

# MIDDLESEX CUP

## Rules and Playing Conditions for 2019

1. The Competition shall be open to all Clubs playing in the Kingspan Middlesex County Cricket League and to others on invitation by Middlesex Cricket.
2. All players in the Competition shall be bona fide members of the Club for which they are playing and registered on the appropriate League website as such. Players playing for another Club in any Saturday League shall be ineligible to play.
3. Only one Category 3 (Overseas) player may play for a Club in any match.
4. Each Club is responsible for providing one standard League (1<sup>st</sup> and 2<sup>nd</sup> XI) ball for each match it plays. The home Club is responsible for providing spares.
5. In rounds 1-3, each Club shall provide one Umpire qualified to at least ECB ACO Level 1. If a Club fails to provide an Umpire and this results in the other Umpire having to stand at the bowler's end throughout the match, the Club at fault shall be required to pay that Umpire expenses of £35 (irrespective of the level of expenses paid to him by the Club that appointed him). Clubs needing help in finding an umpire should contact Keir Hopley ([keir.hopley@blueyonder.co.uk](mailto:keir.hopley@blueyonder.co.uk)), who may be able to appoint someone. From the quarter-finals onwards, Umpires will be provided and paid for by Middlesex Cricket.
6. Each Club shall provide a Scorer in all matches. If a Club fails to provide a Scorer and the other Club does so, then the Club at fault shall be required to pay that Scorer expenses of £20 (irrespective of the level of expenses paid to him by the Club that appointed him).
7. The DLS method of determining results in shortened matches shall apply from the Quarter-Finals onwards. In Rounds 1-3, Clubs may agree to use DLS provided they do so before the toss for innings; otherwise average run rate will be used.
8. The **winning** Club in each match shall be responsible for sending the result and summary scores to Bob Baxter ([rjbaxter2@gmail.com](mailto:rjbaxter2@gmail.com)) by noon on the Wednesday following the match.

## **PLAYING CONDITIONS**

Each game shall be played according to the Laws of Cricket as issued by the MCC (the 'Laws' with any references in these playing conditions to a numbered Law being to the relevant Law of Cricket) except as set out below.

### **1. Duration**

- ai. Each match shall start at 1230 except for the final, which shall start at 1130.
  - ii. Each match shall consist of a maximum of 45 overs per innings save where time is lost after the scheduled start time due to inclement weather or other unavoidable cause, when the number of overs may be reduced as provided below.
  - iii. There shall be one interval of 30 minutes. This shall normally be taken between innings. The umpires shall have the power to vary the timing of the interval or reduce its length in the event of bad weather or exceptional circumstances.
  - iv. Unless bowled out earlier, the team batting first shall bat for the full number of overs allotted prior to the commencement of the match; declarations are not permitted. Should the side batting first be dismissed before the end of the overs allotted to it, the team batting second shall be entitled to bat for 45 overs or as reduced due to inclement weather or other cause.
  - v. Overs shall only begin to be deducted from either innings once the cumulative loss of playing time exceeds 40 minutes whether by way of a delayed start and/or a subsequent suspension of play.
- b. Delayed start matches –
- i. The number of overs shall be arranged so that both teams have the opportunity of batting for the same number of overs (minimum 20 overs each team).
  - ii. If the delay in the actual start is 40 minutes or less, paragraph 1 (b) (iii) shall apply and there shall be no deduction of overs from either innings.
  - iii. If the delay in the actual start is more than 40 minutes the calculation of the number of overs to be bowled shall be based on one over per side for each full 7.5 minutes in the time remaining before the scheduled close of play (as referred to in paragraph 1 (a)).  
Time for the interval must be excluded from the calculation of time remaining.
- d. Suspended matches –
- i. First innings - When play is suspended during the first innings and the cumulative loss of playing time in the Match is 40 minutes or less, paragraph 1 (b) (iii) shall apply and there shall be no reduction in overs. Once the cumulative loss of playing time in the Match has exceeded 40 minutes and either play continues to be suspended or is subsequently suspended during the first innings, the object shall be to rearrange the number of overs so that both sides have the opportunity of batting for the same number of overs (minimum 20 overs per side). The reduction of the number of overs to be bowled shall be based on one over per side for each full 7.5 minutes in the time remaining before the scheduled close of play (as referred to in paragraph 1 (a)). Should the calculation regarding the number of overs result in an odd number of total overs then one over shall be added and the new total divided in half.  
Time for the interval must be excluded from the calculation of time remaining.
  - ii. Second innings - If there is a delayed start to the second innings or a suspension of play during the second innings and the cumulative loss of playing time in the Match is 40 minutes or less, paragraph 1 (b) (iii) shall apply and there shall be no reduction in the overs which the

side batting second shall face. Should the first innings have finished before the originally scheduled time then the amount of time it finished before the scheduled time should be added to the 40 minutes available before any overs are deducted.

Once the cumulative loss of playing time in the Match has exceeded 40 minutes (plus any time allowed for the first innings finishing early) and either the start of the second innings continues to be delayed or play in the second innings continues to be suspended or is subsequently suspended so that there is:-

(A) sufficient time for the side batting second to receive the same number of overs as the side batting first had the opportunity to receive, there will be no reduction in the number of overs in the second innings; or

(B) insufficient time for the side batting second to face the same number of overs as the side batting first had the opportunity to face, then the number of overs to be bowled will be reduced by one over for every 3.75 minutes or part thereof of the relevant lost time, subject to a minimum of 20 overs. The number of overs to be faced by the team batting second will never be increased because of a delayed start to the second innings or after a suspension in the second innings.

iii. In the event of a suspension occurring in the middle of an over, the number of full overs to be bowled will be calculated by treating such partial over as a complete over (i.e. treat 3 overs and two balls as 4 overs) and any balls remaining to be bowled in the over during which play was suspended, will be bowled when play is resumed.

e. The fielding Captain shall agree drinks intervals with the Umpires prior to the start of each innings. A maximum of 5 minutes will be allowed for each drinks break. Time for agreed drinks intervals shall be excluded when calculating any time remaining.

f. Should the loss of time result in less than 20 overs being available to either team, the game shall be abandoned.

g. Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.

***Illustration of paragraph 1.d.i. (Suspension of play in the 1<sup>st</sup> Innings including examples of partial overs, calculations resulting in a fraction of an over and an odd number of overs)***

***Facts:***

*40 minutes is lost before the start of play. Play starts at 13.10. It rains at 14.00 and the play is suspended after 14 overs and 3 valid balls have been bowled. Play resumes at 15.20. Before play re-starts the Captains and the Umpires agree that there will be no drinks break in the 1<sup>st</sup> Innings but that tea and drinks in the 2<sup>nd</sup> innings will proceed as normally. How many overs will each side now have the opportunity to face?*

*Application of para 1 d i.:*

***Step 1:*** calculate how many overs can be played in remaining playing time ("PT") by dividing it by 3.75 (ignore any fraction).

***Step 2:*** Add any overs already bowled (round any incomplete over at stoppage up).

***Step 3:*** If the resulting number of overs is uneven, add one.

***Step 4:*** Divide the resulting total by 2 to arrive at the numbers of overs for each Team.

***Step 5:*** Where the stoppage occurred mid-over, bowl the remaining balls of that over and then, per the calculation, bowl the remaining overs of the batting's side's revised entitlement.

*Calculation:*

***Step 1:*** Remaining PT 19.20 (extended Close of Play) minus 15.20 = 4 hours minus intervals to be taken in that time i.e. 35 mins (tea + 1 drinks)—4 hours minus 35 mins = 3 hours 25 mins

(205 mins). 205 divided by 3.75 = 54.6666 BUT ignore Fractions of an Over (paragraph 1 g) so 54 overs.

**Step 2:** Add overs already bowled (round up any incomplete over per - Paragraph 1 d iii) so 14.3 overs become 15 overs. 15 overs + 54 overs = 69 overs.

**Step 3:** If the resulting number is uneven—69 is uneven—add one over (Paragraph 1 d i) so 69 overs becomes 70 overs.

**Step 4:** Divide resulting total (70 overs) by 2 = 35 overs for each Team so the side batting first has 35 minus 15 overs (14.3 rounded up to 15 per Step 2) = 20 overs left to face on resumption of play (plus, per Step 5, the 3 balls remaining from the incomplete over).

**Step 5:** On resumption, complete the incomplete over by bowling the remaining 3 balls and then the side batting first gets the chance to face its remaining 20 overs.

### **Illustration of time lost in the second innings**

#### **Facts:**

No time was lost before the start of the match or during the First Innings. The side batting first faced its 45 overs and scored 210. Tea was taken at the end of the Innings at 15.30 and the Second Innings started at 16.00 and continued until 16.30 when, at the end of the 7<sup>th</sup> over, it poured with rain and the resumption of the Second Innings was delayed until 18.05. Prior to the resumption, the Umpires and Captains agreed there would be no drinks break in the Second Innings. How many overs will the Second Innings comprise and what is the revised target score?

Application of paragraph 1.d.ii

No overs reduction until cumulative loss of playing time exceeds 40 minutes (see Paragraph 1.b.(iii)). Where so exceeded and either the start of the Second Innings is delayed or play is suspended in the Second Innings, so the side batting Second cannot face the same number of overs as the side batting first had the opportunity to face, then the number of overs to be bowled is calculated by dividing the time lost by 3.75 mins per Over and ignoring fractions.

Calculation of the number of overs available to the Team batting **second**:

First calculate time lost. 18.05-16.30 = 95 minutes. From that take the 40 minutes provided by Paragraph 1.b.(iii). So 55 minutes are lost.

55 minutes divided by 3.75 = 14.6667 overs. But ignore fractions so it's 14 overs lost.

So the Second Innings is one of 31 overs, of which 7 have already been bowled.

Calculation of revised target score (per Paragraphs 8.d and 8.i.)

The revised target score is calculated by reference to the average run rate of the team batting first (as required by paragraphs 8.c and 8.d below) by using the following formula –  
(Runs scored in the 1<sup>st</sup> innings ÷ overs available in the 1<sup>st</sup> innings) x overs available in the second innings.

In this illustration, the target score is  $210 \div 45 \times 31 = 144.6667$

In order to win, the side batting second needs to **exceed** the target score so the results that can arise at this stage based on the total reached in the Second Innings are:

145 (or more )-Win for the side batting second

144 (or fewer)- Win for the side batting first

**Note:** Where the target score, as calculated as above, is not a whole number (e.g. 144.6667 as in this illustration) a tie is impossible. In a match where the target score was precisely 144 and the side batting Second made 144, the match would be a tie.

### **Illustration of time lost in the second innings where the first innings had ended early**

#### **Facts:**

As above, save that the side batting first was bowled out in 40 overs and tea was taken at 15.05, with the Second Innings beginning at 15.35. When the rain came at 16.20, 11 overs had been bowled.

#### **Application of paragraph 1.d.ii**

In addition to allowing the 40 minutes provided for by paragraph 1.b.(iii), time should also be allowed for the time the First Innings finished early before reducing the number of overs to be bowled, in this case 15 minutes.

#### **Calculation of the number of overs available to the Team batting second:**

First calculate the time lost.  $17.55-16.20 = 95$  minutes. From that take the 40 minutes provided for by paragraph 1.b.(iii) and the 15 minutes the First Innings finished early.  $95-40-15 = 40$  minutes lost.

40 minutes divided by 3.75 = 10.6667 overs – but ignore fractions, so it's 10 overs lost.

The Second Innings becomes one of 35 overs, of which 11 have already been bowled.

Calculation of revised target score (per Paragraphs 8.d and 8.i.)

The revised target score is calculated by reference to the average run rate of the team batting First (as required by paragraphs 8.c and 8.d below) by using the following formula – (Runs scored in the 1<sup>st</sup> innings  $\div$  overs available in the 1<sup>st</sup> innings)  $\times$  overs available in the second innings.

In this illustration, even though the side batting first were bowled out in 40 overs, they had 45 available to them so the target score is calculated on that basis:  $210 \div 45 \times 35 = 163.3333$ .

In order to win, the side batting second needs to **exceed** the target score so the results that can arise at this stage based on the total reached in the Second Innings are:

- 164 (or more) - Win for the side batting second
- 163 (or fewer)- Win for the side batting first

**Note:** Where the target score, as calculated as above, is not a whole number (eg 163.3333 as in this illustration) a tie is impossible. In a match where the target score was precisely 163 and the side batting second made 163, the match would be a tie.

## **2. The Balls and Clothing**

Matches shall be played in traditional white clothing with a red ball.

## **3. Number of overs per bowler**

a. In a 45 overs match, no bowler may bowl more than 9 overs in an innings.

b. In a match where the start has been delayed and the innings of both teams are reduced prior to the commencement of the match to less than 45 overs, no bowler may bowl more than one fifth of the total overs allowed. Where the total overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. in a 43 over match, 3 bowlers may bowl 9 overs and no other more than 8 overs.

c. In the event of a reduction in overs after the commencement of the match, the maximum number of overs allowed per bowler will be calculated as in paragraph 3(b) (unless such number has been exceeded before the suspension) – e.g. after 16 overs, rain results in the innings being reduced to 32 overs. Both opening bowlers have already bowled 8 overs each. 2 bowlers can bowl 7 overs and 3 can bowl 6. Bowlers 1 and 2 have already exceeded this limit. They count as the 2 bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.

- d. Where a suspension occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- e. In the event of a bowler being incapacitated or suspended and being unable to complete an over, the remaining balls will be bowled by another bowler providing that bowler did not bowl the previous over or part of it. Such part of an over shall count as a full over only in so far as each bowler's limit is concerned.
- f. The ECB Fast Bowling Directives may affect the above over limitations.

#### **4. Restriction on the placement of fielders/ Powerplays**

- a. At the instant of delivery, there may not be more than five fielders on the leg side.
- b. In addition to the restriction contained in paragraph 4(a), further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (the 'Powerplay Overs') are set out in the following paragraphs.
- c. The following fielding restrictions shall apply:
  - i. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.5 metres). The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch – see diagram at Appendix 1. The fielding restriction area should be marked by 'dots' at five-yard (4.57 metre) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18 cm) in diameter.
  - ii. During the first block of Powerplay Overs (as set out below) only two fielders shall be permitted outside this fielding restriction area at the instant of delivery.
  - iii. During the second block of Powerplay Overs only four fielders shall be permitted outside this fielding restriction area at the instant of delivery.
  - iv. During the third block of Powerplay Overs only five fielders shall be permitted outside this fielding restriction at the instant of delivery.
- d. Subject to the provisions of paragraph 4 (e) below, the Powerplay Overs shall apply for each innings as follows:
  - i. The first block of Powerplay Overs shall be overs 1-10 in a full 45 over innings.
  - ii. The second block of Powerplay Overs shall be overs 11-35 in a full 45 over innings.
  - iii. The third block of Powerplay Overs shall be overs 36-45 in a full 45 over innings.
- e. In circumstances when the number of overs of the batting team is reduced, the Powerplay Overs shall be adjusted in accordance with the table in Appendix 2. For the sake of clarity, it should be noted that the table shall apply to both the first and second innings of the match.
- f. If play is interrupted in an innings and the table at Appendix 2 applies, the appropriate Powerplay takes immediate effect. For the avoidance of doubt, this occurs even if the interruption has occurred mid-over.
- g. At the commencement of the second and third blocks of Powerplay Overs, the Umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- h. In the event of an infringement of any of the above fielding restrictions, the Umpire at the striker's end shall call and signal 'No Ball'.
- i. In the event of the striker's end Umpire failing to call and signal No Ball when the fielding restrictions in this playing condition have been breached or when Law 28.4 has been

breached (i.e. at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead, the striker may draw the matter to that Umpire's attention. If the striker's end Umpire is able to verify the breach, he shall call and signal No Ball. If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

## **5 No ball**

- a. Law 21 will apply so that the penalty for a no ball will be 1 run.
- b. In addition to paragraph 5(a) above, the delivery following a no ball called for any reason other than a short-pitched ball passing the batsman above head height shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (i.e. any kind of no ball or a wide ball) 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, even if the delivery for a free hit is called wide ball.
- d. Field changes are NOT permitted for free hit deliveries unless there is a change of striker or unless the no ball was called for an infringement of the fielding regulations, in which case the field may move to the minimum necessary to make the new field legal. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.
- e. The Umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.
- f. Any fielding restrictions in place at the time will still apply for the free hit delivery.
- g. The free hit delivery counts as a ball in the over unless it in turn is a wide or any form of No Ball.

## **6. Wide ball/pitch markings**

- a. Umpires are instructed to apply a very strict and consistent interpretation in regard to judging a wide in order to prevent negative bowling wide of the wicket.
- b. The following criteria should be adopted as a guide to Umpires:  
If a ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a "normal cricket stroke" both from where he is standing and from where he should normally be standing at the crease, the Umpire shall call and signal "Wide Ball". Any ball that passes to the leg side of the wicket without being hit by the striker or hitting any part of the striker's person or equipment shall normally be called wide.
- c. Pitch markings should be expanded to include lines, 17 inches (43.18cms) inside either return crease as an aid to Umpires in judging whether an offside wide has been bowled.
- d. The above provisions in (a) and (b) do not apply if the striker makes contact with the ball, or if it passes between the striker and the wicket.

## **7. The bowling of fast short pitched balls (the bouncer)**

- a. Law 41.6 (a) (ii) is amended to read as follows: -
  - i. A bowler shall be limited to two fast short pitched balls per over. The Umpire at the bowler's end will make it clear to both the bowler and the batsmen at the wicket when each such a delivery within this limit is bowled. This ruling shall apply even though the striker has made contact with the ball with his bat, person or equipment.

ii. A fast short pitched ball is defined as one that passes or would have passed over shoulder height of the batsman standing upright at the crease. The Umpire shall call and signal no ball on each occasion the limit is exceeded. In addition, the Umpires will adopt the procedures of law 41.6.

iii. In addition, a ball that passes above head height, which prevents the batsman from being able to hit it with his bat by means of a normal cricket stroke, shall be called no ball. For the avoidance of any doubt, any fast short pitched delivery that is called a no ball under this playing condition shall also count as one of the fast short pitched deliveries in that over.

## **8. Result**

a. A result can only be achieved if, prior to being so achieved, both teams have had the opportunity of batting for at least 20 overs.

b. When there is no suspension after play has commenced and when both sides have had the opportunity of batting for the same number of overs, the team scoring the higher number of runs shall be the winner.

ci. If the number of runs scored by each side is equal, then the winner shall be the side losing fewer wickets.

ii. If still equal, or if both sides were all out, the side with the higher score at the end of the completed penultimate over shall be the winner, and if still equal, at the end of the previous over, and so on until a winner can be decided. Exceptionally where both sides are dismissed for the same total, before receiving their full allocation of overs, then the side that has been dismissed in fewer legitimate deliveries received is the winner.

di. If, due to suspension of play after the start of the match, the number of overs in the innings of the team batting second has to be revised to a lesser number than that originally allotted (minimum of 20 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing.

iii. If this target score is exceeded a win for the team batting second shall result

iv. If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs provided it has had the opportunity to receive not less than 20 overs, the result shall be decided by DLS or by average run rate per over as appropriate.

v. In the case of the team batting first being dismissed in less than the number of overs allocated for their innings, the calculation will be based on the number of overs that the team was scheduled to receive and not on the number actually received.

e. The home team will use best efforts to display to the players on the field and to spectators the target on the scoreboard or by some other means.

f. Any dispute between the scorers as to the target score shall in the first instance be referred to the Captains who shall endeavour in good faith to resolve it. Only if the Captains fail to reach agreement shall the matter in dispute be referred to the Umpires (provided they are not players in the relevant match) whose decision shall be final.

g. If after the restart of play it is discovered that the wrong target score has been set the faulty target score shall stand.