The Executive shall consist of the Elected Officers, League Manager and League President
- d. The Chairman shall not be considered as a representative of any member Club and shall have a casting vote.

Proposals for Constitutional Rule changes or nominations for any or all the Elected Officer positions may be made by Clubs or the Executive and must be made in writing to the League Manager by 31st August each year.

- f. The League Manager will notify all Clubs of such proposals or nominations for their consideration within seven days after 31st August.

7. MEETINGS

- a. There shall be a minimum of 3 full meetings of all Clubs (League Meetings) each year and these shall be:
 - Pre-season meeting during March or April.
 - Pre AGM meeting in October.
 - The AGM in November.
- b. The Executive may call any other meetings it deems necessary.

8. ANNUAL GENERAL MEETING [AGM]

- a. Shall be held no later than 30th November of each year.
- b. The following shall be appointed at the AGM:
 - Selection Committee, which shall select the teams representing the League.
 - Grounds and Facilities Advisory Committee, whose responsibility shall be the League's Ground and Facilities requirements
 - Regulatory Board - Disciplinary & Appeals Panel

9. SPECIAL GENERAL MEETING [SGM]

- a. Shall be called by:
 - The written request of a majority of Clubs; or
 - The Executive; or
 - A majority vote at a League Meeting.
- b. An SGM must be held not later than 21 days after it has been called.
- c. Clubs shall be given minimum 14 days' notice of an SGM.
- d. The notice shall state the business of the SGM and only such business shall be conducted.

10. QUORUMS

Quorums required for the following meetings shall be:

- AGM and SGM require at least 80% of members in attendance
- League meetings require at least 51% of members in attendance
- Executive Meetings require at least 51% of members in attendance

11. VOTING

- a. Only Clubs shall be entitled to vote at the AGM, SGM and League meetings.
- b. Voting at the AGM and SGM shall be by ballot.
- c. Voting shall be one vote for each club, with a majority of Clubs entitled to vote being required for any proposal to be carried.
- d. The ballot paper for the AGM shall be returned to the League Manager not later than 48 hours prior to the scheduled start of the AGM
- e. The ballot paper for an SGM shall be returned prior to its scheduled start
- f. Ballot papers for the SGM and AGM must be signed by the Club Chairman, Secretary and Captain. Should any of them not be available then with the League Manager's approval another Officer of the Club may sign the ballot paper in their place.
- g. Any ballot paper not returned on time or not signed as required shall be void.
- h. If a Club fails to submit a ballot paper on time, it shall be fined £20.
- i. Voting at League Meetings shall be by a show of hands and on the basis of one vote for each Club in attendance and with a simple majority being decisive.

12. ADDITIONS OR AMENDMENTS TO LEAGUE RULES

- a. Clubs shall vote on proposed changes to the Constitutional Rules of the League (Rules A1 to A16).

b. Any club may submit to the League Manager a proposal for any addition or amendment to the Constitutional Rules. Such proposals for the AGM must be received by the League Manager by 31st August prior to the AGM and for an SGM in accordance with Rule A9.

c. Proposals from Clubs must be signed by the Club Chairman, Secretary and Captain. Should any not be available, then with the League Manager's approval another Officer of the Club may sign the proposal in their place.

d. The League Manager shall notify all Clubs of proposals for rule changes 21 days prior to the AGM.

e. The Executive Board shall determine all other league rules, [Sections B – M Rules] Note: This does not preclude clubs from submitting suggestions to the Executive.

13. ELECTION OF ADDITIONAL CLUBS

The election of additional clubs must be made at the AGM or an SGM called for such a purpose.

14. CLUB RECORDS & ACCOUNTS

All clubs shall keep proper records, accounts and minutes of Club meetings and must publish an annual statement of accounts. The Executive can require a club or player to produce any records, accounts or any other documents.

15. WELFARE

a. The League is committed to the ECB Safe Hands policy. Clubs must ensure that they are fully familiar with this policy and implement it within their Club.

b. Clubs shall advise the League Manager and League Welfare Officer of any welfare issue or matter that arises within their Club, including any disciplinary matter or action or any other relevant matter as soon as it is practicable at the conclusion of the Clubs investigation or disciplinary process.

16. CLUBS AMALGAMATING

Amalgamated Clubs must share the same Constitution and Management Committee. For the purposes of League rules, reference to Club is to the amalgamated Club/s and all teams shall be considered belonging to one Club.

SECTION B

GENERIC ADMINISTRATION RULES

1. THE LEAGUE

- a. The League shall be considered 'open' and payment in cash or kind may be made by a Club to any of its registered players
- b. The League may include additional teams of any of its Clubs at the discretion of the Executive
- c. Clubs will notify the League Manager of which ground where each team will play its fixtures for the forthcoming season by 31st January preceding the season concerned.
- d. No match representative of the League shall be played unless sanctioned by the Executive.

2. DISQUALIFICATION

In the event of any Club being expelled or resigning from the League during the season, all matches that club has played in that season shall be void.

3. GROUNDS & FACILITIES CRITERIA

The Ground and Facilities Rules are part of the League Rules and all Clubs must satisfy these Rules, which shall be determined by the Executive prior to each season (see Grounds & Facilities Rules).

4. ECB DIRECTIVES

The following ECB Directives and Guidance are deemed to be incorporated into the League Rules. These are all available on the ECB and League Websites:

- ECB Safety Guidance on the Wearing of Cricket Helmets by Young Players
- ECB Fast Bowling Directives
- ECB Fielding Regulations
- ECB Guidelines for Junior Players in Open Age Cricket

5. JUNIOR TEAMS CRITERIA

- a. For the Divisions indicated below, Clubs must operate the minimum number of Junior Teams in recognised Leagues. The minimum number per Club must be:
 - Premier Division 3
 - Division One 2
 - Division Two 1
 - Division Three 1
- b. A promoted team must operate the required number of junior teams within two seasons following promotion.
- c. Soft Ball Cricket must be available at any club operating an under 8yrs age group.
- d. For the Divisions indicated below, Clubs must have and provide coaches that have as a minimum the ECB Coach Award or its equivalent who are involved in the coaching of the Club's young players and the minimum number of such coaches shall be:
 - Premier Division 2
 - Division One 2
 - Division Two 1
 - Division Three 1

6. CLUBS NOT REPRESENTED AT MEETINGS

Shall be fined:

- £35 for an AGM or SGM
- £25 For a League Meeting.

- £25 for a Captains' Meeting.

7. PRE-SEASON CAPTAINS' MEETING

There shall be a pre-season Captains' meeting when each Club must have a minimum of one representative from each team within the League who shall be Captain, Vice-Captain or Senior Player of each team.

8. DIVISION WINNERS, PROMOTION AND RELEGATION

- a. The Executive shall determine the number of promotion and relegation positions of all divisions; these will be notified to all Clubs prior to the start of the season.
- b. Should teams end the season with the same number of points, the team with the greatest number of wins shall be placed the higher. If two or more such teams have the same number of wins then the team scoring the greater number of points in the matches played between them in that season shall be placed the higher.
- c. Should any promotion or relegation remain unresolved then there shall be a play-off. (see play-off rules)
- d. Teams finishing in the promotion positions shall be promoted, providing that their Club either meets the Grounds and Facilities criteria of the division above or their Club has agreed and signed the necessary Grounds and Facilities Improvement Mandate issued by the League.
- e. Teams finishing in the relegation positions shall be relegated to the division below, however, if teams not finishing in a relegation position either do not meet the Ground and Facilities Criteria of that division or do not have a Grounds and Facilities Improvement Mandate issued by the League, then they shall be relegated to the division below in place of the teams finishing in the relegation positions.

9. AVERAGES

- a. All averages will be taken from the League Website at the end of the season. It is the responsibility of each club to ensure that records and information relating to that club are accurate and in the detail required as determined by the Executive.
- b. The minimum qualification criterion for the batting average awards is 200 league runs and 10 league innings
- c. The minimum qualification criterion for the bowling averages is 20 league wickets

10. ANNUAL AWARDS

- a. All trophies must be returned to the League Manager each year by 31st August. Failure to do so will result in a fine of £20 being levied on the Club concerned.
- b. All trophies must be returned in a clean and undamaged condition. Any repairs or cleaning required will be carried out by the League at the expense of the Club concerned.
- c. Where a trophy was awarded to an individual any fine payable or expense incurred shall be borne by the Club of whom he/she is a member at the time of return of the trophy.

SECTION C PLAYER CATEGORISATION, REGISTRATIONS & TRANSFERS

1. INTRODUCTION

In determining under which Player Category a player should be registered, Clubs are advised to refer to the Player Schematic Registration guide located at the end of this section and on the League website.

The Play-Cricket website, is used as a mechanism to register players with a Club and Leagues, as well as recording statistics and allocating roles. The Play-Cricket site should not be used to determine a player category. Registration is acceptance of a request and does not automatically ensure eligibility.

Holding a UK Passport should not be solely relied upon in determining a player category.

To play in the League and its competitions all players shall be registered under one of the following categories:

Category 1
Category 2
Category 3
Category 3e (3 Exempt)

It is the **Club's** responsibility to ensure that any player registered is eligible to play and be registered in the correct category.

All Category 3 and 3E players are required to complete the relevant Cat 3/3E Form, which can be downloaded from the League website and emailed to the League Manager.

The Club must be able to produce such evidence to the League Manager or Regulatory Board, as may be requested and necessary to support the compliance of the League's player registration rules. Documents can include (but not limited to) players' passports, bank statements and utility bills.

2. PLAYER CATEGORY DEFINITIONS

Registration and categorisation of all players will take place dominantly in accordance with 2019 ECB Regulations for Non First-Class cricket and as designated by the League Executive Committee.

Every player registered to play in the League explicitly acknowledges by virtue of their registration the Rules of the League and its competitions, its Regulations and in particular the powers of the League in relation to conduct and disciplinary procedure and undertakes to be bound by them.

Infringements of the registration rules and procedure will be reported to the Regulatory Board which has the power to impose fines, deduct points or relegate teams in accordance with the League Rules.

CATEGORY 1 (as 2019 ECB Regulations for Non First-Class cricket 3.6.8.1 and 3.6.8.3)

A cricketer who is:

A British citizen born in England or Wales

OR

They have been resident in England and Wales for the immediately preceding three consecutive years

Each year being the 12 month period from 1 April to 31 March, specifically by having spent a minimum of 210 days in each such year in England and Wales.

Any Category 1 player who subsequently plays in any overseas cricket league as a 'home', 'local' or 'non-overseas' player in that overseas league shall immediately forfeit their Category 1 status and become a Category 3 player.

CATEGORY 2

A cricketer qualified to play for England under the 2019 ECB First-Class regulations, governing the qualification and registration of cricketers, and is registered or contracted to a First-Class County.

CATEGORY 3

An Overseas cricketer who was not born in England or Wales and is not defined by Category 1, 2 or 3e (3 Exempt).

CATEGORY 3e (3 Exempt)

An Overseas cricketer who was not born in England or Wales and is not defined by Category 1, 2 or 3 but has been resident in England and Wales for a minimum of 18 months before 31st March in the relevant year and he has not been out of England and Wales for longer than 35 days consecutively or 70 days in total during the previous two years.

3. PLAYER RESTRICTIONS

CATEGORY 1

No Restrictions i.e. can play in any of the Divisions

CATEGORY 2

Only allowed to play in Premier, 1st, 2nd and 3rd Division teams

A club can only register and play one Category 2 player **OR** one Category 3 player in each team it has in any of the above Divisions

However, in addition such clubs may play any player given a First-Class County contract who has been previously registered as a Category 1 within the League before his 18th Birthday.

Further, any current Category 1 player within the League who is given a First-Class County playing contract may continue to play as a Category 1 non-First-Class player for the current and following seasons only. Should his First-Class County contract status continue after this period, or he plays for another League club within this period, he may only play as a Category 2 player. Such players can only play in the Club's first XI and must be approved by the League Manager.

CATEGORY 3

Only allowed to play in Premier, 1st, 2nd and 3rd Division teams

A club can only register and play one Category 2 player **OR** one Category 3 player in each team it has in the above Divisions

CATEGORY 3e (3 Exempt)

Premier, 1st, 2nd and 3rd Division teams are allowed one Category 3e player in addition to one Category 2 **OR** one Category 3 player.

Non-contracted Category 3e players may play in the 3rd Division and below, subject to League Manager's approval.

4. ADDITIONAL PLAYER ALLOWANCES & RESTRICTIONS

- a. Any female players, whether born in England or Wales or Overseas, may play in our competitions regardless of their playing ability.

- b. After 31st May, a club may not play any person who has played in another League within the current season (unless as a replacement nominated player), without the written permission of the League Manager.
- c. Clubs are expected to play their strongest XI as the first XI and the second strongest as the second XI and so on. However, for the last three games of the season, any player who has played 50% or more of their available matches for a higher ranked team will be ineligible to play for any lower ranked team unless the player has played his previous four matches for that lower ranked team or clearance is approved by the League Manager.

5. PLAYER REGISTRATION

- a. By their registration every player explicitly agrees to be bound by the League Rules
- b. Clubs must electronically register all players on Play-Cricket with the following minimum criteria:
 - Full Name
 - Date of Birth
 - Country of Birth
 - Full Address
 - Email address where available
- c. No player may be registered after 31st May in any season without the written permission of the League Manager.
- d. Any registered player who has not played for the club in the last two seasons shall be removed from the Play-Cricket electronic register.
- e. No player may play in any Premier, 1st, 2nd or 3rd Division matches unless an application to register them has been made prior to 9.00 pm on the Thursday preceding the match in which they first play. However, for a player playing in a match below Division 3, the application for their registration may be made before 6.00 pm the following day.
- f. Any female players, whether born in England or Wales or Overseas, may play in our competitions regardless of their playing ability.

6. NOMINATED 'PRIMARY' PLAYER

Prior to the first week of the season, each club with a team playing in the Premier, 1st, 2nd and 3rd Divisions may nominate one player from the team in each of these Divisions as their 'Primary' player and must have the League Manager's approval. The nominated player must be an intended regular player of the team for which the nomination is made.

Should the nominated player not have played by the 31st May of the current season, then the Club must submit an alternative nominated player who has played prior to the 31st May of the current season.

Unless a 'Primary' player is appropriately nominated a replacement player shall not be permitted.

Should the nominated player be unable to play due to unavailability; a maximum of two replacements can be registered in any one season, subject to the League Manager's approval.

A replacement player must not have played for any other NSSCPCL Club during the same season.

7. PLAYING AN INELIGIBLE PLAYER

- a. If this should happen in a League match the Club shall forfeit all points gained.
- a. If this should happen in a Knock Out match the team will be expelled from the competition for that season and the match awarded to its opponents.

- b. In all cases the matter will be referred to the Regulatory Board which may impose additional penalties in accordance with League Rules.

8. APPROACHING LEAGUE PLAYERS

During the current season no Club or Club member shall approach, either directly or indirectly, a player from another Club within the League with a view to encouraging that player to transfer from his Club.

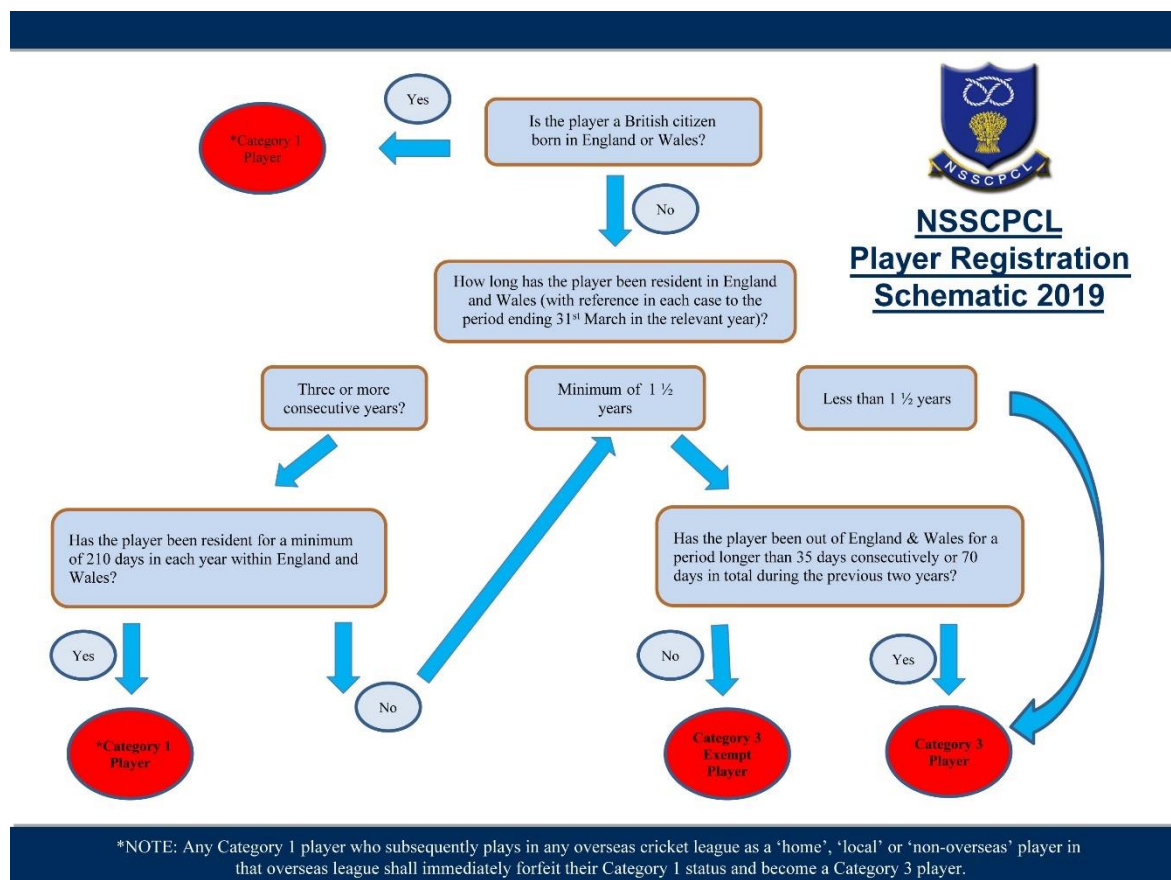
9. PLAYERS TRANSFERRING CLUBS

- a. Any player who has played in a League match for any Club in any League in the last two seasons shall be considered to be a member of that Club. Should that player wish to play for another Club then they or the club they are joining must complete the League's Electronic Transfer Process by the end of February. Failure to do so would render the player ineligible to play.

Exceptions to this Rule may apply in the following circumstances with prior approval from the League manager:

- Students returning to their home clubs
- Genuine relocation
- Replacement for the 'Primary Player'.

- b. A player shall not be allowed to transfer from one club to another if he has financial or other obligations to the club he is leaving.
- c. Any transfer may be cancelled before the transferred player has played for his new club.
- d. There will be a Transfer Window from 20th May to 31st May during which any player who has not played for the club to which he is registered for that season shall be eligible to transfer to another club.



SECTION D
GENERIC PLAYING RULES – LEAGUE & CUP COMPETITIONS

1. GENERAL

- a. The MCC Laws of cricket shall apply in all matches except where otherwise stated in the League rules.
- b. Only matches involving a team in Division 7 and below will be allowed to play their home matches on a non-turf pitch and this must be notified to the League Manager prior to the start of the season.

2. MATCH DECISION

Matches shall be decided based on one innings for each side.

3. FIXTURES

- a. Shall be arranged between Clubs in each division who shall then play home and away matches with other members of the division on dates determined by the Executive.
- b. Subject to Rule C4c, a club shall play its best available team and 11 players in all matches.
- c. Umpires shall report any failure where a team does not field 11 players in all matches within 3 days of any such failure.

4. RE-ARRANGEMENT OF FIXTURES

- a. A Club may apply to the League Manager to re-arrange fixtures as follows:
 - i) Where a home team in Division 3 or above (not being the first team), is scheduled to play on the Saturday preceding the hosting of a Minor County Sunday fixture.
 - ii) A team playing in Division 4 or below may apply to re-arrange a maximum of two fixtures per season.

In both instances, Clubs must inform the League Manager before 1st March preceding the season concerned and an agreement with both Clubs must be met.

- b. No rearranged fixture will be permitted before the second Saturday in May
- c. A Player is not eligible to play in a re-arranged League match if selected or having played for a higher ranked team in the previous game, unless having been selected or played in more than half the team concerned or a lower ranked team's matches on the date of the re-arranged match.
- d. Where a club has two teams in the same division, these teams will play each other as early as possible during the first half and second half of the season.

5. FAILURE TO FULFIL A FIXTURE

- a. If any club does not fulfil its engagements for whatever reason, it shall be fined as follows:
 - If the home Club £100, to be paid to the League.
 - If the away Club £150, all of which will be paid to the League who in turn shall send the collected fine to the home club.
- b. If a League match the Club failing to fulfil its engagement shall not be awarded any points and the opposing Club shall be awarded 25 points.
- c. If a Cup match, the Club failing to fulfil the engagement shall be expelled from the competition and the opposing Club shall progress to the next round or in the case of a final shall be declared the winners of the competition.

- d. In addition, the matter will be referred to the Executive which may impose further penalties in accordance with League Rules

6. CLUBS WITH MULTIPLE TEAMS

- a. Clubs with multiple teams will name their teams by number according to their playing strength.
- b. The strongest team in the Club will be referred to as the 1st XI and the 2nd XI shall be the second strongest team and so on, so as to maintain the principle of a club selecting its strongest XI for each team, according to their League position
- c. Clubs are expected to play their strongest XI as the first XI and the second strongest as the second XI and so on. However, for the last three games of the season, any player who has played 50% or more of their available matches for a higher ranked team will be ineligible to play for any lower ranked team unless the player has played his previous four matches for that lower ranked team or clearance is sought from the League Manager.

7. WATERING OF GROUNDS

The pitch shall not be artificially watered less than 48 hours before the scheduled start of a match.

8. FITNESS OF THE GROUND, WEATHER AND LIGHT

- a. Where a Club is of the opinion that its ground is unfit for play it may request a neutral umpire to inspect the ground on the morning of the scheduled match. The opposing Club must be informed in sufficient time to allow a representative to be present at the inspection. The match may not be cancelled without the consent of both Clubs. The Umpire may be paid expenses of £10 by the home club. However, if the Umpire considers the ground unplayable and the visiting team do not agree and the match officials subsequently consider the ground unplayable then the visiting team will be responsible for the Umpires expenses. (The League will provide a list of neutral umpires to be used for this purpose prior to the start of the Season).
- b. Should there be a delayed start of a match or a subsequent interruption then the drying out of the pitch and surrounding areas by artificial means shall take place under the supervision of the Umpires.

9. COVERING OF THE PITCH

All Clubs must provide covers in accordance with the Grounds and Facilities criteria

10. SIGHTSCREENS

All Clubs must provide sightscreens in accordance with the Grounds and Facilities criteria

11. ABANDONMENT OF MATCHES

Umpires shall not declare a match abandoned without prior consultation with the Captains, but the final decision will rest with the Umpires.

12. CRICKET BALLS

Please also refer to Additional League & Cup Competition

- a. All balls used in all League competitions must be provided through the League and bear the League logo. Surplus ball stock from the previous season may be used until such stock is exhausted.
- b. Prior to 31st January each year the Executive shall determine which balls will be used in which League competitions and will notify all Clubs accordingly
- c. The balls must be given to the Umpires for approval before the toss takes place.
- d. The away team Captain shall have first choice of ball.

- e. In the event of a dispute regarding the balls to be used the Umpires must ensure the match commences on time with the balls provided and then report the facts to the League Manager.

13. THE TOSS AND THE COMMENCEMENT OF MATCHES

- a. Each team must provide the Umpires with a completed team sheet prior to the toss, showing the full names and dates of birth of all players aged 20 years and under, who will be taking part in the match and duly signed by the Captain. Failure to do so shall result in a fine of £20 and the matter may be reported to the Regulatory Board.
- b. A bell shall be rung by the Umpires 5 minutes before the start of each innings or 5 minutes before the end of the tea interval whereupon the Umpires shall take their positions on the field immediately followed by the fielders and batsmen.
- c. A team which does not have 7 players present at the ground at the time of the toss shall forfeit the toss.
- d. A match shall not commence unless both teams have a minimum of 7 players present at the scheduled start.
- e. If a team does not have the required 7 players present at scheduled start time it shall be allowed a further 30 minutes to do so. If a team does not have the required 7 players present 30 minutes after the scheduled start it shall forfeit the match and the matter will be reported to the Regulatory Board.
- f. A team that does not have 11 players present at the scheduled start can be made up to full strength within two hours of that scheduled start, after which no player arriving may take part.
- g. Captains shall neither ask for nor be allowed a substitute for a player who is late taking the field.

14. LATE START

In the event of a late start caused by a Club a fine of £20 shall be imposed and the matter may be reported to Regulatory Board.

15. TEA INTERVALS

Please also refer to Additional League & Cup Competition

- a. Clubs shall provide teas at a reasonable price.
- b. There will be a tea interval of 30 minutes between innings
- c. The home club shall provide teas for the umpires and visiting scorer at all matches and they shall be set out on a separate table from players and spectators
- d. Should a visiting team wish tea to be 'pay per item', it should notify the Secretary of the home club at least 72 hours before the start of play. The home club shall consider this request and if it wishes it can accede to the request or choose not to provide teas for the visiting team but shall provide a response to the visiting club at least 24 hours before the start of play.
- e. No action is required should the visiting team be prepared to accept the tea arrangements provided by the home team or the home team is prepared to accept tea arrangements requested by the visiting team.

16. DRINKS INTERVALS

Drinks intervals during matches shall be agreed between the Captains and Umpires prior to the toss

17. BATSMAN CHANGING EQUIPMENT

- a. A batsman may call for a helmet to be brought out to him at any time, but he/she must wear it when on strike or carry it at all other times while play is in progress. The batsman may not have the helmet taken off the field except at the fall of a wicket or between overs or at an interval.
- b. A batsman may only change any item of equipment with the approval of the Umpires

18. SHORT PITCHED DELIVERY

In all matches played under NSSCPCL Rules, irrespective of how wide a delivery may be, bowlers shall be allowed one short-pitched delivery per over which, after pitching, passes (or would have passed) above shoulder-height of the striker standing in an upright position at the popping crease.

Umpires shall make it clear to the bowler (and any bowler called upon to complete an over) and the batsmen at the wicket when a delivery of this kind has been bowled.

It is unfair if this limit is exceeded and the umpire shall call & signal No Ball on each such occasion when the allowance has been exceeded and shall consider it as a part of the warning sequence in laws 41.6.3 and 41.6.4

19. SCORING & MATCH REPORTING

- a. All clubs must ensure that all matches are scored and reported properly and in the correct manner.
- b. Captains are responsible for the correctness of the score
- c. A fine of £20 shall be imposed for a breach of the following:
 - Any Club in Division 3 and above failing to provide a competent scorer or any Club in Division 4 and below which fails to provide a scorer - that scorer being a competent scorer, player or associate of the club. The umpire(s) shall be responsible for reporting the offence.
- d. All Clubs in the Premier Division must operate Live scores at every home match
- e. The home Club must display on its scoreboard the information as required in the Grounds and Facilities Rules
- f. The home Club must display on its scoreboard the information as required in the Grounds and Facilities Rules.
- g. Captains shall fully complete any Match Forms as determined by the League Executive to reach the delegated League Officer within 3 days of the match.
- h. **LEAGUE MATCH** - The home Club must electronically submit the full match scorecard on Play-Cricket, including points awarded and deducted, by midnight on the day of the match
- i. **TALBOT CUP & SHIELD MATCH** - The home Club must electronically submit the full match scorecard on Play-Cricket by midnight on the day of the match
- j. **T20 MATCH** – The winner of the first and second matches should enter the result on Play-Cricket immediately following the match and electronically submit the full match scorecard on Play-Cricket, by midnight on the day of the match.
The winner of the last match must electronically submit the full match scorecard on Play-Cricket by midnight on the day of the match

20. UMPIRES

- a. The League shall have a panel of Umpires and neutral Umpires shall be appointed to all matches when there are sufficient Umpires to do so.
- b. The expenses paid to Umpires shall be determined by the Executive prior to each season and Clubs to be notified by 1st March each season.

- c. In all cases, competing teams shall be equally responsible for payment of the Umpires' expenses which shall be paid prior to the commencement of play.
- d. In the Twenty/20 competition the other competing Clubs shall reimburse the home Club on the day of the match, a proportionate share of those expenses.
- e. The Umpires' Manager shall manage the Umpires' appointments on a fair basis and keep a record of these.
- f. Within the panel of Umpires there shall be a Premier Panel from which the Umpires' Manager shall appoint to Premier Division matches.
- g. Where only one Umpire is appointed the Home Club shall be responsible for providing a second Umpire.
- h. Where no Umpires are appointed each Club shall be responsible for providing an Umpire.
- i. Umpires provided by Clubs shall have the same status and responsibilities and be paid the same expenses as any appointed Umpire.
- j. No person other than the appointed Umpires or any stand-in umpire may enter the Umpires' room without their consent.
- k. The Umpires may only enter the players' changing room with the consent of the relevant Team Captain.
- l. Umpires must ensure that all matches start, and resume following an interruption or interval, punctually.
- m. Appointed Umpires shall be required to complete the Ground and Facilities Report for the Premier, 1st & 2nd Division matches
- n. Appointed umpires shall be required to complete a fair play report form for the Premier & 1st Division
- o. Umpires shall report any behaviour which they consider falls below acceptable standards to the League Manager within 3 days of the match.
- p. Should the Umpire/s decide to report a Player they shall notify the team Captain or other appropriate Official of the Club immediately following the match.

SECTION E
ADDITIONAL MATCH RULES (League Only)

1. TEAM ANNOUNCEMENTS

All Premier Division teams must submit team sheets to The Sentinel Cricket Correspondent (as notified by the League) by 10.30pm on the Wednesday preceding the match. Failure to comply with this requirement will result in a £20 fine for each occasion and the matter may be referred to the Regulatory Board.

2. CRICKET BALLS

- a. Either a new ball or a used ball of good quality and condition agreed with the Umpires must be used at the commencement of each innings of all matches in Division 4 and below.
- b. If in the opinion of the umpires within the first five overs of each innings, the match ball or any subsequent ball is deemed lost or unusable, then in all matches in the Premier, 1st, 2nd, or 3rd Divisions the ball shall be replaced by a new ball and in all matches in 4th Division and below by a new ball if originally used or a ball of similar quality to the lost or unusable ball at the outset of the innings.

3. HOURS OF PLAY AND DURATION OF LEAGUE MATCHES

Premier, 1st, and 2nd Divisions

Matches shall commence at 12.30pm and have a scheduled close of play of 7.30 pm.

Except matches in September, which shall commence at 12.00 noon and have a scheduled close of play of 7.00 pm.

Matches shall consist of a minimum of 110 overs and the side batting first restricted to 55 overs, except where a match is affected by fitness of ground, weather or light in which case the remaining overs shall be calculated by the Umpires using the Overs Adjustment Table. Should a side be dismissed or declare before reaching its allocation of overs then any complete unused overs will be available to the side batting second.

Matches shall not take place if the minimum number of overs available at the start is less than 50

3rd and 4th Division

Matches shall commence at 1.00 pm and have a scheduled close of play of 7.30 pm.

Except for matches in September, which shall commence at 12.30pm and have a scheduled close of play of 7.00pm.

Matches shall consist of a minimum of 100 overs and the side batting first restricted to 50 overs, except where a match is affected by fitness of ground, weather or light in which case the remaining overs shall be calculated by the Umpires using the Overs Adjustment Table. Should a side be dismissed or declare before reaching its allocation of overs then any complete unused overs will be available to the side batting second.

Matches shall not take place if the minimum number of overs available at the start is less than 46.

5th Division and below

Matches shall commence at 1.00 pm and have a scheduled close of play of 6.45pm.

Matches shall consist of a minimum of 90 overs and the side batting first restricted to 45 overs, except where a match is affected by fitness of ground, weather or light, in which case the remaining overs shall be calculated by the Umpires using the Over Adjustment Table. Should a side be dismissed or declare before reaching its allocation of overs then any complete unused overs will be available to the side batting second.

Matches shall not take place if the minimum number of overs available at the start is less than 42.

4. MATCHES AFFECTED BY WEATHER

Please also refer to Overs Adjustment Table located at the end of this section

- a. In all League matches, once the match has started, the first innings shall not be reduced in the event of time lost to weather/light etc. Only the second innings shall be reduced, in accordance with the overs adjustment table.
- b. Two overs shall be deducted for the 10 minute interval between innings where applicable.
- c. In all League matches, irrespective of Division, **once play has commenced**, the first 30 minutes of time lost to weather/light shall not result in loss of overs. Instead, the time for the scheduled "close of play" shall be extended by the amount of time lost, up to a maximum of 30 minutes. This loss of playing time may be a single stoppage or several accumulated stoppages.

5. BOWLING RESTRICTIONS

- a. In all matches, no bowler shall bowl more than 30% (rounded up) of the overs available at the start of the match or innings, whichever is the shorter. The number of overs available will be fewer in the case of a delayed start.
Once the mandatory minimum number of overs for the innings has been bowled, bowlers may exceed the original 30% figure and bowl again, up to 30% of any *transferred overs*
- b. In the event that all of the overs are completed before the time scheduled for the end of play, the game will continue and the 30% bowling restriction shall no longer apply.
Example of rules E5a&b:
If Side A is dismissed/declares in 38 overs (of 100 over match, punctual start) - 12 overs are transferred to side B, giving them an extra 12 overs.
After 50 overs, a bowler who has bowled 30% of overs may now bowl a further 30% of the 12 transferred overs. In the event that 62 overs are completed before the scheduled close of play there shall be no further restriction on bowlers.

6. OVER RATE

- a. The minimum over rate required in each innings is 17 overs per hour. An incomplete over shall count as one over bowled.
Should the required over rate not be met points shall be deducted from the bowling side as follows:
 - 1 point for less than 17 overs per hour.
 - 2 points for less than 16 overs per hour.
 - 3 points for less than 15 overs per hour [and so on].
- b. Points shall not be deducted if the innings is less than two thirds of the overs available at the start of the innings.
- c. Points shall only be deducted from points gained in that match.
- d. In calculating the over rate the Umpires shall allow time for:
 - Lost ball.
 - Injury to a player or Umpire.
 - Drinks interval, which shall be deemed to be 3 minutes.
 - Drying the ball in wet conditions.
 - Two minutes for each wicket taken, except where it brings the innings to a close.
 - Any other exceptional circumstances determined by the Umpires.
- e. Over Rate = $\frac{\text{overs bowled} \times 60}{\text{duration of innings* (in minutes)}}$ overs per hour
Part-overs rounded UP, as always.

7. TEA INTERVAL

- a. A tea interval of 30 minutes between innings which shall be taken no later than:
 - 4 hours after the scheduled start of play for Premier, 1st & 2nd Divisions
 - 3½ hours for 3rd and 4th Divisions
 - 3 hours for the 5th Divisions and below.
- b. However, Tea can be taken earlier at the discretion of the Umpires, whose decision shall be final.

8. TIMED OUT

The incoming batsman must be in position to take guard or for their partner to receive the next ball within 2 minutes 30 seconds of the fall of the previous wicket. Failure to do so may result in the incoming batsman being Timed Out'

9. POINTS AWARDED IN LEAGUE MATCHES

- a. A win shall be 25 points for a winning side if batting first or if compelled to bowl first
- b. A win shall be 20 points for the winning side if batting second.
- c. A tie shall be 5 points to each team in addition to the bonus points accrued during the match
- d. In the Premier Division, Divisions 1 and 2, In a drawn game 7 points shall be awarded to the team with the higher scoring rate per over, and 2 points for the team with the lower scoring rate, provided that the following minimum number of overs per side has been bowled:
 - 30 overs in Premier Division, Divisions 1 and 2
 - 25 overs in Divisions 3 and 4
 - 20 overs in Divisions 5 and below

These points are in addition to the batting and bowling points accrued during the match. An incomplete over shall count as one over bowled.

If scoring rates are equal, 2 points shall be awarded to each team

- e. If a team is bowled out, the scoring rate is calculated using the full allocation of overs. If a team declares, the scoring rate is calculated using the number of overs actually batted.
- f. 2 points shall be awarded to each team for an abandoned game in addition to any points accrued for batting and bowling. This Rule shall not apply if both sides have completed:
 - 30 overs or more in Premier Division, Divisions 1 and 2
 - 25 overs or more in Divisions 3 and 4
 - 20 overs or more in Divisions 5 and below
- g. If in the opinion of the umpires abandonment is due to inadequate preparation of the pitch prior to the game or insufficient efforts being made during the game, the umpires shall report the matter to the League Manager who in conjunction with the Executive Committee, may award maximum points to the away side.

10. BATTING AND BOWLING BONUS POINTS

Batting

- 1 Point for 75 Runs.
- 2 Points for 100 Runs
- 3 Points for 125 Runs
- 4 Points for 150 Runs
- 5 Points for 175 Runs

Bowling

- 1 Point for 2 Wickets.
- 2 Points for 4 Wickets.
- 3 Points for 6 Wickets.
- 4 Points for 8 Wickets.
- 5 Points if a side is all out.

OVERS ADJUSTMENT TABLE
APPLICABLE TO ALL LEAGUE MATCHES

Time From	To	Overs	Time From	To	Overs	Time From	To	Overs
390.0	385.0	110	259.0	255.5	73	129.5	126.0	36
385.0	381.5	109	255.5	252.0	72	126.0	122.5	35
381.5	378.0	108	252.0	248.5	71	122.5	119.0	34
378.0	374.5	107	248.5	245.0	70	119.0	115.5	33
374.5	371.0	106	245.0	241.5	69	115.5	112.0	32
371.0	367.5	105	241.5	238.0	68	112.0	108.5	31
367.5	364.0	104	238.0	234.5	67	108.5	105.0	30
364.0	360.5	103	234.5	231.0	66	105.0	101.5	29
360.5	357.0	102	231.0	227.5	65	101.5	98.0	28
357.0	353.5	101	227.5	224.0	64	98.0	94.5	27
353.5	350.0	100	224.0	220.5	63	94.5	91.0	26
350.0	346.5	99	220.5	217.0	62	91.0	87.5	25
346.5	343.0	98	217.0	213.5	61	87.5	84.0	24
343.0	339.5	97	213.5	210.0	60	84.0	80.5	23
339.5	336.0	96	210.0	206.5	59	80.5	77.0	22
336.0	332.5	95	206.5	203.0	58	77.0	73.5	21
332.5	329.0	94	203.0	199.5	57	73.5	70.0	20
329.0	325.5	93	199.5	196.0	56	70.0	66.5	19
325.5	322.0	92	196.0	192.5	55	66.5	63.0	18
322.0	318.5	91	192.5	189.0	54	63.0	59.5	17
318.5	315.0	90	189.0	185.5	53	59.5	56.0	16
315.0	311.5	89	185.5	182.0	52	56.0	52.5	15
311.5	308.0	88	182.0	178.5	51	52.5	49.0	14
308.0	304.5	87	178.5	175.0	50	49.0	45.5	13
304.5	301.0	86	175.0	171.5	49	45.5	42.0	12
301.0	297.5	85	171.5	168.0	48	42.0	38.5	11
297.5	294.0	84	168.0	164.5	47	38.5	35.0	10
294.0	290.5	83	164.5	161.0	46	35.0	31.5	9
290.5	287.0	82	161.0	157.5	45	31.5	28.0	8
287.0	283.5	81	157.5	154.0	44	28.0	24.5	7
283.5	280.0	80	154.0	150.5	43	24.5	21.0	6
280.0	276.5	79	150.5	147.0	42	21.0	17.5	5
276.5	273.0	78	147.0	143.5	41	17.5	14.0	4
273.0	269.5	77	143.5	140.0	40	14.0	10.5	3
269.5	266.0	76	140.0	135.5	39	10.5	7.0	2
266.0	262.5	75	135.5	133.0	38	7.0	3.5	1
262.5	259.0	74	133.0	129.5	37	3.5	0	0

390 For Premier, 1st & 2nd Division Calculations for the scheduled match time 12.30/7.30

353.5 For 3rd & 4th Division Calculations for the scheduled match time 1.00/7.30

318.5 For 5th Division Calculations for the scheduled match time 1.00/6.45

SECTION F PLAY-OFF MATCH RULES

1. The date, time, hours of play for play-offs shall be determined by the League Manager.
2. The competing clubs shall toss for choice of ground.
3. The home club shall be responsible for paying the umpires.
4. The matches shall be of 45 overs per team or until the batting side has been dismissed.
5. If the start of the match is delayed, then 2 overs shall be deducted from the match total of 90 for every 7 minutes lost. Each team will lose an equal number of overs from its original 45.
6. In the event of a match being interrupted or unfinished for any reason the ICC Duckworth-Lewis-Stern calculator shall apply.
7. In the event of a match being interrupted or unfinished for any reason the ICC Duckworth-Lewis-Stern calculator shall apply
8. No result can be achieved unless a minimum of 20 overs have been bowled at each team or a team has been bowled out in fewer.
9. If no result is achieved then the date, time and hours of play for a replay shall be determined by the League Manager. It shall take place at the same ground. If no result is achieved by the replay, then a Bowl Off will take place in accordance with Rule H8.

SECTION G GENERAL CUP COMPETITION RULES

1. The Executive will arrange such competitions and all necessary draws.
2. Any Club not wishing to enter any of its teams into any of the League's Cup competitions must advise the League manager by 31st December prior to the season.

3. TEA INTERVAL

There shall be a tea interval of 30 minutes between innings, or earlier at the discretion of the Umpires should there be an interruption in play.

4. PITCH MARKINGS

For all such competitions in addition to the normal requirements the playing area shall be marked out as follows:

- a. Two semi circles with a radius of 30 yards shall be marked on the field of play. They shall have their centre as the middle stump at either end of the pitch. They shall be linked by two parallel straight lines. This area will be marked with discs of a 7 inch diameter and is referred to as The Circle.
- b. A crease drawn 17 inches inside the return crease from the popping crease to the bowling crease at both sides of the wicket. The 17" lines should be marked in a dark colour (e.g red, blue, brown, black)

5. WIDE BALLS

A wide shall be any ball that:

- On the leg side passes behind and outside the pads of the striker standing in their normal stance position.
- On the off side passes outside the 17inch crease at the popping crease

6. FREE HITS

- a. The delivery following a no ball called for any reason (other than a no-ball that bounces over the batsman's head) shall be a free hit for whichever batsman is facing it. Unless the batsmen have changed ends, no change in the field is permitted for a free hit.
- b. If the delivery for the free hit is not a legitimate delivery, then the next delivery will become a free hit for whichever batsman is facing it
- c. For any free hit the striker can be dismissed only under the circumstances that apply for a no ball.

7. INCOMPLETE OVERS

An incomplete over shall count as one over bowled.

8. SCORES LEVEL

Where a match is completed the team with the highest score shall be the winner. However, should the scores be equal the winner shall be determined in accordance with the Golden Over Rule.

9. GOLDEN OVER RULE

The Golden Over is a one over per side eliminator and the requirements are as follows:

- The Umpires shall stand at the same end as that in which they finished the match.
- The Umpires shall choose which end to bowl and both teams shall bowl from the same end.

- Prior to the start of the eliminator each team must elect three batsmen and one bowler and notify the Umpires accordingly.
- The team that batted second in the match will bat first in the eliminator.
- The same ball [or a ball of a similar wear if the ball is out of shape or lost as was used at the end of each team's innings shall be used for that team's extra over.
- The loss of two wickets in the over ends the team's innings.
- In the event of the teams having the same score after the eliminator has been completed then a further eliminator will take place for which these rules shall again apply.

10. THE BOWL OFF

The Bowl off shall take place when a result cannot be achieved, and the requirements are follows:

- It shall take place on any pitch, including practice and/or artificial pitches, that the Umpires deem appropriate.
- The pitch used must have a full set of stumps and bails.
- Each team must nominate 5 bowlers and notify the Umpires before the toss for the bowl off takes place.
- A toss shall take place and the team winning the toss shall decide whether to bowl first or second.
- A nominated bowler from the team bowling first will bowl two deliveries. A nominated bowler from the team bowling second will then bowl two deliveries. This process will be repeated until all five nominated bowlers from each team has bowled two deliveries.
- No balls or wides will count as a delivery, but no additional ball may be bowled in its place.
- The team hitting the wickets and removing the bails in the process, the greater number of times shall the winner.
- Should each team hit the wickets and removing the bails the same number of times, then the bowl off will continue on a sudden death basis with the team bowling first nominating a sixth bowler, who will bowl two deliveries followed by a sixth bowler from the team bowling second who will also bowl two deliveries. Should each team have hit the wicket the same number of times then this process will be repeated with a seventh bowler and so on until there is a clear winner.
- No bowler from each team shall bowl more than two deliveries in a bowl off until all eleven players in his/her team has bowled.
- Should there still be no clear winner the bowl off will continue on a sudden death basis but with each bowler bowling one delivery.

SECTION H TALBOT CUP - ADDITIONAL RULES

1. The Talbot Cup is for teams in the Premier 1st, 2nd and 3rd Division and the rules shall be as for League matches except where otherwise stated in Section G & H

2. THE DRAW

- a. The draw for matches up to the Quarter Final is made and announced ahead of the season.
- b. The draw remaining matches up to and including the Final will be made after the completion of each round.

3. START TIME

All matches shall be played on dates determined by the Executive and the scheduled start time for matches shall be 1.30 pm. Except in September, which shall be advised by the League Manager

4. MATCH BALLS

Each team shall provide its own new ball to be given to the Umpires prior to the start of the match and the home Club shall provide the spare balls.

5. OVERS & TIMINGS

- a. Each match shall Consist of 45 overs per innings or until a team is bowled out.
- b. Each team must have completed its 45 overs within 2 hours 45 minutes of the start of the innings.
- c. If the start of the match is delayed, then 2 overs shall be deducted from the match total of 90 for every full 7 minutes lost. Each side will lose an equal number of overs from its original 45. However, Matches shall not take place if the minimum number of overs available to each side is fewer than 20.
- d. In a match in which there has been a reduction in overs then 3½ minutes will be deducted from this time limit for each over lost in the innings. Failure to complete the required number of overs within the allotted time will result in 6 penalty runs being awarded to the batting side for each whole over not bowled. The full allocations of overs must still be bowled.
- e. The penalty runs will be awarded immediately the ball becomes dead after the end of the allocated time.
- f. During an innings the Umpires shall allow time for:
 - Illness or injury to player or Umpire.
 - Any drinks interval which shall be deemed to be 3 minutes.
 - Drying the ball in wet conditions.
 - One minute for each wicket taken except where it brings the innings to a close.
 - Any time lost caused by weather or light.
 - Any other exceptional circumstances as determined by the Umpires.

6. BOWLING RESTRICTIONS

No bowler shall bowl more than 9 overs in an innings. In a delayed or interrupted match where the overs are reduced no bowler may bowl more than one fifth of the total overs allowed. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. In the event of a bowler being unable to complete an over the remaining balls may be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

7. FIELDING RESTRICTIONS

- a. At the instant of delivery only two fielders shall be permitted outside the Circle during the first 10 overs of each innings and only five fielders thereafter. In the event of an infringement either Umpire shall call and signal No Ball.
- b. In the circumstances where the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the following schedule, 20 to 24 Overs 6, 25 to 29 Overs 7, 30 to 34 Overs 8, 35 to 39 Overs 9, 40 to 44 Overs 10.

8. MATCH RESULT & REPLAYS

- a. Should a match not be completed, then provided at least 20 overs have been bowled at the side batting second the winner shall be the side that has the higher run rate per over. In calculating the run rate, the team batting first will be deemed to have batted its full allocation of overs whether it did or not.
- b. If a match cannot take place or a result be obtained on the appointed date, then there will be only one attempt at a replay.
- c. Any replay will take place the following Sunday unless the home Club's ground is required for another NSSCPCL fixture or unless either club is required to play in a County Cup or National Knock Out match. In that event the clubs shall agree an alternative replay date and notify the League Manager by 5.00pm the following Tuesday. If agreement is not reached then the League Manager shall fix the date, venue and time of the replay.

9. CUP FINAL

- a. The Final shall be played on the home ground of one of the competing, clubs in accordance with the draw. However, should the same club appear in both the Talbot Cup and Shield Finals then the Shield Final shall be played on the opposing club's ground regardless of the draw.
- b. Where Finals of cup competitions are to be played at a neutral venue all member clubs shall be given the opportunity to tender a proposition to host the match.

SECTION J

TALBOT SHIELD - ADDITIONAL RULES

1. The Talbot Shield is for teams in the 4th, 5th, 6th, 7th and 8th Divisions and the rules shall be as for League matches except where otherwise stated in Section G & I

2. THE DRAW

- a. The draw for matches up to the Quarter Final is made and announced ahead of the season.
- b. The draw remaining matches up to and including the Final will be made after the completion of each round.

3. START TIME

All matches shall be played on dates determined by the Executive and the scheduled start time for matches shall be 1.30 pm. Except in September, which shall be advised by the League Manager

4. MATCH BALLS

The home team shall provide 2 used balls of good quality and condition and agreed with the Umpires. If they cannot provide such balls, then they must provide 2 new balls. In either case the balls used must be in accordance with Rule A12.

5. OVERS & TIMINGS

- a. Each match shall Consist of 45 overs per innings or until a team is bowled out.
- b. Each team must have completed its 45 overs within 2 hours 45 minutes of the start of the innings.
- c. If the start of the match is delayed, then 2 overs shall be deducted from the match total of 90 for every full 7 minutes lost. Each side will lose an equal number of overs from its original 45. However, Matches shall not take place if the minimum number of overs available to each side is fewer than 20.
- d. In a match in which there has been a reduction in overs then 3½ minutes will be deducted from this time limit for each over lost in the innings. Failure to complete the required number of overs within the allotted time will result in 6 penalty runs being awarded to the batting side for each whole over not bowled. The full allocations of overs must still be bowled.
- e. The penalty runs will be awarded immediately the ball becomes dead after the end of the allocated time.
- f. During an innings the Umpires shall allow time for:
 - Illness or injury to player or Umpire.
 - Any drinks interval which shall be deemed to be 3 minutes.
 - Drying the ball in wet conditions.
 - One minute for each wicket taken except where it brings the innings to a close.
 - Any time lost caused by weather or light.
 - Any other exceptional circumstances as determined by the Umpires.

6. PLAYER RESTRICTIONS

Regarding Clubs with multiple teams in the League, any player who has been selected or played in more than 50% of any of the Club's higher ranking teams League matches so far that season shall be ineligible for the Talbot Shield except that any player who has played in the Semi-Final shall be eligible for the Final.

7. BOWLING RESTRICTIONS

No bowler shall bowl more than 9 overs in an innings. In a delayed or interrupted match where the overs are reduced no bowler may bowl more than one fifth of the total overs allowed. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. In the event of a bowler being unable to complete an over the remaining balls may be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

8. FIELDING RESTRICTIONS

- a. At the instant of delivery only two fielders shall be permitted outside the Circle during the first 10 overs of each innings and only five fielders thereafter. In the event of an infringement either Umpire shall call and signal No Ball.
- b. In the circumstances where the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the following schedule, 20 to 24 Overs 6, 25 to 29 Overs 7, 30 to 34 Overs 8, 35 to 39 Overs 9, 40 to 44 Overs 10.

9. MATCH RESULT & REPLAYS

- a. Should a match not be completed, then provided at least 20 overs have been bowled at the side batting second the winner shall be the side that has the higher run rate per over. In calculating the run rate, the team batting first will be deemed to have batted its full allocation of overs whether it did or not.
- b. If a match cannot take place or a result be obtained on the appointed date, then there will be only one attempt at a replay.
- c. Any replay will take place the following Sunday unless the home Club's ground is required for another NSSCPCL fixture or unless either club is required to play in a County Cup or National Knock Out match. In that event the clubs shall agree an alternative replay date and notify the League Manager by 5.00pm the following Tuesday. If agreement is not reached then the League Manager shall fix the date, venue and time of the replay.

10. CUP FINAL

- a. The Final shall be played on the home ground of one of the competing, clubs in accordance with the draw. However, should the same club appear in both the Talbot Cup and Shield Finals then the Shield Final shall be played on the opposing club's ground regardless of the draw.
- b. Where Finals of cup competitions are to be played at a neutral venue all member clubs shall be given the opportunity to tender a proposition to host the match.

SECTION J
T20 - ADDITIONAL RULES

1. The T20 Cup is for teams in the Premier, 1st and 2nd Divisions and the rules shall be as for League matches except where otherwise stated in Rules Section H & I

2. **THE DRAW**

- a. The draw for each round up to the Finals Day will be notified prior to the start of the season
- b. The draw for the Finals Day will be made following completion of the Semi-Finals

3. **START TIMES**

3 Team Day

Three matches will be played at each venue:

- The matches to be played on the ground of the first named club in the draw.
- Match 1 will commence at 10.30am and be between two visiting teams, as per the draw.
- Match 2 will commence at 1 .50pm and be between the home team and the loser of match 1.
- Match 3 will commence at 5.10pm and be between the winners of match 1 and the home team.

4 Team Day

Three matches will be played at each venue:

- The matches to be played on the ground of the first named club in the draw.
- Match 1 will commence at 10.30am and be between two of the visiting teams, as per the draw.
- Match 2 will commence at 1 .50pm and be between the home team and the other visiting team as per the draw.
- Match 3 will commence at 5.10pm and be between the winners of match 1 and match 2.

4. **MATCH BALLS**

Each team shall provide its own new ball for each match it plays in to be given to the Umpires prior to the start of each match and the home Club shall provide the spare balls.

5. **OVERS & TIMINGS**

- a. Each match shall Consist of 20 overs per innings or until a team is bowled out.
- b. Each team must have completed its 20 overs within 1 hour 20 minutes of the start of the innings.
- c. Failure to complete the required number of overs within the allotted time will result in 6 penalty runs being awarded to the batting side for each whole over not bowled. The full allocations of overs must still be bowled
- d. The penalty runs will be awarded immediately the ball becomes dead after the end of the allocated time.
- e. During an innings the Umpires shall allow time for:
 - Illness or injury to player or Umpire.
 - Any other exceptional circumstances as determined by the Umpires.
- f. An incoming batsman must be in position to take guard or for his/her partner to receive the next ball within 1minute 30 seconds of the fall of the previous wicket. Failure to do so may result in the batsman being Timed Out

6. **AFFECTED START TIMES OR GAME COMPLETION**

In the event the scheduled start times or completion of matches is affected for any reason:

- The Umpires shall determine, in consultation with all Captains, the amended start times and any reduction in the number of overs in each match.
- The minimum number of overs for each innings shall be 5.
- Where the number of overs is reduced, the maximum overs per bowler will be determined proportionately by the Umpires.
- The team with the faster run rate per over shall be the winner provided that at least 5 overs have been bowled at the team batting second. Should the run rate be the same then the winner shall be the team losing fewer wickets in the first 5 overs of their innings.
- If any match cannot be completed on the appointed day, then it shall be determined by a bowl-off in accordance with Rule G10.

7. BOWLING RESTRICTIONS

No bowler shall bowl more than 4 overs in an innings. In a delayed or interrupted match where the overs are reduced no bowler may bowl more than one fifth of the total overs allowed. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. In the event of a bowler being unable to complete an over the remaining balls may be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

8. FIELDING RESTRICTIONS

- At the instant of delivery only two fielders shall be permitted outside the Circle during the first 6 overs of each innings and only five fielders thereafter. In the event of an infringement either Umpire shall call and signal No Ball.
- In the circumstances where the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the following schedule, 5 to 6 Overs 1, 7 to 9 Overs 2, 10 to 13 Overs 3, 14 to 16 Overs 4, 17 to 19 Overs 5.

9. REPLAYS

For the avoidance of doubt there will be no replays

10. WINNERS OF GROUP ROUNDS

The group winners (in Groups of 3 competing teams), will be determined by the team winning the greatest number of matches. In the event that teams win the same number of matches, the winner of the group shall be determined by the team with the highest run rate over both matches played. Run rate shall be calculated in terms of **runs per ball received**.

Run Rate = total runs scored/total number of balls received*

**balls received = all balls bowled + additional balls for No balls.*

DO NOT INCLUDE WIDES.

For example:

39.2 overs, with 5 no-balls and 7 wides = (39 x 6) + (0.2 of an over) + (5 wides) = 241

(Wides ignored.)

11. FINALS DAY WINNERS

- The winners shall represent the League in the ECB National T20 competition the following season.
- However, should any of the final rounds [Area/Regional] be played at home then the ground on which they will be played must meet the Grounds and Facilities Criteria for the Premier Division

SECTION K
V3 OVER 40 RULES

1. THE TITLE AND OBJECTIVES

- a. The competition shall be called the Cricket Cave V3 Over 40 Cricket Competition.
- b. Its purpose is to promote and develop the playing of amateur limited overs cricket for those who have reached their 40th birthday on or before 31st July of the current season.
- c. It is to foster sporting and social contacts between all member clubs.

2. COMPETITION ENTRY

- a. Applications for membership of the Competition shall be made to the League Manager in writing by 30th May each year.
- b. Each club must re-register before the deadline each season.

3. SUBSCRIPTIONS

Clubs which are not members of the Davanti North Staffs & South Cheshire Premier Cricket League must pay an entry fee of £20.00 to enter the competition.

4. MANAGEMENT

The competition will be administered by the Davanti North Staffs & South Cheshire Premier Cricket League Executive.

5. QUALIFICATION AND REGISTRATION OF PLAYERS:

- a. A player of any gender may play in this competition.
- b. A player may not play for more than one team or Club in the Competition in any one season.
- c. A club may register 6 players from other clubs who are not registered in the competition for that season, but only 4 may play in any one match.
- d. Each club must register each player who will play for the Club and if playing more than one team, identifying which team that player will be playing for; in the prescribed manner.
- e. The registration must be with the League Manager before 31st July in each season.
- f. Any player 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 in this Competition.
- g. A player shall not be allowed to play, if they do not qualify under the NSSCPCL Rules.

6. GENERAL

- a. The MCC Laws of Cricket and League Rules shall apply to all games except where otherwise stated in these rules.
- b. Each team shall provide an efficient scorer.
- c. Teams may play in coloured or white clothing.

7. UMPIRES

- a. Two umpires shall be appointed by the NSSCPCL for each fixture.
- b. The umpires shall receive £15.00 each. However, should a match be abandoned the umpires shall receive £10.00 each, with this cost being shared between the competing teams.
- c. Should a match be abandoned without play, then it is at the discretion of the individual umpire as to whether to accept all or part of the fee.

8. ARRANGEMENT OF FIXTURES

- a. Teams will be placed into four geographical zones, comprising of four teams.
- b. The teams in each zone shall play home and away fixtures with other teams in their zone, on the dates determined by the Executive Committee.
- c. Matches shall be played on a grass pitch.
- d. However, to aid the fulfilment of fixtures should a grass pitch not be playable due to adverse weather or preparation issues then an artificial pitch may be used. The surface must be determined prior to the toss and cannot be changed afterwards
- e. Fixtures shall be played on a Thursday evening.

9. FAILURE TO FULFIL A FIXTURE

- a. Should a team be unable to fulfil a fixture, then it must inform the League Manager by telephone at least 24 hours before the scheduled start time of the match. The opposing team shall be awarded the points for the game.
- b. The offending team may be subject to a disciplinary hearing, where it may be fined, have points deducted, or both.

10. RESULTS AND POINTS AWARDED DURING MATCHES

- a. The winning team in each match shall be awarded 5 points.
- b. Should a game be abandoned, and provided that the team batting second has received a minimum of 5 overs, then run rate shall apply
- c. Run rate shall be determined by calculating overs from the end of the last completed over, then dividing the runs scored by the numbers of overs bowled. [ie Runs Scored ÷ Overs Bowled] of each innings. The team with the highest run rate shall be declared the winner of the match.
- d. 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 its full allocation of overs.
- e. Should a match be abandoned without play, then no points are awarded.
- f. In the event of a tied League game, then each team shall receive two points. In the event of a tied game in either a semi-final or final the result shall be decided by a golden over.
- g. In 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.
- h. At the conclusion of the zonal fixtures the champions of each zone shall play in the Finals Event.
- i. The Finals Event shall consist of two semi-finals and a final to decide the overall Competition Champions, at a ground and on a date to be determine by the League Manager.

11. CONDITIONS OF PLAY

- a. 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.
- b. The innings of a team shall be complete at the fall of the seventh wicket.
- c. Should a team be short of the required eight players, its 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.
- d. Each innings shall comprise of a maximum of 15 x 6 ball overs and each bowler may bowl a maximum of three overs.
- e. 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
- f. An innings shall be completed in a maximum of 60 minutes. There shall be a ten minute interval between innings. The whole match shall therefore last two hours, 10 minutes.
- g. 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.
- h. A team must have at least five players present at the schedule start time of the match, if not, then the start will be delayed enabling at least five players to attend. As soon as five players are in attendance and ready to play, then the game shall commence.
- i. For each five minutes, or part thereof, that is lost in these circumstances, the following shall apply in respect of the offending team:
 - It will lose an over from its batting allocation in the game, up to a maximum of twenty minutes (5 overs) after the scheduled start time.
 - If enough players are not present at that time, then the game shall be abandoned.
 - The offending team shall be liable for all umpiring expenses for that game.
 - There may also be disciplinary proceedings where it may be fined, have points deducted, or both.
- j. The opposing team shall be awarded the points for the match.
- k. Where a team commences a game with an insufficient number of players, it can be made up to full strength within twenty minutes following the schedule start time of the match.

12. TIMED OUT

The incoming batsman must be in position to take guard or for his partner to receive the next ball within 1 minute of the fall of the previous wicket. Failure to do so will result in the incoming batsman being 'Timed Out'.

13. WIDE BALL

- a. All deliveries passing 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 their normal batting stance shall be called a wide ball.
- b. 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.
- c. When a ball is adjudged to be a wide, an additional ball shall be bowled and 2 runs shall be added to the total score of the side batting.

14. BALLS

- a. Each team shall provide a ball for its own use whilst bowling. The ball shall be an official league stamped pink ball and should be of good quality.
- b. The home side must provide adequate spares for both innings.

15. HOURS OF PLAY

- a. The match shall commence at 6.30pm, with the toss to take place at 6.20pm.
- b. On or after 15th August, games shall begin at 6.10pm, with the toss taking place at 6pm.
- c. Should one of the teams not have at least five players present at the time of the toss, then it shall concede the toss and the opponents shall be awarded the toss.

16. WEATHER AND LIGHT

- a. Where the start is delayed by adverse weather, then one over will 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.
- b. 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. Should there be dispute, then the umpires' decision is final.
- c. Should it not be possible to have a game of at least ten overs per team, then the game is abandoned.

17. INJURY TO PLAYER OR UMPIRE

- a. The Umpires shall only allow time for injury to a player or Umpire and where necessary for treatment to take place.
- b. The Umpires shall inform the fielding Captain and Scorers of the time allowed at the recommencement of the match and the batting Captain at the earliest opportunity and this time allowance should not be left to be adjusted at the end of the innings.
- c. 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 the fielder), field placement changes, etc.

18. DECLARATION OF CHAMPIONS

- a. In each section, the team scoring the highest number of points shall be considered the champions of that zone for the year.
- b. Should two or more teams have an equal number of points, then the champions shall be decided in the following manner:
 - The results of the matches between the respective teams shall be calculated to decide the champions.
 - Should this process still be unable to determine the champions, then the highest run rate achieved between the teams in the games between them shall decide the champions of the section.

19. REPORTING RESULTS

- a. 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.
- b. It is the responsibility of the home team to ensure that the completed information is loaded onto Play-Cricket.
- c. 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

SECTION L GROUNDS & FACILITIES RULES

1. THE GROUNDS AND FACILITIES RULES

- a. This section is incorporated into the League Rules and any breach may be referred to the Executive who shall address such a breach in accordance with the Leagues Disciplinary Procedures.
- b. The League shall have a Grounds and Facilities Advisory Committee who shall act under the auspices of the League Executive Board and whose responsibilities shall be to address all matter relating to grounds and facilities of the member Clubs.

2. THE GROUNDS AND FACILITIES ADVISORY COMMITTEE

- a. The main objective of the Grounds and Facilities Advisory Committee [the Committee] is to ensure that the playing facilities and venues for our League Cricket are of the required standard.
- b. To provide expert advice and guidance to any Club experiencing problems with its ground and/or pitch preparation

3. THE GROUNDS AND FACILITIES CRITERIA

- a. Clubs aspiring to be promoted to a higher Division must meet the criteria of the higher Division by the August inspection, prior to promotion.
- b. Clubs must maintain the criteria for their Division throughout the season.
- c. Members of the Committee shall be able to attend and inspect a Club's ground and facilities at any time.
- d. All Clubs shall have their grounds and facilities inspected no later than 31st May in each season and a report produced. If felt necessary, there will be a further inspection in August or September [the August Inspection].
- e. Marks shall be awarded to the Club following an inspection and any Club failing to meet the minimum requirement for its division shall be advised of the work necessary to do so.
- f. Clubs shall normally be given a minimum four days' notice of an inspection unless it is the result of a report from an Umpire in which case the inspection can be at shorter notice.
- g. A Club which fails to meet the minimum requirement of its division (or the division above in the event of potential promotion at the August Inspection) may appeal to the Executive in accordance with the League's appeals procedure.
- h. Marks shall be awarded to the Club following an inspection and any Club failing to meet the minimum requirement for their division shall be advised of the work necessary to do so.
- i. Marks awarded for Boundary must be in accordance with ECB guidelines.

THE PLAYING AREA

4. THE SQUARE

Shall be well maintained:

- The pitch-ends levelled and re-seeded throughout the season and any holes or ruts on the Square caused by previous matches must be levelled and filled before any subsequent matches
- Must be weed-free and worm-free
- Have an even cover of grass suitable for Cricket and preferably dwarf rye grass
- Suitable loam as recommended by the Committee shall be used for the Square
- The Square should be in good condition with the whole of it being cut within two days of the start of each match

5. THE PITCH

a. The Pitch shall:

- Be clearly distinguishable from remainder of square
- Be free of horizontally growing grasses
- Be rolled and marked before play
- Be appropriate for matches of at least 110 overs or as determined by the League Rules
- Have bounce that should be true and predictable throughout the match and not produce excessive spin or movement off the seam
- Have pitch and crease marking in accordance with the Laws of Cricket
- Be swept and re-marked between innings or at the tea break or as requested by Umpires
- Must be capable of being seen from all parts of the outfield

b. In the 7th & 8th Divisions matches may be played on an artificial pitch, as long as it is approved by the Committee before 1st April each year and shall be marked in accordance with ECB Guidelines

6. THE WICKETS

The Wickets shall be:

- A proper matching set, in good condition and with matching bails and with heavy bails available in windy conditions and when determined by the Umpires
- Pitched by the home Club in accordance with the Laws of Cricket and with the stump holes adequately watered to allow easy resetting by the Umpires

7. THE OUTFIELD

The Outfield shall be:

- Well maintained and adequately drained
- Closely mown with no noticeable grass cuttings remaining on the outfield
- Free from weeds
- Balls able to run true
- Free of holes, ruts or obstructions that might pose a hazard to fielders, batsmen or Umpires
- When applicable, fielding circles shall be placed on the outfield and indicated with discs in accordance with League Rules

8. THE BOUNDARY

a. The Boundary shall be clearly marked by:

- A white line or
- A rope or
- Artificial rope/piping.

b. Where the boundary is marked by a white line or rope or artificial rope/piping less than 1 inch in diameter or height, then white flags shall be placed on the outside edge of the boundary marking at a maximum of 20-yard intervals

c. The boundary must be not less than 45 yards and no more than 90 yards from the centre of the pitch for all Premier, 1st, 2nd and 3rd Division matches. Marks will be awarded for the boundary in accordance with ECB guidelines

- d. There should be no dangerous obstacles placed within one metre of the boundary

9. PRACTICE FACILITIES

- a. Clubs shall ensure that all members have access to good quality practice facilities
- b. The minimum must be either one artificial and off-pitch net or 2 off-pitch nets
- c. Shall be in good condition and well maintained with a true and predictable bounce on the practice pitch
- d. All Clubs shall provide net practice facilities for use by both teams prior to a match

10. THE SIGHTSCREENS

- a. The Sightscreens shall be as follows:
- The structure and non-reflective paintwork shall be clean and
 - in good condition
 - easy to move.
 - A minimum of 12 ft high and 12 ft wide. However, Clubs must ensure that at all time the screens should be large enough to cater for local conditions eg Undulating grounds may need larger screens.
 - Premier Division Clubs shall provide sightscreens which cover both sides of the wicket at each end of the ground to facilitate bowling from either side of the wicket without the need to move them.
 - Suitably positioned by the home Club before the commencement of play
 - Provided at the boundary edge at both ends of the pitch unless explicit dispensation is given by the Executive
- b. Should it be necessary to move the sightscreens during play then it will be the responsibility of the fielding team to move them as quickly as possible to ensure that time is not wasted

11. THE CRITERIA REQUIRED FOR EACH DIVISION

THE PREMIER DIVISION

The ground criteria for the Premier Division is as follows:

- A minimum of 40 points for the whole facility
- A minimum of 10 points for the Pitch, Square and Outfield with no score below 3 points in each category
- Nominated Groundsman with Level One Spring and Autumn qualification
- Membership of STAG or equivalent for the Club
- Soil analysis at least once every 3 years

DIVISION 1

The ground criteria for the 1st Division is as follows:

- Minimum of 35 points for the whole facility.
- Minimum of 9 points for the Pitch, Square and Outfield, with no score below 3 points in each category
- Nominated Groundsman with Level One Spring and Autumn qualification
- Membership of STAG or equivalent for the Club.
- Soil analysis at least once every 3 years.

DIVISION 2

The ground criteria for the 2nd Division is as follows:

- Minimum of 30 points for the whole facility.

- Minimum of 9 points for the Pitch, Square and Outfield with no score below 3 points in each category
- Nominated Groundsman with Level One Spring and Autumn qualification
- Membership of STAG or equivalent for the Club.
- Soil analysis at least once every 3 years.

DIVISIONS 3 & 4

The ground criteria for the 3rd & 4th Division is as follows:

- A minimum of 27 points for the whole facility.
- Minimum of 9 points for the Pitch, Square and Outfield, with no score below 3 points in each category.
- Nominated Groundsman with Level One Spring and Autumn qualification.
- Membership of STAG or equivalent for the Club.
- Soil analysis at least once every 3 years.

DIVISION 5

The ground criteria for the 5th Division is as follows:

- Minimum of 25 points for the whole facility
- Minimum of 8 points for the Pitch, Square and Outfield, with no score below 2 points in each category.
- Nominated Groundsman with Level One Spring and Autumn qualification.
- Membership of STAG or equivalent for the Club.
- Soil analysis at least once every 3 years.

DIVISION 6

The ground criteria for the 6th Division is as follows:

- Minimum of 23 points for the whole facility
- Minimum of 7 points for the Pitch, Square and Outfield, with no score below 2 points in each category.
- Nominated Groundsman with Level One Spring and Autumn qualification.
- Membership of STAG or equivalent for the Club.
- Soil analysis at least once every 3 years.

DIVISION 7

There are no specific criteria for this Division, but Clubs should aim to achieve the following:

- 20 points for the whole facility
- 6 points for the Pitch, Square and Outfield with no score below 2 points in each category.
- Nominated Groundsman with Level One Spring and Autumn qualification.
- Membership of STAG or equivalent for the Club.
- Soil analysis at least once every 3 years.

Clubs will need to attain the required points for Division 6 to gain promotion.

DIVISION 8

There are no specific criteria for this Division, but Clubs should aim to achieve the following:

- 20 points for the whole facility
- 6 points for the Pitch, Square and Outfield with no score below 2 points in each category.
- Nominated Groundsman with Level One Spring and Autumn qualification.
- Membership of STAG or equivalent for the Club.
- Soil analysis at least once every 3 years.

Clubs will be eligible for promotion to Division 7.

FACILITIES THAT ARE NOT PART OF THE PLAYING AREA

12. THE SCORE BOX

- a. The Score Box shall be:
 - Clean and tidy with adequate table and chairs and with full protection from the weather
 - Visible from the pavilion, players' viewing area and the far side of the Ground.
- b. The Umpires shall be able to see the acknowledgement signals of the scorers clearly, which should be with the aid of a light.
- c. Scorers shall be able to see at least 90% of the playing area
- d. The Score Box shall display the following:
 - The running total of the innings in progress
 - Wickets fallen
 - Overs bowled or Overs remaining. [If overs bowled are displayed then the total overs for the innings in progress shall also be displayed]
 - First innings total if applicable
 - Last man's score
 - Side batting home/visitor
 - Premier and 1st Division Clubs must also display the individual Batsmen's score in progression during the innings
- e. The numbers shall be as follows:
 - Be clean, in good condition and working order.
 - A minimum of 12 inches in height.
 - Easily accessible to the Scorers and simple to operate.

13. THE COVERS

- a. The Divisional requirement shall be as follows:
 - Clubs with teams playing in the Premier and 1st Divisions shall have wheeled covers with the minimum length of 72 feet and minimum width of 10 feet and must be available for use.
 - Clubs with teams playing in Division 2 and below must provide covering, which shall be waterproof i.e. Plastic Sheets, to cover the required area. The use of wheel covers is encouraged.
- b. The use of Covers shall be as follows:
 - The area to be covered shall be the pitch and Bowler's run ups equally at either end, to a minimum of 84ft x 10ft. Failure to comply with these rules shall result in a £20 fine for each occasion and the matter may be referred to the Regulatory Board.
 - The home club shall be responsible for the arrangements to put the covers in place as quickly as possible, when required or as directed by the Umpires to do so.
 - The covers must be placed over the area to be covered in the 48 hours prior to the match when weather conditions justify.
 - Following the toss, the responsibility of directing the placement and removal of the covers shall rest with the Umpires.
- c. Clubs will be required to show that their covering arrangements are adequate to protect the pitch, considering the contours and draining characteristics of the Ground
- d. Additional covering for the areas likely to cause a delay in play e.g. ends of previously used pitches, should be provided wherever possible

14. DRYING EQUIPMENT

The home club should provide and make available:

- An adequate supply of sawdust and cloths in wet conditions
- At the grounds of Premier and Division 1 Clubs mechanical mopping equipment must be available.
- All Clubs shall make available other drying equipment including brushes, forks, squeegees, sack cloth, sponge etc.

15. ROLLERS

The following rollers shall be available for use during all matches.

- At Premier and 1st Division clubs a light [5 to 10 cwt] and heavy [minimum 30cwt] roller.
- At all other clubs at least one roller a light [5 to 10 cwt] or a heavy [minimum 30cwt] roller.

16. THE SURROUNDING AREA OF THE GROUND OUTSIDE THE BOUNDARY, INCLUDING FENCES AND HEDGES

The surrounding area of the ground shall be as follows:

- Well maintained.
- Suitable fencing and hedges should be in place to ensure the prevention of lost balls. that do not delay play.
- Entrance to grounds must be clearly signposted.
- Seating for spectators should be well maintained and in good condition.
- Where there are ditches they should be clearly identified and well maintained.

17. CHANGING ROOMS FOR PLAYERS

- a. Changing rooms will be provided for visiting teams and shall be:
 - Of adequate size for 11 adults to get changed.
 - Clean, decorated, well-lit and Ventilated.
- b. They shall have:
 - Flooring suitable for bare feet, suitable seating and a mirror.
 - Tables or shelving for bags and equipment.
 - At least one hook per player.
 - The capability of being locked.
- c. Changing rooms shall be easily accessible from the playing area whilst preserving the privacy of the players.
- d. Changing rooms should allow viewing of the playing area wherever possible.

18. CHANGING ROOMS AND EQUIPMENT FOR UMPIRES

- a. Umpires will be provided with a changing room, that is separate from the players and shall be:
 - Of adequate size for 2 adults to get changed.
 - Clean, tidy, decorated, well lit and ventilated.
 - Free from all Club storage
- b. It Shall have:
 - Flooring suitable for bare feet, suitable seating and a mirror.
 - Tables or shelving for bags and equipment.
 - At least one hook per Umpire.
 - Entry without having to use the changing rooms of the players for access
 - Be ready for occupation at least 90 minutes before the commencement of the match
 - The capability of being locked
- c. Umpires shall be provided with the following equipment prior to the match:
- d. Bowlers' Markers, Umpires' Coats, drying cloths, ordinary and heavy balls and spare stumps, match balls and spares.

19. SHOWER FACILITIES

Shower facilities shall be available and adequate to meet the needs of Players and Umpires and will be as follows:

- Clean, hygienic and well maintained
- Conveniently located to allow private access by players and Umpires

20. TOILET FACILITIES

The toilet facilities shall be as follows:

- Clean, hygienic, well maintained, with washing and hand drying facilities and mirror.
- Available for both male and female and clearly marked as such
- Access for spectators must be consistent with the security and privacy requirements of players and Umpires
- All the toilet facilities must meet legal requirements and take account of needs of the disabled person.

21. HOSPITALITY FACILITIES

a. The kitchen facilities shall be as follows:

- Meet all legal and safety requirements for food preparation
- Have sufficient crockery and cutlery that is clean, in good condition for the use of players, officials and spectators

b. The area used for serving teas shall be:

- Adjacent to the playing area
- Adequate size to accommodate players, officials and spectators
- Clean, well maintained and in good decorative condition

c. The Bar and the Surrounding Area where there is this facility shall be as follows:

- Have adequate facilities for players, Umpires and spectators, with proper heating and seating arrangements
- Be adequately staffed and be open before close of play
- Clean, well maintained and in good decorative condition

22. FIRST AID FACILITIES

a. Clubs shall have a well and appropriately stocked First Aid Box, with a book to record injuries.

b. There should also be available a person qualified in First Aid.

23. A CLOCK AND BELL

a. At the home ground of each team there shall be a working clock at least 2ft in diameter, sited so as to be seen from the playing area during all matches.

b. At the home ground of each team there shall be a bell to allow the Umpire to signal the start and resumption of play.

24. A VIEWING AREA

A seated area ideally covered and sheltered shall be provided for the batting side to view the match.

25. CAR PARKING FACILITIES

Clubs shall make every effort to provide adequate parking, either within or immediately adjacent to the Ground and the following shall apply:

- Players, match and Club officials shall be given priority in respect of parking

- The approaches to the Car Park should be of a suitable surface, without potholes or other hazards
- Facilities for spectators to watch the match from their car should be provided wherever possible

26. ACCESS FOR DISABLED PEOPLE

Clubs should make suitable provision for disabled people to have access to the car park, ground and social areas.

27. PUBLIC INFORMATION

- a. Team sheets and match information shall be on display and available in a convenient location and where possible on the Club's website for the benefit of spectators.
- b. A Public Address System should be provided wherever possible.

SECTION M DISCIPLINARY RULES

The North Staffs & South Cheshire Premier Cricket League endorses and incorporates the ECB Code of Conduct and the MCC Spirit of Cricket in its Rules.

Failure to comply with the provisions mentioned in the Code of Conduct or the Spirit of Cricket above may lead to disciplinary action.

1. CODE OF CONDUCT

The ECB and The League is committed to maintaining the highest standards of behaviour and conduct. This Code of Conduct incorporates the Spirit of Cricket, as set out below. It applies to all matches played under the auspices of the ECB and The League and may be applied to cricket in general.

The captains are responsible at all times for ensuring that play is conducted within the Spirit of Cricket as well as within the Laws.

Players and team officials must at all times accept the umpire's decision. Players must not show dissent at the umpire's decision or react in a provocative or disapproving manner towards another player or a spectator.

Players and team officials shall not intimidate, assault or attempt to intimidate or assault an umpire, another player or a spectator.

Players and team officials shall not use crude and/or abusive language (known as "sledging") nor make offensive gestures or hand signals nor deliberately distract an opponent.

Players and team officials shall not make racially abusive comments nor indulge in racially abusive actions against fellow players, officials, members and supporters. Clubs must operate an active open-door membership policy whilst respecting player qualification regulations and welcome players/members irrespective of ethnic origin.

Players and team officials shall not use or in any way be concerned in the use or distribution of illegal drugs.

Clubs must take adequate steps to ensure the good behaviour of their members and supporters towards players and umpires. Any club found to be in breach of the ECB Code of Conduct may be expelled for the current and future seasons.

2. THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

Responsibility of Captains

There are two Laws which place the responsibility for the team's conduct firmly on the captain. Law 41 & Law 42. The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

a) PLAYER CONDUCT

Why is player behaviour so important?

The Laws and the Spirit of Cricket are there to ensure that all 22 players and umpires enjoy a game that, although played competitively, is always played fairly.

Whatever someone's role in the game is, everyone has a responsibility to ensure that the Laws are upheld and that we don't tolerate any form of poor player behaviour.

Remember that poor behaviour detracts from the enjoyment of playing the game and causes additional work for volunteers by taking them away from supporting other areas of the game.

Setting the Tone

It is important to remember that captains are responsible for the behaviour of their players and umpires have always worked with them to achieve this. However, Law 42 now allows non-playing umpires to act on any unacceptable on-field conduct.

Working together, non-playing umpires will agree that the incident constitutes unacceptable behaviour and decide on what level has been breached.

In the absence of non-playing umpires, captains are to agree the tone for player behaviour in that game.

Player's Conduct

In the event of any player failing to comply with the instructions of an umpire, criticising his decision by word or action, showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, requesting the latter to take action. The umpires may intervene at any time, applying Law 42 (Players' Conduct) when deemed appropriate, and it is the responsibility of the captain to take action where required.

Violence

There is no place for any act of violence on the field of play.

Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance
 - a) appeal knowing the batsman is not out
 - b) advance towards an umpire in an aggressive manner when appealing
 - c) seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

b) UNFAIR PLAY

According to the Laws the umpires are the sole judges of fair and unfair play.

Preamble – The Spirit of Cricket, as well as within the Laws, in particular the following areas covered by Law 41

The umpires are authorised to intervene in cases of:

- Unfair actions
- The Match Ball – Changing its condition
- Deliberate attempt to distract striker
- Deliberate distraction, deception or obstruction of batsman
- Bowling of dangerous and unfair short pitched deliveries
- Bowling of dangerous and unfair non-pitching deliveries
- Bowling of deliberate front-foot No ball
- Time wasting by the fielding side
- Batsman wasting time

- The protected area
- Fielder damaging the pitch
- Bowler running on protected area
- Batsman damaging the pitch
- Striker in protected area
- Non-striker leaving his/her ground early
- Batsmen stealing a run

3. AIMS AND JURISDICTION

These rules shall apply to any player who plays for any club at any level under the auspices of the ECB and are intended to provide assistance and uniformity to all Clubs and Leagues in dealing with any alleged breach of the ECB Code of Conduct and Spirit of Cricket.

It is intended that any breach of the Code of Conduct, Spirit of Cricket or League Rules should in the first instance be dealt with by the player's club who shall notify the League Manager of the result of any action taken against its player.

4. LEVEL, OFFENCES AND SANCTIONS

The consequences of these offences are split into four levels, with specific sanctions for each level.

Sanctions for unacceptable behaviour range from a warning for a Level 1 offence, through to the non-playing umpire directing the captain to remove an offending player from the field for the remainder of the match for a Level 4 offence.

All levels of offence require a non-playing umpire to complete a mandatory report, to the League, in addition to the on-field punishment.

Full details of the offences are listed under MCC Law 42, a copy of which is on the League website.

LEVEL 1

OFFENCE	MATCH SANCTION
<p>Abuse of the ground and/or equipment Deliberately hitting the stumps, deliberately throwing cricket bat, wilful damage to the ground, wilful damage to dressing room or windows, wilful damage to the sightcreens or other equipment.</p> <p>Aggressive/excessive appealing Running towards the umpire, sustained appealing from a single delivery or using aggressive language or gestures while appealing.</p> <p>Obscene, offensive and insulting language and gestures The umpire is responsible for deciding if language or gestures are obscene or offensive. If any one person regards language or a gesture as obscene or offensive, then the umpire will regard it as such.</p> <p>Dissent Showing dissent at an umpire's decision by word or action.</p> <p>Any other misconduct This covers any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence</p>	<p>1) For a first offence, a first and final warning applies to the whole team for the remainder of the match</p> <p>2) A second and all further offences will result in 5 Penalty runs to the other team</p>

LEVEL 2

OFFENCE	MATCH SANCTION
<p>Inappropriate and deliberate physical contact Intention to cause a collision or tripping, barging or pushing another player.</p> <p>Throwing the ball at someone In the umpire's opinion, a ball is deliberately aimed at someone or is inappropriate or dangerous.</p> <p>Obscene language or gestures aimed at someone The difference between Level 1 and Level 2 is that for a Level 2 offence the umpire believes that the language or gesture was specifically aimed at a targeted individual.</p> <p>Serious Dissent Showing serious dissent at an umpire's decision by word or action.</p> <p>Any other misconduct This covers any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence</p>	<ol style="list-style-type: none"> 1) 5 Penalty runs awarded to the non-offending team. 2) The offence also counts as a first warning for any future Level 1 offence in the same game. A first and final warning applies to the whole team for the remainder of the match

LEVEL 3

OFFENCE	MATCH SANCTION
<p>Intimidating an umpire Any act by a player, short of violence, which is intimidating towards an umpire is a Level 3 offence. Examples would be moving threateningly into the umpire's personal space, moving towards an umpire in a threatening manner, or using language which is aimed at intimidating the umpire.</p> <p>Threatening to assault another player, team official or spectator Any physical gesture or language which threatens an assault on the specified individual(s) is a Level 3 offence.</p>	<ol style="list-style-type: none"> 1) The player is required to be removed from the field for a predetermined period of time. The umpires will calculate the period of time and advise the team captain and explain what happened when the player returns. 2) 5 Penalty runs awarded to the non-offending team. 3) The offence also counts as a first warning for any future Level 1 offence in the same game. A first and final warning applies to the whole team for the remainder of the match

LEVEL 4

OFFENCE	MATCH SANCTION
<p>Threaten to assault an umpire</p> <p>Make inappropriate and deliberate physical contact with an umpire</p> <p>Physically assault another player or any other person</p> <p>Commit any other act of violence</p>	<ol style="list-style-type: none"> 1) The player is required to be removed from the field of play immediately and will not be allowed to take any further part in the match 2) If a batsman, they are deemed retired. If a member the fielding side they will not be allowed a substitute 3) 5 Penalty runs awarded to the non-offending team.

	4) The offence also counts as a first warning for any future Level 1 offence in the same game. A first and final warning applies to the whole team for the remainder of the match
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ALL LEVELS OF OFFENCE REQUIRE:

- a) The umpire must notify the player and his captain or an official of the player’s club on the day of the match, prior to leaving the ground.
AND
- b) A non-playing umpire to complete a mandatory report, using the online form on the League website, emailing the League Manager or contacting the Umpires’ Manager, as soon as possible after the match

Level 3 or 4 Match Offences will automatically be subject to a full Disciplinary Hearing.

As a guideline, in addition to all of the above Match Sanctions, additional disciplinary penalties should be expected to be imposed for any breach, complaint referred and, if appropriate, proved at a disciplinary hearing. The higher end of the tariff band is most likely to be reserved for serial offences/offenders:

- Level 1** - Final warning to 6 matches and/or appropriate/equivalent time ban
- Level 2** - 2 to 8 matches and/or appropriate/equivalent time ban
- Level 3** - 4 to 10 matches and/or appropriate/equivalent time ban
- Level 4** - A minimum of 10 matches and/or appropriate/equivalent time ban

What happens if a captain does not do as asked?

When the non-playing umpires agree that a Level 3 or 4 offence has been committed, it is expected that the captains, responsible for implementing the required actions, will carry out their duties. If they do not, the Laws require the umpires to do the following:

- **If one captain refused:** Award the match to the other team.
- **If both captains refuse:** Instruct the players to leave the field. There is no result nor is the match concluded.

5. SOCIAL MEDIA POLICY

- a. Players and club officials shall not make any public or media comment which is detrimental to the League, clubs, umpires or the game in general. In this instance, media shall include press, radio, television, external websites, club websites, social networking sites (such as Twitter and Facebook etc) and club match programmes.
- b. For the avoidance of doubt, any posting includes the sharing, retweeting, repeating of comments or posts made by another party.
- c. The deleting of any inappropriate content, whilst advisable, does not of itself prevent disciplinary action being taken.
- d. Any matter involving the above and referred by the League Manager or Executive Committee will be investigated and dealt with under the League Breaches Procedures and may result in Disciplinary Penalties being imposed.

6. MUTUAL RECOGNITION CLAUSE

It is intended that Leagues will work with Minor Counties and County Boards to ensure these Disciplinary Guidelines have the greatest effect.

The first section refers to the sharing of information between cricket bodies and also advises the players this will happen.

The League shall report match bans in writing to the relevant club's County Board, who will also inform the ECB, in accordance with the conditions set out at a) to c) below. In the case of a Minor County Player being the subject of a sanction the Minor County Cricket Association must be advised. The League will also inform any other League it considers appropriate e.g Stone & District League and Kidsgrove League

- a. Information about penalties imposed under these discipline regulations shall be shared with individuals at the club and County Board on a need to know basis, for example with individuals who need to be informed in order to give effect to the penalty.
- b. Information about match bans held by the County Board shall be shared with other clubs only for the purposes of ensuring recognition of penalties by other clubs.
- c. Individuals subject to these discipline regulations must be made aware by their clubs that by playing in matches under the jurisdiction of the ECB, they agree that information about penalties imposed on them will be shared with the County Boards, ECB and other clubs in accordance with these discipline regulations.

The second section refers to the recognition of penalties imposed by others. The wording above has been agreed with ECB lawyers and the Cricket Discipline Commission and as a consequence it is appropriate for each League to add to the second section, highlighted below, to read as follows: -

- d. All clubs that play in ECB competitions or in County Board Affiliated Leagues shall recognise and give full effect to any match ban, and/or any other penalty, imposed pursuant to by these discipline regulations by a League within that County Board boundary and the boundaries of the listed neighbouring Counties and Leagues The League will also inform any other League it considers appropriate e.g The Stone & District League and Kidsgrove League

All clubs that play in ECB competitions or in County Board Affiliated Leagues shall also give effect to any match bans, and/or other penalties, imposed pursuant to any other disciplinary regulations as directed by the ECB.

7. BREACHES PROCEDURE

- a. Any alleged breach of the League Rules covered in Section A-M shall be notified in writing to the League Manager as follows:
 - Match breach - Within 72 hours following the end of the match
 - Non-match breach – within 7 days of becoming aware of the alleged breach
- b. Upon receipt of such complaint, and as soon as reasonably practicable, the League Manager shall record the alleged breach or complaint and either:
 1. Take no action, except to record the complaint and notify the Club and the Executive
 2. Endorse any action already taken by the Club and confirm that no further action is required
 3. Notify the club and invite them to respond within 7 days, then either follow a) or b) or move to d)
 4. Refer the matter for a full Disciplinary Hearing, which shall be convened by the League Manager as soon as practicable but no sooner than 7 days.
- c. In the case of an incident involving a player under the age of 18 years old, the League Welfare Officer will immediately be informed, who will notify the County Board Welfare Officer. In such circumstances, the incident may be regarded as:
 - i) A welfare and child protection case or
 - ii) An outright disciplinary case. If the incident is being investigated by another organisation (e.g. the Police, ECB Safeguarding Department) the League initially will await the outcome of that investigation, before deciding on possible further action.
- d. In the case of a registered player being the subject of an upheld complaint, the National Leagues & Competitions Manager will be advised by telephone or email by the League Manager.

8. DISCIPLINARY HEARING PROCEDURE

- a. A minimum of 7 days' notice of a Disciplinary Hearing shall be given in writing to any Club, player or official concerned unless it is not reasonably practicable to do so. Notice given to a Club is deemed to be notice to any Player or Official of that Club. The notice shall specify the alleged rule breach(es).
- b. The Hearing must take place within 21 days' of the notice being issued to the Club. Any adjournments may be granted at the discretion of the Chairman of the Disciplinary Hearing.
- c. The Hearing shall be conducted by a Disciplinary Panel chosen from the League's Regulatory Board of the League which shall consist of not less than three persons, none of whom shall be connected with the player, the club or their opponents at the time of the alleged breach.
- d. In the event that c) cannot be achieved an independent Disciplinary Panel will be selected.
- e. The player and club shall be entitled to attend the Hearing, state their case to be supported by a colleague and to call witnesses.
- f. A member of the League Executive shall be entitled to attend the Hearing, and if relevant state their case, to be supported by a colleague and to call witnesses.
- g. The Hearing may proceed in the absence of any party affected at the discretion of the Regulatory Board or the Disciplinary Panel, who may impose any penalty available on any such absent party.
- h. The standard of proof shall be on the 'balance of probabilities' rather than the criminal standard of 'beyond reasonable doubt'.
- i. The decision shall be given at the conclusion of the Hearing.
- j. In the event of player under the age of 18 is subject to a Disciplinary Hearing, the Hearing will be in accordance with the appropriate ECB guidance.

9. APPEALS PROCEDURE

- a. Any Club or individual shall have the right of appeal to the League's Regulatory Board unless an appeal is specifically excluded by any other rule.
- b. Any such appeal, setting out the grounds for appeal must be made in writing to the League Manager within 3 days of receipt of notice of the decision made or penalty imposed together with a payment of £100, which will be refunded if the Appeal is completely successful.
- c. A minimum of 7 days notice of the Appeal Hearing shall be given in writing to any Club, player or official concerned unless it is not reasonably practicable to do so. Notice given to a Club is deemed to be notice to any Player or Official of that Club.
- d. The Appeal Hearing must take place within 21 days of the notice being issued to the Club. Any adjournments may be granted at the discretion of the Chairman of the Disciplinary Hearing.
- e. The Appeal Hearing shall be conducted by an Appeal Panel chosen from the League's Regulatory Board. The composition of the Appeal Panel shall be at the discretion of the Chairman of the Appeal Hearing and shall consist of not less than three persons, none of whom were involved in the earlier Disciplinary Hearing, nor shall be connected with the player, the Club or their opponents at the time of the alleged breach.
- f. The player or club shall have the same rights of attendance and representation, and to call witnesses as they had for the Disciplinary Hearing.
- g. The Executive, if relevant shall have the same rights of attendance and representation, and to call witnesses as they had for the Disciplinary Hearing.

- h. The Appeals Panel may confirm, vary or reverse the decision of the Disciplinary Hearing and it shall have the power to increase the penalty and award costs of the Appeal Hearing. Decisions of the Appeal Panel shall be by majority vote; where necessary, the Chairman of the Appeal Hearing shall have a casting vote
- i. Any decision made at an Appeal Hearing will be final and binding and no further appeal will be allowed.
- j. The decision shall be given within 7 days of conclusion of the Appeal Hearing.

10. DISCIPLINARY PENALTIES

- a. Where applicable, penalties will be carried over to apply in the following season.
- b. Where the breach is not referred to a Disciplinary Hearing, repeated infringements, listed on umpires' reports, by an individual player or by a Club may still result in additional penalties as laid out in P3 below.
- c. If at a hearing a breach of League Rules is proven, the Disciplinary Panel shall have the power to impose one or more of the following penalties, together with such order as to costs as it deems appropriate:

In the case of a Player: -

- To require the player to submit appropriate letter(s) of apology within a specified time
- To record a reprimand and to give a warning as to future conduct
- To impose a fine, not to exceed £500
- To suspend the player for one or more matches, or for a stated period of time
- To deduct League points from the player's team
- To expel the player from the League

In the case of a Club: -

- To require the club to submit appropriate letter(s) of apology within a specified time
- To record a reprimand and to give a warning as to future conduct
- To impose a fine
- To deduct League points from the club's team
- To expel the club from any competition of the league
- To relegate to any lower division of the League or to a 'linked' league
- Any other penalty felt to be appropriate in the circumstances.