



Middlesex County Cricket League

Constitution And Playing Conditions

Updated: April 2019 Spring Meeting

Constitution of the Middlesex County Cricket League

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Constitution of the Middlesex County Cricket League

A. Title

A1. The title shall be the Middlesex County Cricket League (hereinafter called "the League"). At the discretion of the Executive, the League Title may be amended to incorporate words or symbols referring to a sponsor or other appropriate body.

B. Purpose

B1. The purpose of the League shall be to organise cricket on a championship basis for Member Clubs of the League, with the object of playing club cricket in the spirit of the game as it now exists.

B2. In particular, the League shall encourage:

- a. co-operation with the England and Wales Cricket Board (hereinafter called "the ECB"), Middlesex Cricket (hereinafter called "the MCB") and any other body having similar objectives to the League;
- b. co-operation with the provision of assistance and advice to Member Clubs on any matter affecting the interests of the Member Clubs and the League;
- c. consideration of any means of promoting the best interests of the League;
- d. promotion of high standards of behaviour and conduct on and off the field of play; and
- e. promotion of high standards for Member Clubs' pitches, outfielders and other facilities and related maintenance, improvement and sustainability programmes.

C. Organisation

C1. Composition

- a. The League shall consist of clubs (hereinafter called "the Member Clubs") whose grounds are considered for cricketing purposes to be within the county of Middlesex, and who shall be affiliated to the MCB.
- b. Only a General Meeting may expel any Member Club from membership of the League.

C2. Officers and Management Committee

- a. The officers of the League shall be the Chairman, the Secretary, the Fixtures Secretary, the Registration Officer, the Results Secretary and the Chairs of the four Sub-Committees referred to in Rule C2d who must each be members of a Member Club and/or members of the Middlesex Association of Cricket Officials and elected at the Annual General Meeting of the League (hereinafter called "the AGM") or, in the case of the Chairs of the Sub-Committees, at a Special General Meeting.
- b. Nominations for:
 - i. the posts of Chairman, Secretary, Fixtures Secretary, Registration Officer and Results Secretary must be submitted in writing to the Secretary no later than the date two weeks before the AGM or General Meeting at which they are to be elected. In the event of no nominations being received by that date and the incumbent Officer retiring, an Officer may be nominated from the floor and elected at the AGM;

- ii. the posts of Chairs of the four Sub-Committees referred to in Rule C2d must be submitted in writing to the Secretary no later than the date 2 weeks before the AGM or General Meeting at which they are to be elected. In the event of no nominations being received by that date and the incumbent Chair retiring, a Chair may be nominated from the floor and elected at the relevant meeting.

- c. The League shall be governed by a Management Board/Committee (hereinafter called "the Executive"). The Executive shall consist of the Chairman, the Secretary, and the Chairs of the four Sub-Committees referred to in Rule C2d.

- d. The Executive shall be responsible for the management of the League, and shall appoint sub-committees, which must include a Finance & Commercial Sub-Committee, a Playing & Grounds Sub-Committee (whose members must include the Fixtures Secretary), a Registration & Regulation Sub-Committee (whose members must include the Registration Officer and the Results Secretary) and a Disciplinary Sub-Committee and in addition may include such other sub-committees as the Executive shall from time to time consider beneficial for the governance of the League. The terms of reference of the Sub-Committees shall be set by the Executive. Members of each Sub-Committee shall be appointed by the Chair of that Sub-Committee. Who shall comply with Rule C2e and follow any other guidelines issued by the Executive as to the conduct of his/her Sub-Committee and the recruitment process to be followed.

- e. Of the members of each of the four Sub-Committees referred to in Rule C2d not more than two shall be from the same Member Club. Of the aggregate membership of the Executive and the four Sub-Committees referred to in Rule C2d not more than four shall be from the same Member Club.

- f. The Officers, Executive and Sub-Committee members shall be indemnified by the Member Clubs against all costs incurred when acting on behalf of the League.

- g. The Executive may submit proposals to any General Meeting of the League provided that at least four weeks' notice has been given in writing to Member Clubs.

- h. The Executive is elected to implement and interpret the Constitution of the League. In the event of any dispute, the matter shall be referred for arbitration to the Executive whose decision, by a simple majority vote of all its members, shall be final.

- i. The alteration or suspension of the League's Constitution can only take place with the approval of Member Clubs, at the AGM or at a Special General Meeting, and shall require the support of at least two thirds of the Member Clubs present and voting. Abstention shall not count as voting.

- j. (i) The Executive shall meet as necessary and will be responsible for the governance of the League within the framework of the Constitution and shall have the power to deal with any matter not covered by the Constitution and/or any disagreement as to its meaning. This shall include (without limitation) power:

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(a) to make recommendations to Member Clubs whose grounds and/or pitches, in the Executive's opinion, consistently fall short of the standards expected in the League having regard to Rule Be and the playing level at which the ground or pitch is being used; and

(b) if those recommendations are not complied with by the end of such reasonable period as the Executive may specify, to require the relevant Club to find an alternative venue within such reasonable period as the Executive may specify

k. power to decide the consequences and action to be taken if a Member Club withdraws one or more of its teams from the League prior to the start of or during any season.

Any such decision shall be binding upon Member Clubs save that if at least ten Member Clubs object in writing to the Secretary within two weeks of such decision being published to them in writing the Executive must either revise its decision or call a Special General Meeting to debate its decision.

l. The quorum for a meeting of the Executive shall be a minimum of 4 persons.

C3. Meetings

a. The AGM shall normally take place on the last Monday in November each year or on such other date the Executive shall determine. The AGM shall transact the annual business of the League including:

- i. election of Officers and Sub-Committee Chairs as provided in Rule C2;
- ii. election of Honorary Auditor;
- iii. adoption of the Annual Accounts, the fixing of the Annual Subscription, and fines under Rule D7 and any other charges;
- iv. entries into, or withdrawals from, membership as provided in Rules C1(b), C5 and D3;
- v. any special items submitted in writing to the Secretary by a Member Club not later than three weeks before the AGM; and
- vi. any matter proposed by the Executive under Rule C2 (g)

b. A Special General Meeting may be called at any time at the instigation of the Executive or upon application to the Secretary in writing. Any such application must bear the signatures of an official representative of at least ten Member Clubs and shall clearly state the motion or motions which it is required to submit to the Special General Meeting. The meeting must take place within six weeks of the receipt of the application and shall discuss only the motion or motions which are the subject of the application.

c. At General Meetings, each Member Club shall be represented by not more than two bona fide members. In addition, the Middlesex County Cricket League Umpires' Association (hereinafter called "the Umpires' Panel") may be represented by not more than two persons, who shall not take part in any vote. Delegations in excess of two persons shall require the consent of the Chairman.

d. The Chairman shall take the Chair at the AGM and at other General Meetings. If the Chairman is not present, the meeting shall elect its own Chairman.

e. In addition to the AGM, there shall be a General Meeting in March or April of each year; and at other times as provided in Rule C3(b).

f. The Secretary shall give all Member Clubs a minimum of four weeks' notice in writing of General Meetings. This notice shall include an agenda of the business to be transacted, subject to the addition of any special items submitted under Rule C3(a)(v) and/or any nominations under Rule C2(b)(ii).

C4. Voting at General Meetings

a. At General Meetings, the voting shall be on the basis of one vote per team in the 1st XI League, one vote per team in the 2nd XI League and one for any team(s) in the Third Tier (only one vote in each category so that, for example, a Club with its 1st XI (but not its 2nd XI) in the League and 2 teams in the Third Tier would have 2 votes) up to a maximum of 3 votes per Member Club. Each Member Club, having two or three votes, shall cast their votes as a block. A Member Club whose team(s) is (are) relegated from the League, shall cease to have the vote previously attributable to that team following the commencement of the general business of the AGM at which such relegation is confirmed. Where a team is promoted into or otherwise enters the League, its Club shall be eligible to exercise any vote attributable to that team following the commencement of the general business of the AGM at which the relevant promotion or entry is confirmed.

b. A proposal to alter the Constitution may only be made either at the AGM or at a Special General Meeting called for that purpose

c. Alterations to the playing conditions in Rule E1 for the 1st XI, 1st Division League (hereinafter called "The Premier League") and any arrangements concerning ECB finance to Premier Leagues may be made by a simple majority of the Member Clubs in the Premier League for the season which the changes affect.

d. Any other proposal to alter the Constitution shall require the support of at least two thirds of the Member Clubs present and voting. Abstention shall not count as voting.

e. In all other matters a simple majority shall be decisive.

f. In the event of a tied vote on such matters the Chairman of the meeting, who shall not vote otherwise, shall cast the deciding vote.

C5. Entry into and withdrawal from the League Championship

a. Any proposal that an existing Member Club shall withdraw or be expelled from the League shall be made in writing to the Secretary not later than three weeks before the AGM and the Member Club affected shall be informed immediately. On promotion under either Rule D3(i) or D3(j) new Member Clubs shall commence active Membership of the League following the commencement of the general business of the AGM at which their promotion is confirmed.

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b. Voluntary withdrawal, or expulsion, from the League shall not take place until twelve months have elapsed after the AGM at which the decision was taken. If a Member Club is expelled from the League, the Secretary shall inform the MCB of the expulsion and the reasons for it.

C6. Finance

- a. Each Member Club shall be required to pay, on or before the 1st May each year or on or before such later date as the Executive shall determine, an annual subscription to be decided at the AGM.
- b. An Audited Account for the year ended 31st October shall be prepared for consideration at the AGM.

D. Structure of the League

D1. Fixtures

- a. Each team shall have one home and one away fixture against each other team in the same Division of the Championship.
- b. Each Member Club shall ensure that its best available team shall play in each fixture, with its strongest team fulfilling the 1st XI fixture, next strongest the 2nd XI fixture and so on. The Committee may impose any of the penalties set out in the MCCCL Disciplinary Regulations referred to in Rule G in the event of a breach of this provision.
- c. Conceded matches and multiple concessions

(i) A concession of a match **must** be communicated “in person by phone” to the opposing captain or cricket contact **and** confirmed via email to them, copying in the Results Secretary **and** the result entered into the League Website before 9pm on the Thursday immediately before the match occurs.

(ii) Any game conceded after 9pm on Thursday (or not properly communicated by 9pm, as above) will incur the following penalties applicable to the conceding side:

- 10 points deduction
- £100 fixed penalty (payable directly to their opposition, which is to cover grounds hire, preparation and other expenses)

In addition, maximum points for that game will be awarded to their opponents.

Note that Games Conceded will count as “Wins” to the team conceded against in the case of a points tie at the end of the season.

(iii) In respect of multiple concessions; any team that cumulatively forfeits more than 25% of the total number of matches available to them at the start of the season, will be removed from the league and all results involving that club will be removed from the records.

The Executive will also review whether that team is allowed into the competition for the following season.

d. The Executive shall empower the Secretary to enquire of any League having a direct link to promotion/relegation with the League proof of eligibility of players playing within that League. Any failure or refusal to co-operate by that League shall be referred by the Secretary to the Executive who shall take whatever steps it sees fit.

e. The fixtures will be arranged, and the venues approved, by the Executive.

f. No fixture in the 1st XI and 2nd XI Championships may be transferred to a pitch away from the Home Club’s main square because that square is unfit for play, or without the permission of the Executive.

D2. Divisions

There shall be three Divisions in each of the First and Second XI Championships; and below that a Third Tier comprising four county divisions (Divisions 1-4) and four regional divisions (Divisions 5A, 5B, 6A and 6B).

D3. Method of awarding Championship points

a. Allocation in the Premier League shall be set out as in Schedule 1.

b. Allocation in the other Divisions of the 1st Team League shall be as set out in Schedule 2;

c. Allocation in all Divisions of the 2nd Team League shall be as set out in Schedule 3;

d. Allocation in all Divisions of the 3rd Tier League shall be as set out in Schedule 4

c. The team with the highest number of Championship points shall be placed highest and the team with the lowest number shall be placed lowest.

d. When two or more teams are equal on points at the end of the season, the team with the greatest number of wins shall be deemed to have finished the highest.

e. If two or more teams remain equal, the team securing the greatest number of points in matches between those teams shall be deemed to have finished higher. If any teams remain equal, the following criteria shall apply in the following order:

- (i) Most winning draw results;
- (ii) Toss of a coin.

f. In the event of any dispute, the Executive’s decision shall be final.

g. The winner of the Championship shall be the team placed highest in the League on completion of the Championship programme.

h. Subject to Rule D3(k), the two lowest teams in the First and Second Division of each Championship will be relegated to the Second and Third Divisions respectively. They will be replaced by the two highest teams in the Second and Third Divisions respectively.

i. In the 1st XI and 2nd XI Leagues the Champion Club of the 1st Division of the 1st XI and 2nd XI Leagues of the Middlesex Championship, or its successor in title, shall be eligible to be considered for promotion to the 3rd Division of the relevant League. When considering such matter the Executive may apply such criteria as it may deem appropriate having regard to the purpose of the League as set out in Rule B. In the event that one or both of those Champion Clubs does not meet the Executive’s criteria for promotion, the Club finishing in runner-up position shall be considered. No other Club shall be considered. Such promotion shall be subject to conditions which shall be determined from time to time by the Executive.

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j. Subject to Rule D3(k), in the Third Tier, the two lowest teams in Divisions 1 – 3, shall be replaced by the two highest teams in Divisions 2 – 4 respectively. The three lowest teams in Division 4 shall be replaced by the highest team from Division 5A and 5B, plus the runner up team with the best points total from Division 5A or 5B. In the regionalised Divisions 5A and 5B, the two lowest teams will be replaced by the two highest teams from Divisions 6A and 6B respectively. Note that it will be necessary for the Committee to review the construction of the regionalised Divisions each season, to ensure their geographical make up is still fit for purpose.

k. No more than one XI from any one Member Club may play in any Division of the League. No lower XI of a Member Club may play in a higher League or Division than a higher XI from that same Club. If as a result of this Rule a lower XI which would otherwise have been promoted is not promoted out of a Division, the second lowest Club in the Division above will remain in that Division and not be relegated

l. Any Club promoted pursuant to Rule 3i shall be promoted to the relevant 3rd Division and the bottom Club in that Division shall be relegated to the relevant 1st Division of the Middlesex Championship.

m. Promotion of a Club to the 3rd Tier pursuant to Rule 3j shall not in any way mean that the 1st and/or 2nd XIs of that Club meet the Executive's criteria for promotion referred to in Rule 3i and the Executive shall have absolute discretion over applying such criteria.

D4. Officials

a. Umpires for 1st XI matches will be appointed by the Umpires' Panel. Any umpire appointed by the Umpires' Panel shall be known as a "League Umpire".

b. For all other matches, each Club will provide its own umpire. Where a Club has failed to provide its own Recognised Umpire then any Recognised Umpire provided by the opposing Club shall have the right, if he/she so chooses, to umpire at the bowler's end throughout the match. In this Constitution a "Recognised Umpire" is –

(i) any umpire who (a) has any form of ACO accreditation and (b) has an ACO membership current at the time of the match; or

(ii) any other umpire who has applied to and been recognised by the Executive as an experienced umpire.

c. Each Club shall endeavour to provide a scorer for each match. Failure by any Member Club to provide a scorer in any 1st XI match in which that Club is playing on more than 3 occasions during a season will result in the deduction of one League point for each further match in which such a failure occurs unless the Executive in their discretion and having regard to the relevant circumstances determine otherwise.

D5. Supply of cricket balls

New balls shall be provided in 1st XI, 2nd XI and Third Tier League matches by the home Club in accordance with the applicable Playing Conditions. Balls for 1st XI, 2nd XI and Third Tier League matches will be provided by the Executive to Member Clubs, the cost thereof being the responsibility of the individual Member Clubs.

D6. Notification of results

For all matches, both Clubs shall notify the result of and other specified information about each match to the person nominated by the Executive for that purpose. The notifications shall be in the form and format specified from time to time by the Executive and shall be subject to the following deadlines –

a. All matches – no later than 9.30pm on the day of the match, each Club must notify its match result (including both teams' match scores and highlights) using the method then specified by the Executive. Failure to comply with this requirement will result in the offending Club incurring a fine of £10 (or such higher amount as the Committee may from time to time specify) for each such failure;

b. First XI matches only – no later than midday of the Wednesday following the match, each Club must provide the League match reporting information then specified by the Executive, using the method then specified by the Executive. Failure to comply with this requirement will result in the offending club incurring a fine of £10 (or such higher amount as the Executive may from time to time specify) for each of the first three offences. Each subsequent missed deadline will result in the Secretary instructing the Results Secretary to deduct one League point.

D7. Extra scorecard reporting requirements for First and Second XIs

In addition to the requirements of Rule D6, the following shall apply to all First and Second XI matches:

a. Home Club: It is the responsibility of the home club to input the complete match scorecard and result (the names of all 22 players who took part in the game, plus those player's match playing statistics) accurately into "Play-Cricket" (meaning in this Rule D7 the ECB website of that name or such other website or application as the Executive may from time to time specify) by midnight of (in the case of First XIs) the Sunday and (in the case of Second XIs) the Wednesday following the match.

b. Away Club: It is the responsibility of the away club to check that the complete match scorecard (the names of all 22 players who took part in the game, plus each of those player's match playing statistics) has been entered accurately into "Play-Cricket" by midnight of (in the case of First XIs) the Monday and (in the case of Second XIs) the Friday following the match (unless para c applies). The result should also be checked by the away club. If the away club considers there to be any error in the scorecard both clubs concerned shall attempt to resolve matters between them as soon as possible. Any disputes are to be referred to the League's Results Secretary whose decision shall be final.

c. Should the home club (or, if an agreement has been made under para d, the away club) fail to adhere to the required deadline in para a then the opposition club is allowed 24 hours (from midnight on the day that the scorecard is entered) to complete the confirmation required from it under para b.

d. The home club and the away club captains or scorers may agree, at the end of the match, that the away club will take responsibility for entering the match scorecard into "Play-Cricket" in compliance with this Rule D7.

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Note: this would make sense in circumstances when the away club scorer uses an electronic scoring system and the home club does not. Where this occurs the responsibilities and timescales for compliance by each club in paragraphs a and b of this Rule 8 will be reversed.

e. It is the responsibility of each club to ensure that the information entered into "Play-Cricket" is accurate, including the correct identification of all players playing the relevant match. Incidences where incorrect identities of players have been entered into the scorecard will count as a "failure" on the part of the club for whom the incorrect player was entered or confirmed as playing

Note: Player identification should be made easier when entering scorecards, because, through "Play-Cricket" functionality, only players currently registered with "Play-Cricket" will appear as options when completing MCCL First XI scorecards on "Play-Cricket". Entry of "unsure" or similar will count as a "failure" by the club for whom the "unsure" player was entered or confirmed as playing.

f. To signal that a club has complied with the scorecard reporting requirements in this Rule D8, that club must after it has either entered or checked a match scorecard, tick the 'confirm' box for that match in "Play-Cricket". This is an important requirement, as it allows League officers to check quickly compliance with this Rule D8. Failure to do this will be counted as a failure on the part of the club concerned and be subject to the current penalties schedule.

g. Failure to comply with this Rule D8 will result in the following penalties:

- 1st, 2nd, and 3rd failures - £10 for each failure
- 4th and 5th failures - £25 for each failure
- 6th and 7th failures - £50 for each failure
- 8th and subsequent failures – deduction of one league point from the relevant club's First XI (in the case of First XI failures) or Second XI (in the case of Second XI failures).

E. Playing Conditions

E1. Each game shall be played according to the Laws of Cricket as issued by the MCC except as laid out below.

E2. Premier League

The Playing Conditions set out in Schedule 1 shall apply.

E3. Other 1st XI –

In other Divisions of the 1st Team League, the Playing Conditions set out in Schedule 2 shall apply.

E4. 2nd XI and Third Tier Leagues

- a. In all Divisions of the 2nd Team League, the Playing Conditions set out in Schedule 3 shall apply;
- b. In all Divisions of the Third Tier League the Playing Conditions set out in Schedule 4 shall apply.
- c. The on-field sanctions in Law 42 shall not apply in the 2nd XI and Third Tier Leagues and penalty runs shall not be awarded in those Leagues other than in respect of the ball hitting the helmet.

E5. ECB Directives

Any ECB Directives for Young Players from time to time in force shall be incorporated into and deemed part of the Playing Conditions for all Leagues and Divisions. In the event of any conflict between such Directives and any other Playing Conditions, the former shall take precedence.

E6. Covering and marking of pitches

a. It is recommended that, whenever possible, the following provisions are applied: the whole pitch, plus ten yards behind the stumps at each end, shall be covered as follows:

- i. the night before the match and, if necessary, until the first ball is bowled, and whenever necessary at any time before that during the preparation of the pitch;
 - ii. the covers to be twelve feet wide.
- b. It is required that:
- i. at any time when play is suspended due to rain or conditions of light during the hours of play, any available covers shall be used.
 - ii. before the covers are removed prior to an inspection, at least one of the umpires shall supervise the removal.
- c. In any 1st XI match the home club shall be responsible for remarking the pitch in the interval between innings. Failure to do this will result in the deduction of one League point for each match in which such failure occurs.
- d. (i) In first XI matches only, pitches will be marked by Umpires using a scheme approved by the Executive. Any pitch failing to achieve 60% of the available marks in any match shall be considered substandard.
- (ii) On receipt of a first substandard mark, the Club shall receive a formal warning.
- (iii) On receipt of a second or subsequent report, one League point shall be deducted for each such failure.
- e. For the avoidance of doubt, this rule applies only to the pitch, not to the outfield

F. Eligibility of Players

I CATEGORIES OF PLAYERS

F1. Subject to the modifications described in Part II below, Players in the League shall be considered in the following ECB-defined categories:

Category 1: A player qualified to play for England under the then current ECB regulations (those current as at 8 March 2019 being set out in Rule 2 below).

Category 2: Contracted Player A player (capped or uncapped) qualified to play for England under the current ECB regulations AND currently under contract to a First-Class County Club or MCC Young Cricketers. A contracted player is one who has a current full playing contract, a summer contract or a development (scholarship) contract but not an Academy contract (16- 19 years).

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Category 3 (e): Overseas Player (exempt) A player not qualified to play for England under current ECB regulations who is resident in this country and has been resident in this country for a period of 18 consecutive months prior to the date of request for registration, and has not been out of the country for more than 35 days, consecutively, or 70 days, in total, during the previous 24 months. Any remuneration received from playing cricket must not be the main source of his income.

Category 3: Overseas Player A player not qualified to play for England under the current ECB regulations.

F2. Qualification of Cricketers to Play for England

Subject to the overriding discretion of the ECB, acting with the consent of the International Cricket Council, a cricketer will only be qualified to play for England in a Test Match or in a One Day International Match if:

- i. he is either a British citizen or an Irish citizen AND he was born within England and Wales; OR
- ii. (a) he has been resident in England and Wales for the immediately preceding four consecutive years if his residence commenced prior to his 18th birthday or seven years if his residence in England and Wales commenced after his 18th birthday; AND
(b) he has not during the immediately preceding four consecutive years either (i) played cricket for any ICC Full Member Country outside the EEA at Under 17 level or above, or (ii) played First Class Cricket in any such Full Member Country except as an overseas cricketer under local rules.

F3. In the case of a cricketer seeking to become qualified through residency under 2(ii) above, he will (until he has become qualified to play for England) only be treated as having been resident within England and Wales for the relevant consecutive period if he has spent a minimum of 210 days in each year within England and Wales (for which purpose year shall mean a year ending 31st March).

F4. Definitions

- England and Wales means England, Wales, the Channel Islands and the Isle of Man. For the purposes of the League, this shall be extended to mean anywhere within the British Isles.
- The EEA means the European Economic Area and includes each of its member states as from time to time applicable. Currently the EEA comprises the United Kingdom of Great Britain and Northern Ireland, the Republic of Ireland, Belgium, the Netherlands, Luxembourg, France, Italy, Germany, Denmark, Greece, Spain, Portugal, Austria, Finland, Sweden, Norway, Liechtenstein, Iceland, Cyprus (Greek part), Czech Republic, Estonia, Hungary, Latvia, Lithuania, Malta, Poland, Slovakia, Slovenia, Croatia, Bulgaria and Romania and includes each of its member states as from time to time applicable.

- Residing and Resident mean the occupation of a bona fide home (i.e. the only or main home of the Cricketer concerned) and the acquisition of temporary accommodation during the season may not fulfil this requirement.
- Full Member Country means a country which is a full member of the International Cricket Council.

F5. Notwithstanding the above, it shall be for each Member Club to satisfy itself that all players it selects for any League match are eligible to play under the immigration rules in place at the time of the match; and nothing in these Rules overrides the law of the land.

II ELIGIBILITY OF DIFFERENT CATEGORIES OF PLAYERS

F6. Only properly elected members of Member Clubs shall play in the League.

F7. A player may play for only one Member Club in the League in any one season unless he receives the permission of the Executive prior to playing for a second or subsequent Member Club.

F8. A player who qualifies as a Category 1 player under F2(i) but NOT F2(ii) above shall be regarded as a Category 1 Restricted player unless he is a Category 3e player.

F9. Member Clubs may play any number of Category 1 and Category 3e players in any League match.

F10. Member Clubs may play a maximum of one Category 3 player and one Category 1 Restricted player in any first or second eleven match.

F11. Member Clubs may play a maximum of four Category 3 or Category 1 Restricted player in any Third Tier match, of whom not more than three shall be Category 3 players.

F12. No Category 2 player may play for any team other than his Club's first eleven.

F13. No Category 2 player who has played first-class cricket in England or Wales in the past 12 months shall play for any Member Club outside the Premier League unless he is "home grown". In this Rule, "home grown" means that:

(i) he was for at least two seasons or continues to be a bona fide member of the Colts section of his current Member Club and played Colts cricket for that Member Club for at least two seasons or continues to play Colts cricket for it; OR

(ii) he has been a bona fide member of his current Member Club for at least six seasons.

The Executive shall have the power to set aside this restriction in the case of any player where it considers it appropriate to do so in the interests of promoting cricket development in countries outside the recognised Test playing nations

F14. Subject to Rule F14, no Category 3 player shall play in the League if, in the immediately preceding 12 month period, he has played first-class cricket other than

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for a British University as a student in a non-professional and non-contracted capacity.

- F15. Rule F14 shall not apply to any Category 3 player if:
- i. he is contracted to Middlesex County Cricket Club; OR
 - ii. (a) he was under 21 on the 1 September in the year immediately preceding the year for which his eligibility is being determined; AND
(b) he played no more than three first-class games in the 12 month period immediately before the start of the season for which his eligibility is being determined; AND
(c) he has played no further first class cricket in the current season; OR
 - iii. he was over 21 on the 1 September immediately preceding the year for which his eligibility is being determined and the only first-class cricket he has played which would otherwise have made him ineligible was after the 1 March immediately preceding the current season.

F16. Any player who would not otherwise be classed as a Category 1 player but who is in full time education at a school in the UK shall be classed as a Category 1 player if it is established to the Executive's reasonable satisfaction that the player was aged 16 or under at the start of the relevant season. Any player classified as a Category 1 player under this provision shall retain such classification until the end of the season in which he completes his final year of school (including sixth form but not any college or further or higher education).

F17. The Executive shall have the power to waive restrictions on any player where it considers that the restriction would operate outwith the spirit in which the restriction was introduced.

F18. For the purposes of determining the status of players and establishing compliance with the rules on eligibility, the Executive may ask Member Clubs to produce such evidence as it may reasonably require including, but not limited to, production of passports, bank statements and utility bills.

III REGISTRATION OF PLAYERS

F19. All Member Clubs shall register with the Registration Officer the details of all their first eleven players. Registration shall normally carry forward from one year to the next. No unregistered player shall play in any first eleven match.

F20. Notwithstanding Rule F19, all players in Category 2 or 3, irrespective of the eleven they play for, shall be registered anew each year with the Registration Officer.

21. Registration shall take the form of whatever procedures the Executive shall determine and be subject to such conditions as the Executive shall consider reasonable having regard to these Rules.

22. If the Executive considers that it has reasonable grounds for believing that a player is breaching these conditions, it may direct the Registration Officer to cancel that player's registration with immediate effect.

F23. A new first eleven or non-Category 1 player shall be registered with the Registration Officer on or before the Wednesday immediately preceding the match to be deemed eligible to play in that match.

F24. Any registration after 31 July in any season shall be subject to the approval of the Executive.

IV PENALTIES

F25. Contravention of the rules on eligibility of players may result in the deduction of League points as a penalty. The severity penalties for eligibility or registration offences will be determined by the Executive. Playing unregistered or otherwise ineligible players in first eleven matches shall attract a minimum penalty of 5 League points per player.

G. Discipline

The League has published and adopted a separate set of MCCL Disciplinary Regulations based on a modified version of the ECB Premier League Disciplinary Regulations 2018. The MCCL Disciplinary Regulations shall apply to all Member Clubs and shall be reviewed and updated by the Executive from time to time and changes will be subject to the approval of Member Clubs as if they were changes to the Constitution.

Constitution of the Middlesex County Cricket League

SCHEDULE 1 - PART A

1st XI Premier Division, 120 Over Timed Matches (Weeks 6 – 14 inclusive)

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

1. Duration and Last Hour

All games shall start at 11.00am and shall finish at 7.10pm (subject to the provisions below). Save as provided in paragraphs 7 and 10 (b), the minimum number of overs in a game is 120.

The last hour ("the Last Hour") shall start at 6.10pm or at the end of the 103rd over (or, if the number of overs has been reduced under paragraph 7, the over following which there are 17 overs of the reduced number still to bowl) whichever is the later. In calculating the number of overs remaining after the first innings, the Umpires shall regard the over in progress at the end of that innings as having been completed.

2. Required over rate

The fielding side shall bowl an average of at least 17 overs per hour in each innings. Either Umpire may advise the fielding Captain if he feels that there is a danger of this requirement not being met. No time allowance shall be made for the fall of a wicket. Batsmen will normally be expected to cross on the field of play at the fall of a wicket. The Umpires shall make allowance, however, for any occurrence beyond the control of the fielding side which slows down the overall over rate.

3. Reporting over rate breaches

If the fielding team fails to maintain an average of 17 overs per hour, the Umpires shall in the first instance inform the fielding Captain of this fact after not less than two hours play. If the fielding team remains at below 17 overs per hour throughout the innings, and provided that the innings has lasted at least three hours overall, the Umpires shall inform the fielding Captain that his team may be reported to the Secretary. The report shall include a statement of the over rate actually achieved, allowing for any mitigating factors described in paragraph 2.

4. Over rate penalties

If the Secretary receives two such reports about the same team in the same season, the Results Secretary shall deduct one Championship point from that team. If the team is the subject of a third report, a further two Championship points shall be deducted. In the event of further reports, the facts shall be reported to the Executive, who shall have the power to deduct a maximum of ten Championship points for each subsequent breach of this paragraph.

5. Responsibilities of Captains

The Captain is responsible for all aspects of the conduct of his side including over rates. If the Umpires feel that their advice in this matter is being wilfully ignored, the Captain of the fielding team may find his name included in the Umpires' report for possible disciplinary action (see Rule G of the Constitution).

6. Delayed start/suspension of play: automatic extension

When the start of the game is delayed or play is suspended (before the start of or during the Last Hour), play shall automatically be extended on one or more occasions by the aggregate period of delay or suspension or by 30 minutes whichever shall be the shorter. Where play is so extended there shall be no deduction in overs.

7. Delayed start/suspensions of play: deductions if automatic extension exceeded/requirements for official League game

Where the start is delayed or play is suspended (before the start of the Last Hour) for an aggregate period exceeding 30 minutes, one over from the minimum 120 overs shall be deducted for each 3 minutes 30 seconds or part thereof of playing time lost. Time so lost is to be taken as cumulative and a fresh calculation made after each such delay or suspension based on the total time lost. *For example, if there are delays or suspensions of 30, 15, 20 and 35 minutes, the calculation on resumption is that 70 minutes of playing time have been lost (the first 30 minutes having been disregarded), which equates to 20 overs.*

Where play is suspended during the Last Hour paragraph 10 (b) shall apply.

A match shall be deemed to be an official League game provided that:

- at least four hours actual playing time (a minimum 68 overs) is available from the time the first ball is bowled; and
- the innings of the side batting second lasts for at least 20 overs, unless the side batting second is dismissed or exceeds the total scored by their opponents in fewer than 20 overs.

Note: paragraphs 6 and 7 (a) mean that the first ball must be bowled not later than 4 hours 30 minutes after the scheduled start of play. Accordingly, if the close of play is extended (under paragraph 6) to 7.40pm, the first ball must be bowled by 3.30pm. The calculation of actual available playing time assumes that the only interval will be one of 10 minutes between innings. If a tea interval of 20 minutes is taken between innings, 10 minutes shall be deducted from the 4 hours referred to in paragraph 7 (a) and 65 overs shall be substituted for 68 overs in that paragraph.

Illustration of the cumulative calculation referred to in paragraph 7

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The following suspensions of play occur during the 1st innings in the following order: First a suspension of 30 minutes; second a suspension of 15 minutes; third a suspension of 20 minutes; and finally a suspension of 35 minutes. The first suspension results in no reduction in overs as it's covered by the exclusion of an aggregate of up to 30 minutes lost. The second suspension of 15 minutes results in a loss of 5 overs (15 divided by 3.5 = 4.287, round up to 5 overs to reflect "or part thereof"). The third suspension of 20 minutes is added to the 2nd suspension of 15 minutes for a total of 35 minutes. 35 divided by 3.5 = 10 overs lost from the original 120 overs available in the match due to all suspensions so far. The final suspension of 35 minutes is added to the second and third suspensions of 15 and 20 minutes respectively for a total of 70 minutes. 70 divided by 3.5 = 20 overs lost in this 1st innings due to all suspensions so far that involve a reduction in overs. Deduct that from the 120 overs originally available leaving 100 overs.

8. Maximum overs in first innings

The side batting first shall bat for a maximum of 55% of the overs available at the actual start of play.

9. The Balls and Clothing

- a. Matches shall be played in traditional white clothing with a red ball.
- b. All cricket balls used in the League shall be of the type approved and supplied by the Executive under Rule D5 of the Constitution.
- c. The Home Club shall be responsible for supplying to the umpires before the toss a minimum of four new red cricket balls and four spare balls of varying degrees of wear.
- d. A Club's first failure to comply with regulation (c) shall result in a warning from the umpires and each subsequent failure shall result in deduction of one Championship point for each match in which such subsequent failure occurred.
- (e) One new ball shall be used at the start of each innings. The umpires will select randomly, from the four provided, the ball to be used in each innings.

10. Minimum overs in Last Hour

- a. A minimum of 17 overs shall be bowled after the start of the Last Hour, unless a result is obtained beforehand.
- b. Whenever play is suspended during the Last Hour, then to the extent that paragraph 6 does not apply, the minimum number of overs to be bowled shall be reduced from 17 by applying Laws 16.7 and 16.8, except that except that one over shall be deducted for each complete 3.5 minutes lost (and not each complete 3 minutes as referred to in Law 16.7).

11. Points

The method of awarding points in the Premier League Timed Matches will be –

- a. Win –
 - i. to the winning side if it batted first – 12 points
 - ii. otherwise to the winning side – 10 points
 - iii. to the losing side – no points
- b. Draw –
 - i. 5 points to the side with the higher average run rate per over (the 'Winning Draw Team') if it batted first

- ii. otherwise 4 points to the Winning Draw Team
- iii. 2 points to the side with the lower average run rate per over (the 'Losing Draw Team') if either –
 - it batted second and its actual score was 80% or more of the Winning Draw Score (meaning the score calculated by multiplying the average run rate per over of the Winning Draw Team by the number of overs batted by the Losing Draw Team plus one run if the product of that calculation is a whole number or rounded up if the product is not a whole number); or
 - it batted first and took 8 or 9 wickets of the Winning Draw Team
- iv. Otherwise - 1 point to the Losing Draw Team.
- c. Tie or identical average run rate per over for each team – 5 points to each side
- d. No result – 1 point to each side
- e. Match abandoned – 1 point to each side.

f. In paragraphs 11b and 11c the average run rate per over shall be calculated by dividing the relevant number of runs scored by the number of complete and partial overs faced counting only valid deliveries (i.e. not no balls and wides) and ignoring any umpire miscounting. Any partial over shall be expressed as a decimal point e.g. where a team has faced 40 overs and 2 valid balls, the denominator shall be 40.3333.

12. Intervals

There shall normally be a lunch and a tea interval.

- a. Lunch shall normally be taken at 1.00pm and be of 40 minutes' duration.
- b. Tea shall normally be taken at the later of 4.30pm or after 50 minutes of the start of the second innings and shall be of 20 minutes' duration.
- c. The umpires shall have the power to vary these timings should the match be affected by weather or other unavoidable cause.

13. The bowling of fast short pitched balls (the bouncer)

Law 41.6 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 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.

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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 a 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.

14. Leg side bowling

Law 25.1 will apply but in addition for bowlers whom Umpires consider to be bowling down the leg side as a negative tactic, the strict Limited Over Wide interpretation shall be applied.

15. On-field sanctions under Law 42

Should the umpires invoke the procedure for on-field sanctions under Law 42, the time taken to do so shall be added at the close of play (i.e. the start of the last hour will be delayed by a similar amount of time as that taken or, if it occurs in the last hour, the close of play shall be extended).

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MCCL Premier Division - Summary of Playing Conditions for 120 Over Timed Matches

NOTE: THIS IS A SUMMARY ONLY

DEFINITIVE CONDITIONS ARE IN SCHEDULE 1 PART A OF THE CONSTITUTION

Playing Conditions for 120 Over Timed Matches (Weeks 6 -14 inclusive)		Paras in Schedule 1, Part A of the Constitution
POINT SCORING in 120-Over Timed games	Win – Side batting first regardless of outcome of toss, 12 points, side batting second 10 points.	Para 11
	Winning draw - Side batting first, regardless of outcome of toss - 5 points; side batting second - 4 points.	Para 11
	Losing draw - 2 points to the side with the lower run-rate if either it batted second and its actual score was 80% or more of the Winning Draw score or it batted first and took 8 or 9 wickets of the winning draw team, otherwise 1 point to the losing draw team.	Para 11
	Loss - no points.	Para 11
	Tie or identical average run rate - 5 points to each side.	Para 11
	No result/Match Abandoned - 1 point each	Para 11
FIRST INNINGS LIMITATIONS	55%/45% split in overs available at the start of the match.	Para 8
RESTRICTION of BOWLERS' OVERS	None - apart from ECB regulations restricting the number of overs on young players.	
OTHER OBSERVATIONS	New red ball to be taken at the start of each innings	Para 9
	Fast short pitched - ECB definition and 2 per over	Para 13
	High full pitched balls - any pace as per Law 41.7 as amended by MCC for 2019.	Law 41.7
	Start 11 am	Para 1
	Lunch normally taken at 1 pm (40 minutes' duration).	Para 12
	Tea normally taken at later of 4.30pm or after 50 minutes of second innings (20 minutes duration).	Para 12

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SCHEDULE 1 - PART B

1st XI Premier Division, 50/50 Over Matches (Weeks 1 – 5 and 15 – 18 inclusive)

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

1. Duration

a. Matches in Weeks 1-5 (inclusive) and Weeks 15 –17 (inclusive): Normal hours of play will be:

- First Innings: 12.00 noon to 3.10 pm.
- Interval between innings: 3.10 pm to 3.40 pm.
- Second Innings: 3.40 pm to 6.50 pm.
- Close of Play: 7.30 pm.

In Week 18 all matches shall commence 30 minutes earlier and all other timings in relation to those matches shall be brought forward by 30 minutes.

Note –

- i. This assumes 40 minutes or more of time being lost*
- ii. If no time is lost, scheduled close of play will be 6.50pm*
- iii. If, for example, 20 minutes of time is lost the scheduled close of play will be 7.10pm*

All scheduled timings shall be subject to further allowances made by the Umpires under paragraph 10 (c).

b. Length of Innings

- i. Each match shall consist of a maximum of 50 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.
- ii. 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 50 overs or as reduced due to inclement weather or other cause.
- iii. 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.

c. 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 2 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.

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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 1st 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 12.40. It rains at 14.00 and the play is suspended after 17 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 1st Innings but that tea and drinks in the 2nd 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 19.30 (extended Close of Play) minus 15.20 = 4 hours and 10 minutes minus intervals to be taken in that time i.e. 35 mins (tea + 1 drinks)—4 hours and 10 minutes minus 35 mins = 3 hrs 35 mins (215 mins). 215 divided by 3.75 = 57.3333 BUT ignore Fractions of an Over (paragraph 1 g) so 57 overs.

Step 2: Add overs already bowled (round up any incomplete over per - Paragraph 1 d iii) so 17.3 overs become 18 overs. 18 overs + 57 overs = 75 overs.

Step 3: If the resulting number is uneven—75 is uneven—add one over (Paragraph 1 d i) so 75 overs becomes 76 overs.

Step 4: Divide resulting total (76 overs) by 2 = 38 overs for each Team so the side batting first has 38 minus 18 overs (17.3 rounded up to 18 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 their 50 overs and scored 210. Tea was taken at the end of the Innings at 15.20 and the Second Innings began at 15.50 and continued until 16.20 when, at the end of the 7th over of the Second Innings, it poured with rain and the resumption of the Second Innings was delayed until 17.55. Prior to the resumption, the Umpires and the Captains agreed that 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 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 side that batted first, 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. 17.55-16.20 = 95 minutes. From that take the 40 minutes provided for by paragraph 1.b.(iii). So 55 minutes have been 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 36 overs, of which 7 have already been bowled.

Calculation of revised target score:

Use the DLS method as defined and described in paragraph 8 of this Part of this Schedule.

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 45 overs and tea was taken at 15.00, with the Second Innings beginning at 15.30. When the rain came at 16.20, 12 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 10 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 10 minutes the First Innings finished early. 95-40-10 = 45 minutes lost.

45 minutes divided by 3.75 = 12 overs, so 12 overs have been lost.

The Second Innings becomes one of 38 overs, of which 12 have already been bowled.

Calculation of revised target score:

Use the DLS method as defined and described in paragraph 8 of this Part of this Schedule.

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2. The Balls and Clothing

- a.
 - i Matches shall be played in coloured clothing. For these purposes “coloured clothing” shall mean matching shirts, trousers, jumpers and pads (or clads) in predominantly the same colours and designs.
 - ii A Club’s first failure (as decided by the umpires) to comply with this regulation shall result in a warning from the umpires. Any subsequent failure shall disqualify the Club from receiving the subsidy for coloured clothing being provided in the relevant Season by the League or oblige the Club to repay any such subsidy already received by the Club for the relevant Season.
- b. All cricket balls used in the League shall be of the type approved and supplied by the Executive under Rule D5 of the Constitution,
- c. The Home Club shall be responsible for supplying to the umpires before the toss a minimum of four new pink cricket balls and four spare balls of varying degrees of wear.
- d. A Club’s first failure to comply with paragraph (c) shall result in a warning from the umpires and each subsequent failure shall result in deduction of one Championship point for each match in which such subsequent failure occurred. Provided that as a concession in the 2018 Season only, this paragraph (d) shall be suspended and not take effect until the third home match which the Home Club starts.
- (e) One new pink ball shall be used at the start of each innings. The umpires will select randomly, from the four provided, the ball to be used in each innings.

3. Number of overs per bowler

- a. In a 50 overs match, no bowler may bowl more than 10 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 50 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.

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.

During the second block of Powerplay Overs only four fielders shall be permitted outside this fielding restriction area at the instant of delivery.

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 50 over innings.
 - ii. The second block of Powerplay Overs shall be overs 11-40 in a full 50 over innings.
 - iii. The third block of Powerplay Overs shall be overs 41-50 in a full 50 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.

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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 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 including application of Duckworth-Lewis-Stern method (DLS)

"DLS" means the method currently known by that name as varied from time to time and any renamed or replacement version of that method from time to time in force. If more than one version is in force the version to be used shall be that nominated by the Executive from time to time.

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. For the avoidance of doubt, in the event of scores being equal no account shall be taken of wickets lost and each team shall be awarded 5 points.

c.

i. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (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.

ii. This revised target score shall be calculated by the scorers using the DLS method. A par score will be determined and agreed by the scorers and set for the second innings.

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- iii. If this par score is exceeded a win for the team batting second shall result. For the avoidance of doubt, in the event of the par score being equalled (but not exceeded) no account shall be taken of wickets lost and each team shall be awarded 5 points.
- 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 (providing that it has had the opportunity to receive not less than 20 overs), the result shall be decided by the DLS method as determined and agreed between the scorers.
- d. It is the responsibility of each team to ensure at each match that a scorer or another person trained and competent to make the DLS calculations is present for that purpose.
- e. It is the responsibility of the home team to provide (by using the equipment supplied to it by the Executive for this purpose or otherwise by a working computer or other electronic device programmed to make the DLS calculation and linked to a working printer or otherwise) the means to enable the Captains and Umpires to be provided with a sheet showing the par score at the end of each over according to how many wickets have been lost. The calculation shall be revised after every interruption and a new sheet provided to each Captain and the Umpires.
- f. The home team will also use best efforts to display to the players on the field and to spectators the par score as so updated on the scoreboard or by some other means.
- g. Any dispute between the scorers as to the par score or any other DLS matter 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 whose decision shall be final.
- h. If after the restart of play it is discovered that the wrong DLS target score has been set the faulty target score shall stand.
- i. If there are weather suspensions after the match has started and the 40 minutes 'free' extension referred to in paragraph 1 (b) (iii) has elapsed then –
- If the home team is in breach of paragraph 8 (e), the Umpires shall abandon the match which shall be treated as a win for the away team who shall accordingly be awarded 10 points and the home team will receive no points;
 - If both teams are in breach of paragraph 8 (d), the Umpires shall abandon the match which shall be treated as a no result (1 point to each team)
 - If one team is in breach of paragraph 8 (d) but the other is in compliance, the compliant team's scorer's calculation of the par score and determination of any other DLS matter shall be binding on both teams.
- j. For the purposes of this paragraph 8, where a DLS calculation is involved the expression "target score" means the par score (as determined by DLS) plus one run.
- i. Zero in any match where a DLS calculation has been applied.
- ii. In other matches–
- 1 bonus point if the losing side –
 - batted second and its actual score was at least 80% but less than 90% of the target score; or
 - bowled second and took 6 or 7 wickets and/ or the winning side took at least 90% but less than 95% of the balls allocated to it (excluding wides and no balls) to pass the target score
 - 2 bonus points if the losing side –
 - batted second and its actual score was 90% or more of the target score; or
 - bowled second and took 8 or 9 wickets and/or the winning side took 95% or more of the balls allocated to it (excluding wides and no balls) to pass the target score
- (C) For the purposes of this paragraph 9 b, the expression "target score" means the score of the side that batted first

Illustrations of 9 (b) ii (A) ii and ii (B) ii above:

Where an uninterrupted Match is won by the side batting second, for the losing side to qualify for bonus points it must either take a minimum of 6 wickets or stop the batting side winning until after the end of the 45th over (i.e. after 270 or more legitimate balls have been bowled). By way of illustration if the losing side batting first scored 250 for 8 the bonus point entitlement would be as follows

- *Winning side 251 for 4 in the 44th over after facing 262 legitimate balls – no bonus points for losing side*
 - *Winning side 251 for 8 in the 44th over after facing 262 legitimate balls – 2 bonus points for the losing side by reason of taking 8 wickets*
 - *Winning side 251 for 4 in the 46th over after facing 272 legitimate balls – 1 bonus points for losing side by reason of stopping the winning side passing the target score until after 270 (90% of the total available) legitimate balls have been bowled*
 - *Winning side 251 for 4 in the 49th over after facing 289 legitimate balls – 2 bonus points for losing side by reason of stopping the winning side passing the target score until after 285 (95% of the total available) legitimate balls have been bowled*
 - *Winning side 251 for 8 in the 48th over after facing 288 legitimate balls– 2 bonus points for the losing side by reason of taking 8 wickets and stopping the winning side passing the target score until after 285 (95% of the total available) legitimate balls have been bowled*
- d Scores level/tie – 5 points to each side
- e No result – 1 point to each side

9. Points

- Win – 10 points
- Loss –

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10. Over rate penalties

- a. All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 10 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- b. If the innings is terminated before the scheduled or re-scheduled cut off time no over rate penalty shall apply. If the innings is suspended, the over rate penalty will apply based on the re-scheduled cessation time for that innings.
- c. The Umpires shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is suspended by the weather, of the scheduled cessation time for that innings. The Umpires shall make allowances for any occurrence beyond the control of the fielding side which slows down the overall over rate. Batsmen will normally be expected to cross on the field of play at the fall of a wicket. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation.) In addition and for the purpose of over rate penalties only, in all reduced overs matches the fielding team will be given a one over leeway
- d. Over rate penalties apply only to innings of 25 overs or more duration.
- e. The penalties in this paragraph are the only penalty for a slow over rate.

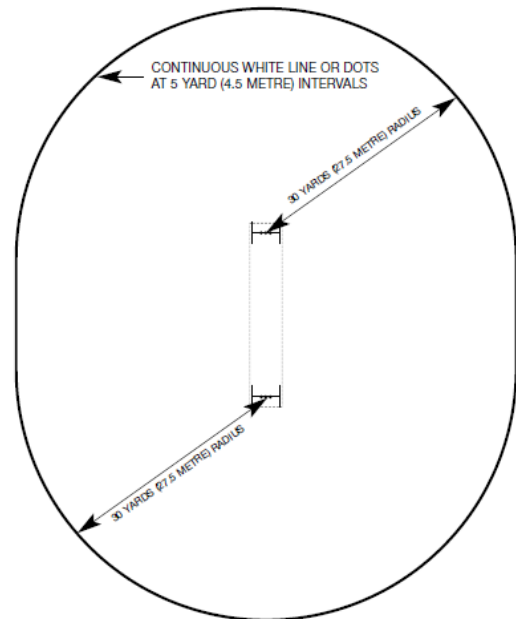
11. Responsibility of Captains

The Captain is responsible for all aspects of the conduct of his side including over rates. If the Umpires feel that their advice in this matter is being wilfully ignored, the Captain of the fielding team may find his name included in the Umpires' report for possible disciplinary action (see Rule G of the Constitution).

12. On-field sanctions under Law 42

Should the Umpires invoke the procedure for on-field sanctions under Law 42, the time for the closure of the innings shall be extended by an equivalent period to the time taken for those procedures to be invoked.

Appendix 1



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Appendix 2

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

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MCCL Premier Division - Summary of Playing Conditions for 50 Over Matches

NOTE: THIS IS A SUMMARY ONLY

DEFINITIVE CONDITIONS ARE IN SCHEDULE 1 PART B OF THE CONSTITUTION

Playing Conditions for 50 Over Matches (Weeks 1 – 5 and 15 -18 inclusive)		Paras in Schedule 1, Part B of the Constitution
TIMINGS, INTERVALS ETC. (all timings for Week 18 – 30 minutes earlier)		
First innings timings	12.00noon -3.10pm	Para 1 (a)
Interval between innings	30 minutes	Para 1 (a)
Second innings timings	3.40pm - 6.50 pm	Para 1 (a)
Extra time in event of bad weather	40 minutes (Close of play 7.30pm)	Para 1 (b) (iii)
Time to bowl full 50 overs	Last over to commence by start of “cut-off” time.	Para 10
	Cut-off time is finishing time for innings plus allowances made by the umpires.	Para 10
Penalties for failing to make “cut-off” time	6 runs added to total for every over short	Para 10
Minimum overs for a result	Minimum 40 over match; 20 overs in 2nd innings	Paras 1 (b) - (f)
	Over-rates - effectively 16 overs per hour	Para 10
	After 40 minutes weather loss, then overs reduced as below: 1 over per innings for each 7.5 mins in 1st inns 1 over per 3.75 mins in 2nd inns	Paras 1 (b) - (f)
RESTRICTIONS ON BOWLER'S OVERS		
Maximum number of overs	10	Para 3
In shortened matches	ECB guidelines for reduced overs matches	Para 3
POWER-PLAYS	As per ECB professional one-day regulations	Para 4 (c) to (i) and Appendices 1 and 2
FIELDING CIRCLES	Two 30 yard semi-circles to be drawn with the centre being the middle-stumps of each and the ends to be joined by straight lines.	Para 4 (c) and Appendix 1
FIELDING RESTRICTIONS	No more than 5 fieldsmen on the leg side at any time.	Para 4 (a)
Power-play overs	Overs 1-10 - no more than 2 fieldsmen outside circle.	Para 4 (d)
	Overs 11-40 - no more than 4 fieldsmen outside t circle.	Para 4 (d)
	Overs 41-50 - no more than 5 fielders allowed outside the circle.	Para 4 (d)
NO-BALL	One penalty run plus a free hit (except if the no ball is for a short-pitched ball passing over the batsman at head height).	Para 5 (a)
Free hits	If batsman facing is same batsman, no change allowed except if necessary to correct a breach of the fielding regulations and provided that any fielder fielding within 15 yards can retreat on the same line to 15 yards from the bat; if batsman facing is different, field changes allowed within fielding restrictions	Paras 5 (b) - (g)
BALLS	One new pink-ball for each innings.	Para 2

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	Team bowling 2nd must take new ball	Para 2
SIGHT-SCREENS	Normal sight-screens	
WEATHER AFFECTED/ SHORTENED GAMES – COMPUTER OR OTHER REVISION OF TOTALS	It is the responsibility of the home team to provide someone to undertake DLS calculation (by using the equipment supplied to it by the Executive for this purpose or otherwise by a working electronic device programmed to make the DLS calculation and linked to a working printer or otherwise) the means to enable the Captains and Umpires to be provided with a sheet showing the par score at the end of each over according to how many wickets have been lost. The calculation shall be revised after every interruption. Sanctions to apply for breach.	Paras 8 (a) – (e)
	The home team will also use best efforts to display to the players on the field and to spectators the par score as so updated on the scoreboard or by some other means. Disputes between scorers on DLS calculations to be referred first to captains. If they can't resolve umpires will decide.	Para 8 (f) and (g)
Other	Strict wides and pitch markings.	Para 6
	Fast short pitched - ECB definition and 2 per over.	Para 7
	High full pitched balls - as per Law 41.7 as revised by MCC for 2019.	
	Time allowances as per ECB guidelines	Para 10 (c)
	50/50 matches to be played Weeks 1 to 5 (inclusive) and 15 to 18 (inclusive)	Para 1 (a)
POINT SCORING IN 50 OVER GAMES	Win - 10 points.	Para 9
	Loss – No points where a DLS calculation has been used	Para 9
	- 2 points if the losing side batted second and its actual score was 90% or more of the target score or bowled second and took 8 or 9 wickets and/or the winning side took 95% or more of the balls allocated to it (excluding wides and no balls) to pass the target score.	Para 9
	- 1 point if the losing side batted second and its actual score was between 80% and 90% of the target score or bowled second and took 6 or 7 wickets and/or the winning side took 90% or more and less than 95% of the balls allocated to it (excluding wides and no balls) to pass the target score.	Para 9
	Scores level/tie - 5 points each	Para 9
	No result - 1 point each	Para 9

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SCHEDULE 2 - PART A

1st XIs Divisions 2 & 3, 100 Over Timed Matches (Weeks 6 – 14 inclusive)

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

1. Duration and Last Hour

All games shall start at 12.30pm and end at 6.50pm (subject to the provisions below). Save as provided in paragraphs 7 and 10 (b), the minimum number of overs in a game is 100.

The last hour ("the Last Hour") shall start at 5.50pm or at the end of the 83rd over (or, if the number of overs has been reduced under paragraph 7, the over following which there are 17 overs of the reduced number still to bowl) whichever is the later. In calculating the number of overs remaining after the first innings, the Umpires shall regard the over in progress at the end of that innings as having been completed.

2. Required over rate

The fielding side shall bowl an average of at least 17 overs per hour in each innings. Either Umpire may advise the fielding Captain if he feels that there is a danger of this requirement not being met. No time allowance shall be made for the fall of a wicket. Batsmen will normally be expected to cross on the field of play at the fall of a wicket. The Umpires shall make allowance, however, for any occurrence beyond the control of the fielding side which slows down the overall over rate.

3. Reporting over rate breaches

If the fielding team fails to maintain an average of 17 overs per hour, the Umpires shall in the first instance inform the fielding Captain of this fact after not less than two hours play. If the fielding team remains at below 17 overs per hour throughout the innings, and provided that the innings has lasted at least two hours 30 minutes overall, the Umpires shall inform the fielding Captain that his team may be reported to the Secretary. The report shall include a statement of the over rate actually achieved, allowing for any mitigating factors described in paragraph 2.

4. Over rate penalties

If the Secretary receives two such reports about the same team in the same season, the Results Secretary shall deduct one Championship point from that team. If the team is the subject of a third report, a further two Championship points shall be deducted. In the event of further reports, the facts shall be reported to the Executive, who shall have the power to deduct a maximum of ten Championship points for each subsequent breach of this paragraph.

5. Responsibility of Captains

The Captain is responsible for all aspects of the conduct of his side including over rates. If the Umpires feel that their advice in this matter is being wilfully ignored, the Captain of the fielding team may find his name included in the Umpires' report for possible disciplinary action (see Rule G of the Constitution).

6. Delayed start/suspensions of play: automatic extension

When the start of the game is delayed or play is suspended (before the start of or during the Last Hour), play shall automatically be extended on one or more occasions by the aggregate period of delay or suspension or by 30 minutes whichever shall be the shorter. Where play is so extended there shall be no deduction in overs.

7. Delayed start/suspensions of play: deductions if automatic extension exceeded/requirements for official League game

Where the start is delayed or play is suspended (before the start of the Last Hour) for an aggregate period exceeding 30 minutes, one over from the minimum 100 overs shall be deducted for each 3 minutes 30 seconds or part thereof of playing time lost. Time so lost is to be taken as cumulative and a fresh calculation made after each such delay or suspension based on the total time lost. For example, if there are delays or suspensions of 30, 15, 20 and 35 minutes, the calculation on resumption is that 70 minutes have been lost (the first 30 minutes having been disregarded), which equates to 20 overs. Where play is suspended during the Last Hour paragraph 10 (b) shall apply.

A match shall be deemed to be an official League game provided that:

- at least four hours actual playing time (a minimum 68 overs) is available from the time the first ball is bowled; and
- the innings of the side batting second lasts for at least 20 overs, unless the side batting second is dismissed or exceeds the total scored by their opponents in fewer than 20 overs.

Note: paragraphs 6 and 7 (a) mean that the first ball must be bowled not later than 2 hours 40 minutes after the scheduled start of play. Accordingly if the close of play is extended (under paragraph 6) to 7.20pm, the first ball must be bowled by 3.10pm. The calculation of actual available playing time assumes that the only interval will be one of 10 minutes between innings. If a tea interval of 30 minutes is taken between innings, 20 minutes shall be deducted from the 4 hours referred to in paragraph 7 (a) and 62 overs shall be substituted for 68 overs in that paragraph.

Illustration of the cumulative calculation referred to in paragraph 7

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The following suspensions of play occur during the 1st innings in the following order: First a suspension of 30 minutes; second a suspension of 15 minutes; third a suspension of 20 minutes; and finally a suspension of 35 minutes. The first suspension results in no reduction in overs as it's covered by the exclusion of an aggregate of up to 30 minutes lost. The second suspension of 15 minutes results in a loss of 5 overs (15 divided by 3.5 = 4.287, round up to 5 overs to reflect "or part thereof"). The third suspension of 20 minutes is added to the 2nd suspension of 15 minutes for a total of 35 minutes. 35 divided by 3.5 = 10 overs lost from the original 100 overs available in the match due to all suspensions so far. The final suspension of 35 minutes is added to the second and third suspensions of 15 and 20 minutes respectively for a total of 70 minutes. 70 divided by 3.5 = 20 overs lost in this 1st innings due to all suspensions so far that involve a reduction in overs. Deduct that from the 100 overs originally available leaving 80 overs.

8. Maximum overs in first innings

The side batting first shall bat for a maximum of 55% of the overs available at the actual start of play.

9. The Balls and Clothing

- a. Matches shall be played in traditional white clothing with a red ball.
- b. All cricket balls used in the League shall be of the type approved and supplied by the Executive under Rule D5 of the Constitution.
- c. The Home Club shall be responsible for supplying to the umpires before the toss a minimum of four new red cricket balls and four spare balls of varying degrees of wear.
- d. A Club's first failure to comply with regulation (c) shall result in a warning from the umpires and each subsequent failure shall result in deduction of one Championship point for each match in which such subsequent failure occurred.
- e. One new ball shall be used at the start of each innings. The umpires will select randomly, from the four provided, the ball to be used in each innings.

10. Minimum overs in Last Hour

- a. A minimum of 17 overs shall be bowled after the start of the Last Hour, unless a result is obtained beforehand.
- b. Whenever play is suspended during the Last Hour, then to the extent that paragraph 6 does not apply, the minimum number of overs to be bowled shall be reduced from 17 by applying Laws 16.7 and 16.8, except that one over shall be deducted for each complete 3.5 minutes lost (and not each complete 3 minutes as referred to in Law 16.7).

11. Points

The method of awarding points in the Timed Matches will be:

- a. Win –
 - i. to the winning side if it batted first – 12 points
 - ii. otherwise to the winning side – 10 points
 - iii. to the losing side – no points
- b. Draw –
 - i. 5 points to the side with the higher average run rate per over (the 'Winning Draw Team') if it batted first

- ii. otherwise 4 points to the Winning Draw Team
- iii. 2 points to the side with the lower average run rate per over (the 'Losing Draw Team') if either –
 - it batted second and its actual score was 80% or more of the Winning Draw Score (meaning the score calculated by multiplying the average run rate per over of the Winning Draw Team by the number of overs batted by the Losing Draw Team plus one run if the product of that calculation is a whole number or rounded up if the product is not a whole number); or
 - it batted first and took 8 or 9 wickets of the Winning Draw Team
- iv. Otherwise - 1 point to the Losing Draw Team.
- c. Tie or identical average run rate per over for each team – 5 points to each side.
- d. No result – 1 point to each side.
- e. Match abandoned – 1 point to each side.
- f. In paragraphs 11b and 11c, average run rate per over shall be calculated by dividing the relevant number of runs scored by the number of complete and partial overs faced counting only valid deliveries (i.e. not no balls and wides) and ignoring any umpire miscounting. Any partial over shall be expressed as a decimal point e.g. where a team has faced 40 overs and 2 valid balls, the denominator shall be 40.3333.

12. Intervals

There shall normally be a tea interval -

- a. Tea shall normally be taken at the closure of the first innings and shall be of 30 minutes' duration.
- b. The umpires shall have the power to vary these timings should the match be affected by weather or other unavoidable cause.

13. The bowling of fast short pitched balls (the bouncer)

Law 41.6 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 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 a 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.

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14. On-field sanctions under Law 42

Should the umpires invoke the procedure for on-field sanctions under Law 42, the time taken to do so shall be added at the close of play (i.e. the start of the last hour will be delayed by a similar amount of time as that taken or, if it occurs in the last hour, the close of play shall be extended).

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MCCL First XI, Second and Third Divisions - Summary of Playing Conditions for 100 Over Timed Matches

NOTE: THIS IS A SUMMARY ONLY

DEFINITIVE CONDITIONS ARE IN SCHEDULE 2 PART A OF THE CONSTITUTION

Playing Conditions for 100 Over Timed Matches (Weeks 6 -14 inclusive)		Paras in Schedule 2, Part A of the Constitution
POINT SCORING in 100-Over Timed games	Win - Side batting first regardless of outcome of toss, 12 points , side batting second 10 points.	Para 11
	Winning draw - Side batting first, regardless of outcome of toss - 5 points; side batting second - 4 points.	Para 11
	Losing draw - 2 points to the side with the lower run-rate if either it batted second and its actual score was 80% or more of the winning draw score or it batted first and took 8 or 9 wickets of the winning draw team, otherwise 1 point to the losing draw team.	Para 11
	Loss - no points.	Para 11
	Tie or identical average run rate - 5 points to each side.	Para 11
	No result/Match Abandoned - 1 point each	Para 11
FIRST INNINGS LIMITATIONS	55%/45% split in overs available at the start of the match.	Para 8
RESTRICTION of BOWLERS' OVERS	None - apart from ECB regulations restricting the number of overs on young players.	
OTHER OBSERVATIONS	Start 12.30pm	Para 1
	New red ball to be taken at the start of each innings	Para 9
	Fast short pitched - ECB definition and 2 per over	Para 13
	High full pitched balls - as per Law 41.7 as amended by MCC for 2019.	Law 41.7
	Tea normally taken at closure of first innings (30 minutes duration).	Para 12

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SCHEDULE 2 - PART B

1st XIs Divisions 2 & 3, 45/45 Over Matches (Weeks 1 – 5 and 15 – 18 inclusive)

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

1. Duration

a. Matches in Weeks 1-5 (inclusive) and Weeks 15 –17 (inclusive): Normal hours of play will be:

- First Innings: 12.30 to 3.20 pm.
- Interval between innings: 3.20 pm to 3.50 pm.
- Second Innings: 3.50 pm to 6.40 pm.
- Close of Play: 7.20 pm.

In Week 18 all matches shall commence 30 minutes earlier and all other timings in relation to those matches shall be brought forward by 30 minutes.

Note –

- i. This assumes 40 minutes or more of time being lost*
- ii. If no time is lost, scheduled close of play will be 6.40pm*
- iii. If, for example, 20 minutes of time is lost the scheduled close of play will be 7.00pm*

All scheduled timings shall be subject to further allowances made by the Umpires under paragraph 10 (c).

- b.
- i. 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.
 - ii. 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.
 - iii. 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.
- c. 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.

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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 1st 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 1st Innings but that tea and drinks in the 2nd 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 7th 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 1st innings ÷ overs available in the 1st 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

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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 1st innings ÷ overs available in the 1st innings) x 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.
- All cricket balls used in the League shall be of the type approved and supplied by the Executive under Rule D5 of the Constitution.
- The Home Club shall be responsible for supplying to the umpires before the toss a minimum of four new red cricket balls and four spare balls of varying degrees of wear.
- A Club's first failure to comply with regulation (c) shall result in a warning from the umpires and each subsequent failure shall result in deduction of one Championship point for each match in which such subsequent failure occurred.
- One new red ball shall be used at the start of each innings. The umpires will select randomly, from the four provided, the ball to be used in each innings.

3. Number of overs per bowler

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

- 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.

- 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.

- 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.

- 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.

- The ECB Fast Bowling Directives may affect the above over limitations.

4. Restriction on the placement of fielders/ Powerplays

- At the instant of delivery, there may not be more than five fielders on the leg side.

- 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.

- The following fielding restrictions shall apply:

- 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.
- 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.
- During the second block of Powerplay Overs only four fielders shall be permitted outside this fielding restriction area at the instant of delivery.

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- 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 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.

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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. For the avoidance of doubt, in the event of scores being equal no account shall be taken of wickets lost and each team shall be awarded 5 points.
- c.
 - i. 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.
 - ii. This revised target score shall be calculated by the scorers on the basis of average run rate per over (to be determined in accordance with paragraph (d)).
 - iii. If this target score is exceeded a win for the team batting second shall result. For the avoidance of doubt, in the event of the target score being equalled (but not exceeded) no account shall be taken of wickets lost and each team shall be awarded 5 points.
 - 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 average run rate per over (to be determined in accordance with paragraph (d)).
- d.
 - i. Save as mentioned in paragraph d(ii) below, a team's average run rate per over is calculated by dividing the number of runs scored in its innings by the number of complete and partial overs received during that innings counting only valid deliveries (i.e. not no balls and wides) and ignoring any umpire miscounting. Any partial over shall be expressed as a decimal point e.g. where a team has faced 40 overs and 2 valid balls, the denominator shall be 40.3333.
 - ii. 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.
 - iii. In the case of the team batting second being unable to receive their allocated overs, the calculation of their average run rate per over will be made as stated above in d.(i) and will be based on the actual number of valid deliveries received by them during their innings.
 - iv. The average run rate per over can be calculated to any number of decimal positions and a tie can only be achieved if the average run rate per over is identical.

e. The home team will use best efforts to display to the players on the field and to spectators the target score as calculated in accordance with this paragraph 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.

h. In this Part of this Schedule, the expression "target score" or "target" means either the number of runs scored by the side batting first or, where Paragraph 8.c. applies, the revised target score calculated in accordance with Paragraphs 8.c. and 8.d.

Note: An Illustration of how to arrive at the revised target score in a manner consistent with paragraphs 8 c and d appears after paragraph 1 g of this Part of this Schedule.

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9. Points

- a. Win – 10 points
- b. Loss –
 - i. Zero in any match where the result is determined by the application of paragraph 8 (c).
 - ii. In matches where paragraph 8 (c) has not been applied –
 - (A). 1 bonus point if the losing side -
 - i. batted second and its actual score was at least 80% but less than 90% of the target score; or
 - ii. bowled second and took 6 or 7 wickets and/ or the winning side took at least 90% but less than 95% of the balls allocated to it (excluding wides and no balls) to pass the target score
 - (B). 2 bonus points if the losing side –
 - i. batted second and its actual score was 90% or more of the target score; or
 - ii. bowled second and took 8 or 9 wickets and/or the winning side took 95% or more of the balls allocated to it (excluding wides and no balls) to pass the target score

Illustrations of 9 (b) ii (A) ii and ii (B) ii

Where an uninterrupted Match is won by the side batting second, for the losing side to qualify for bonus points it must either take a minimum of 6 wickets or stop the batting side winning until after the end of the 40th over (i.e. after 240 or more legitimate balls have been bowled). By way of illustration if the losing side batting first scored 250 for 8 the bonus point entitlement would be as follows

- *Winning side 251 for 4 in the 39th over after facing 234 legitimate balls – no bonus points for losing side*
- *Winning side 251 for 8 in the 39th over after facing 234 legitimate balls – 2 bonus points for the losing side by reason of taking 8 wickets*
- *Winning side 251 for 4 in the 41st over after facing 246 legitimate balls – 1 bonus points for losing side by reason of stopping the winning side passing the target score until after 240 (90% of the total available) legitimate balls have been bowled*
- *Winning side 251 for 4 in the 44th over after facing 264 legitimate balls – 2 bonus points for losing side by reason of stopping the winning side passing the target score until after 256 (95% of the total available) legitimate balls have been bowled*
- *Winning side 251 for 8 in the 44th over after facing 264 legitimate balls– 2 bonus points for the losing side by reason of taking 8 wickets and stopping the winning side passing the target score until after 256 (95% of the total available) legitimate balls have been bowled.*

- c. Scores level/tie – 5 points to each side
- d. No result – 1 point to each side

10. Over rate penalties

- a. All sides are expected to be in position to bowl the first ball of the last of their 45 overs within 2 hours 50 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- b. If the innings is terminated before the scheduled or re-scheduled cut off time no over rate penalty shall apply. If the innings is suspended, the over rate penalty will apply based on the re-scheduled cessation time for that innings.
- c. The Umpires shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is suspended by the weather, of the scheduled time for that innings. The Umpires shall make allowances for any occurrence beyond the control of the fielding side which slows down the overall over rate. Batsmen will normally be expected to cross on the field of play at the fall of a wicket. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation.) In addition and for the purpose of over rate penalties only, in all reduced overs matches the fielding team will be given a one over leeway.
- d. Over rate penalties apply only to innings of 25 overs or more duration.
- e. The penalties in this paragraph are the only penalty for a slow over rate.

11. Responsibility of Captains

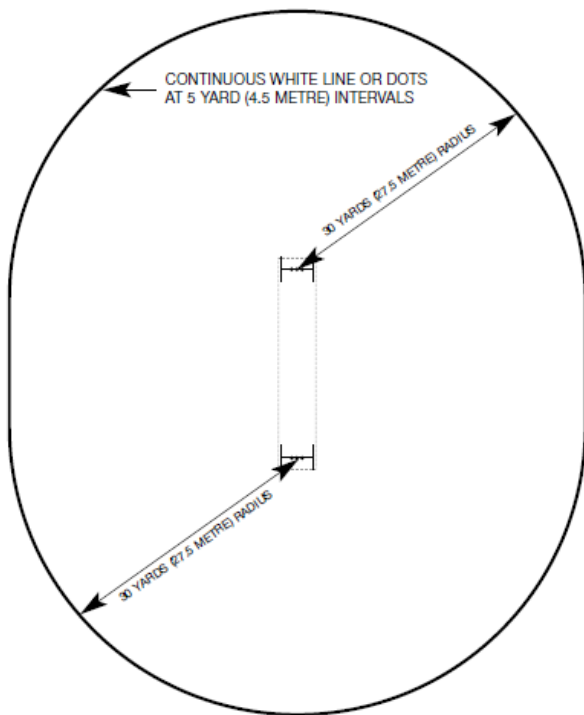
The Captain is responsible for all aspects of the conduct of his side including over rates. If the Umpires feel that their advice in this matter is being wilfully ignored, the Captain of the fielding team may find his name included in the Umpires' report for possible disciplinary action (see Rule G of the Constitution).

12. On-field sanctions under Law 42

Should the Umpires invoke the procedure for on-field sanctions under Law 42, the time for the closure of the innings shall be extended by an equivalent period to the time taken for those procedures to be invoked.

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Appendix 1



Appendix 2

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	25	9
44	10	25	9
45	10	25	10

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MCCL First XI, Second and Third Divisions - Summary of Playing Conditions for 45 Over Matches

NOTE : THIS IS A SUMMARY ONLY

DEFINITIVE CONDITIONS ARE IN SCHEDULE 2 PART B OF THE CONSTITUTION Playing Conditions for 45 Over Matches (Weeks 1 – 5 and 15 -18 inclusive)		Paras in Schedule 2, Part B of the Constitution
TIMINGS, INTERVALS ETC. (all timings for Week 18 – 30 minutes earlier)		
First innings timings	12.30pm – 3.20pm	Para 1 (a)
Interval between innings	30 minutes	Para 1 (a)
Second innings timings	3.50pm - 6.40pm	Para 1 (a)
Extra time in event of bad weather	40 minutes (Close of play 7.20pm)	Para 1 (b) (iii)
Time to bowl full 45 overs	Last over to commence by start of “cut-off” time.	Para 10
	Cut-off time is finishing time for innings plus allowances made by the umpires.	Para 10
Penalties for failing to make “cut-off” time	6 runs added to total for every over short	Para 10
Minimum overs for a result	Minimum 40 over match; 20 overs in 2nd innings	Paras 1 (b) - (f)
	Over-rates - effectively 16 overs per hour (as per ECB KO times)	Para 10
	After 40 minutes weather loss, then overs reduced as below: 1 over per innings for each 7.5 mins in 1st inns 1 over per 3.75 mins in 2nd inns	Paras 1 (b) - (f)
RESTRICTIONS ON BOWLER'S OVERS		
Maximum number of overs	9	Para 3
In shortened matches	ECB guidelines for reduced overs matches	Para 3
FIELDING CIRCLES	Two 30 yard semi-circles to be drawn with the centre being the middle-stumps of each and the ends to be joined by straight lines.	Para 4 (c) and Appendix 1
FIELDING RESTRICTIONS	No more than 5 fieldsmen on the leg side at any time.	Para 4 (a)
Power-play overs	Overs 1-10 - only 2 fieldsmen outside circles	Para 4 (d)
	Overs 11 to 35 - only 4 fieldsmen outside circle.	Para 4 (d)
	Overs 36 -45 - no more than 5 fielders outside circle.	Para 4 (d)
NO-BALL	One penalty run plus a free hit (except if the no ball is for a short-pitched ball passing over the batsman at head height)	Para 5 (a)
Free hits	If batsman facing is same batsman, no change allowed except if necessary to correct a breach of the fielding regulations and provided that any fielder within 15 yards can retreat on the same line to 15 yards from the bat. If the batsman facing is different, field changes allowed within fielding restrictions	Paras 5 (b) - (g)
BALLS	One new red-ball for each innings.	Para 2

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	Team bowling 2nd must take new ball	Para 2
SIGHT-SCREENS	Normal sight-screens	
WEATHER AFFECTED/ SHORTENED GAMES – REVISION OF TOTALS	Duckworth Lewis Stern not to apply. Revised target score to be calculated on an average run rate	Paras 8 (c) – (d)
Other	Strict wides and pitch markings.	Para 6
	Fast short pitched - ECB definition and 2 per over.	Para 7
	High full pitched balls - as per Law 41.7 as amended by MCC for 2019.	
	Time allowances as per ECB guidelines	Para 10 (c)
	45/45 matches to be played Weeks 1 to 5 (inclusive) and 15 to 18 (inclusive)	Para 1 (a)
POINT SCORING IN 45 OVER GAMESs	Win - 10 points.	Para 9
	Loss - No points where an average run rate has been used.	Para 9
	- 2 points if the losing side batted second and its actual score was 90% or more of the target score or bowled second and took 8 or 9 wickets and/or the winning side took 95% or more of the balls allocated to it (excluding wides and no balls) to pass the target score.	Para 9
	- 1 point if the losing side batted second and its actual score was between 80% and 90% of the target score or bowled second and took 6 or 7 wickets and/or the winning side took 90% or more and less than 95% of the balls allocated to it (excluding wides and no balls) to pass the target score.	Para 9
	Scores level/tie - 5 points each	Para 9
	No result - 1 point each	Para 9

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SCHEDULE 3 - PART A

2nd XI's Divisions 1, 2 & 3, 100 Over Timed Matches (Weeks 6 – 14 inclusive)

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

1. Duration and Last Hour

All games shall start at 12.30pm and end at 6.50pm (subject to the provisions below). Save as provided in paragraphs 5 and 8 (b), the minimum number of overs in a game is 100.

The last hour ("the Last Hour") shall start at 5.50pm or at the end of the 83rd over (or, if the number of overs has been reduced under paragraph 5, the over following which there are 17 overs of the reduced number still to bowl) whichever is the later. In calculating the number of overs remaining after the first innings, the Umpires shall regard the over in progress at the end of that innings as having been completed.

2. Required over rate

The fielding side shall bowl an average of at least 17 overs per hour in each innings. Either Umpire may advise the fielding Captain if he feels that there is a danger of this requirement not being met. No time allowance shall be made for the fall of a wicket. Batsmen will normally be expected to cross on the field of play at the fall of a wicket. The Umpires shall make allowance, however, for any occurrence beyond the control of the fielding side which slows down the overall over rate.

3. Responsibility of Captains

The Captain is responsible for all aspects of the conduct of his side including over rates. If the Umpires feel that their advice in this matter is being wilfully ignored, the Captain of the fielding team may find his name included in the Umpires' report for possible disciplinary action (see Rule G of the Constitution).

4. Delayed start/suspensions of play: automatic extension

When the start of the game is delayed or play is suspended (before the start of or during the Last Hour), play shall automatically be extended on one or more occasions by the aggregate period of delay or suspension or by 30 minutes whichever shall be the shorter. Where play is so extended there shall be no deduction in overs.

5. Delayed start/suspensions of play: deductions if automatic extension exceeded/requirements for official League game

Where the start is delayed or play is suspended (before the start of the Last Hour) for an aggregate period exceeding 30 minutes, one over from the minimum 100 overs shall be deducted for each 3 minutes 30 seconds or part thereof of playing time lost. Time so lost is to be taken as cumulative and a fresh calculation made after each such delay or suspension based on the total time lost. For example, if there are delays or suspensions of 30, 15, 20 and 35 minutes, the calculation on resumption is that 70 minutes have been lost (the first 30 minutes having been disregarded) which equates to 20 overs. Where play is suspended during the Last Hour paragraph 8 (b) shall apply.

A match shall be deemed to be an official League game provided that:

a. at least four hours actual playing time (a minimum 68 overs) is available from the time the first ball is bowled; and

b. the innings of the side batting second lasts for at least 20 overs, unless the side batting second is dismissed or exceeds the total scored by their opponents in fewer than 20 overs.

Note: paragraphs 4 and 5 (a) mean that the first ball must be bowled not later than 2 hours 40 minutes after the scheduled start of play. Accordingly if the close of play is extended (under paragraph 4) to 7.20pm, the first ball must be bowled by 3.10pm. The calculation of actual available playing time assumes that the only interval will be one of 10 minutes between innings. If a tea interval of 30 minutes is taken between innings, 20 minutes shall be deducted from the 4 hours referred to in paragraph 5(a) and 62 overs shall be substituted for 68 overs in that paragraph.

Illustration of the cumulative calculation referred to in paragraph 5

The following suspensions of play occur during the 1st innings in the following order: First a suspension of 30 minutes; second a suspension of 15 minutes; third a suspension of 20 minutes; and finally a suspension of 35 minutes. The first suspension results in no reduction in overs as it's covered by the exclusion of an aggregate of up to 30 minutes lost. The second suspension of 15 minutes results in a loss of 5 overs (15 divided by 3.5 = 4.287, round up to 5 overs to reflect "or part thereof"). The third suspension of 20 minutes is added to the 2nd suspension of 15 minutes for a total of 35 minutes. 35 divided by 3.5 = 10 overs lost from the original 100 overs available in the match due to all suspensions so far. The final suspension of 35 minutes is added to the second and third suspensions of 15 and 20 minutes respectively for a total of 70 minutes. 70 divided by 3.5 = 20 overs lost in this 1st innings due to all suspensions so far that involve a reduction in overs. Deduct that from the 100 overs originally available leaving 80 overs.

6. Maximum overs in first innings

The side batting first shall bat for a maximum of 55% of the overs available at the actual start of play.

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7. The Balls and Clothing

- a. Matches shall be played in traditional white clothing with a red ball.
- b. All cricket balls used in the League shall be of the type approved and supplied by the Executive under Rule D5 of the Constitution.
- c. The Home Club shall be responsible for supplying two new cricket balls and enough spare balls of equal standard.
- e. One new red ball shall be used at the start of each innings.

8. Minimum overs in Last hour

- a. A minimum of 17 overs shall be bowled after the start of the Last Hour, unless a result is obtained beforehand.
- b. Whenever play is suspended during the Last Hour, then to the extent that paragraph 4 does not apply, the minimum number of overs to be bowled shall be reduced from 17 by applying Laws 16.7 and 16.8, except that one over shall be deducted for each complete 3.5 minutes lost (and not each complete 3 minutes as referred to in Law 16.7).

9. Points

The method of awarding points in the Timed Matches will be –

- a. Win –
 - i. to the winning side if it batted first 12 points
 - ii. otherwise to the winning side – 10 points
 - iii. to the losing side – no points
- b. Draw –
 - i. 5 points to the side with the higher average run rate per over (the 'Winning Draw Team') if it batted first
 - ii. otherwise 4 points to the Winning Draw Team

iii. 2 points to the side with the lower average run rate per over (the 'Losing Draw Team') if either –

- it batted second and its actual score was 80% or more of the Winning Draw Score (meaning the score calculated by multiplying the average run rate per over of the Winning Draw Team by the number of overs batted by the Losing Draw Team plus one run if the product of that calculation is a whole number or rounded up if the product is not a whole number); or

- it batted first and took 8 or 9 wickets of the Winning Draw Team

iv. Otherwise - 1 point to the Losing Draw Team.

- c. Tie or identical average run rate per over for each team – 5 points to each side
- d. No result – 1 point to each side
- e. Match abandoned – 1 point to each side.
- f. In paragraphs 9 b and 9 c, average run rate per over shall be calculated by dividing the relevant number of runs scored by the number of complete and partial overs faced counting only valid deliveries (i.e. not no balls and wides) and ignoring any umpire miscounting. Any partial over shall be expressed as a decimal point e.g. where a team has faced 40 overs and 2 valid balls, the denominator shall be 40.3333.

10. Intervals

There shall normally be a tea interval -

- a. Tea shall normally be taken at the closure of the first innings and shall be of 30 minutes' duration.
- b. The umpires shall have the power to vary these timings should the match be affected by weather or other unavoidable cause.

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MCCL Second XIs Divisions - Summary of Playing Conditions for 100 Over Timed Matches

NOTE: THIS IS A SUMMARY ONLY

DEFINITIVE CONDITIONS ARE IN SCHEDULE 3 PART A OF THE CONSTITUTION Playing Conditions for 100 Over Timed Matches (Weeks 6 -14 inclusive)		Paras in Schedule 3, Part A of the Constitution
POINT SCORING in 100-Over Timed games	Win - Side batting first regardless of outcome of toss, 12 points for win, side batting second 10 points.	Para 9
	Winning draw - Side batting first, regardless of outcome of toss - 5 points; side batting second - 4 points.	Para 9
	Losing draw - 2 points to the side with the lower run-rate if either it batted second and its actual score was 80% or more of the winning draw score or it batted first and took 8 or 9 wickets of the winning draw team, otherwise 1 point to the losing draw team.	Para 9
	Loss - no points.	Para 9
	Tie or identical average run rate - 5 points to each side.	Para 9
	No result/Match Abandoned - 1 point each	Para 9
FIRST INNINGS LIMITATIONS	55%/45% split in overs available at the start of the match.	Para 6
RESTRICTION of BOWLERS' OVERS	None - apart from ECB regulations restricting the number of overs on young players.	
OTHER OBSERVATIONS	Start 12.30pm	Para 1
	New red ball to be taken at the start of each innings	Para 7
	High full pitched balls - as per Law 41.7 as amended by MCC for 2019.	Law 41.7
	Tea normally taken at closure of first innings (30 minutes duration).	Para 10

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SCHEDULE 3 - PART B

2nd XI's Divisions 1, 2 & 3, 45/45 Over

Matches

(Weeks 1 – 5 and 15 – 18 inclusive)

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

1. Duration

a. Matches in Weeks 1-5 (inclusive) and Weeks 15 –17 (inclusive) : Normal hours of play will be:

- First Innings: 12.30 to 3.20 pm.
- Interval between innings: 3.20pm to 3.50 pm.
- Second Innings: 3.50 pm to 6.40 pm.
- Close of Play: 7.20pm.

In Week 18 all matches shall commence 30 minutes earlier and all other timings in relation to those matches shall be brought forward by 30 minutes.

Note –

- i. This assumes 40 minutes or more of time being lost*
- ii. If no time is lost, scheduled close of play will be 6.40pm*
- iii. If, for example, 20 minutes of time is lost the scheduled close of play will be 7.00pm*

All scheduled timings shall be subject to further allowances made by the Umpires under paragraph 10 (c).

b.

i. 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.

ii. 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.

iii. 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.

c. 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.

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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 1st 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 1st Innings but that tea and drinks in the 2nd 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 7th 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 1st innings ÷ overs available in the 1st 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

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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 1st innings ÷ overs available in the 1st innings) x 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 (e.g. 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

- a. Matches shall be played in traditional white clothing with a red ball.
- b. All cricket balls used in the League shall be of the type approved and supplied by the Executive under Rule D5 of the Constitution,
- c. The Home Club shall be responsible for supplying two new cricket balls and enough spare balls of equal standard.
- e. One new red ball shall be used at the start of each innings.

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

- a. At the instant of delivery, there may not be more than five fielders on the leg side.
- b. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (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.
- c. At the instant of delivery, there may not be more than five fielders outside the fielding restriction area referred to in paragraph 4 (b) above.
- d. 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'.

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e. 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 41.5 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.

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. 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. For the avoidance of doubt, in the event of scores being equal no account shall be taken of wickets lost and each team shall be awarded 5 points.
- c.
 - i. 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.
 - ii. This revised target score shall be calculated by the scorers on the basis of average run rate (to be determined in accordance with paragraph (d)).

iii. If this target score is exceeded a win for the team batting second shall result. For the avoidance of doubt, in the event of the target score being equalled (but not exceeded) no account shall be taken of wickets lost and each team shall be awarded 5 points.

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 (minimum of 20 overs), the result shall be decided by average run rate per over (to be determined in accordance with paragraph (d)).

d.

i. Save as mentioned in d.(ii) below, a team's average run rate per over is calculated by dividing the number of runs scored in its innings by the number of complete and partial overs received during that innings counting only valid deliveries (i.e. not no balls and wides) and ignoring any umpire miscounting. Any partial over shall be expressed as a decimal point e.g. where a team has faced 40 overs and 2 valid balls, the denominator shall be 40.3333.

ii. 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.

iii. In the case of the team batting second being unable to receive their allocated overs, the calculation of their average run rate per over will be made as stated above in d(i) and will be based on the actual number of valid deliveries received by them during their innings.

iv. The average run rate per over can be calculated to any number of decimal positions and a tie can only be achieved if the average run rate per over is identical.

e. The home team will also use best efforts to display to the players on the field and to spectators the target score as calculated in accordance with this paragraph 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.

h. In this Part of this Schedule, the expression "target score" or "target" means either the number of runs scored by the side batting first or, where Paragraph 8.c. applies, the revised target score calculated in accordance with Paragraphs 8.c. and 8.d.

Note: An Illustration of how to arrive at the revised target score in a manner consistent with paragraphs 8 c and d appears after paragraph 1 g of this Part of this Schedule.

8. Points

- a. Win – 10 points
- b. Loss –

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- i. Zero in any match where the result is determined by the application of paragraph 7 (c).
- ii. In matches where paragraph 7 (c) has not been applied –
 - (A). 1 bonus point if the losing side –
 - i. batted second and its actual score was at least 80% but less than 90% of the target score; or
 - ii. bowled second and took 6 or 7 wickets and/ or the winning side took at least 90% but less than 95% of the balls allocated to it (excluding wides and no balls) to pass the target score
 - (B). 2 bonus points if the losing side –
 - i. batted second and its actual score was 90% or more of the target score; or
 - ii. bowled second and took 8 or 9 wickets and/or the winning side took 95% or more of the balls allocated to it (excluding wides and no balls) to pass the target score

Illustrations of 9 (b) ii (A) ii and ii (B) ii

Where an uninterrupted Match is won by the side batting second, for the losing side to qualify for bonus points it must either take a minimum of 6 wickets or stop the batting side winning until after the end of the 40th over (i.e. after 240 or more legitimate balls have been bowled). By way of illustration if the losing side batting first scored 250 for 8 the bonus point entitlement would be as follows

- Winning side 251 for 4 in the 39th over after facing 234 legitimate balls – no bonus points for losing side
- Winning side 251 for 8 in the 39th over after facing 234 legitimate balls – 2 bonus points for the losing side by reason of taking 8 wickets
- Winning side 251 for 4 in the 41st over after facing 246 legitimate balls – 1 bonus points for losing side by reason of stopping the winning side passing the target score until after 240 (90% of the total available) legitimate balls have been bowled
- Winning side 251 for 4 in the 44th over after facing 264 legitimate balls – 2 bonus points for losing side by reason of stopping the winning side passing the target score until after 256 (95% of the total available) legitimate balls have been bowled
- Winning side 251 for 8 in the 44th over after facing 264 legitimate balls– 2 bonus points for the losing side by reason of taking 8 wickets and stopping the winning side passing the target score until after 256 (95% of the total available) legitimate balls have been bowled.

- c. Scores level/tie – 5 points to each side
- d. No result – 1 point to each side

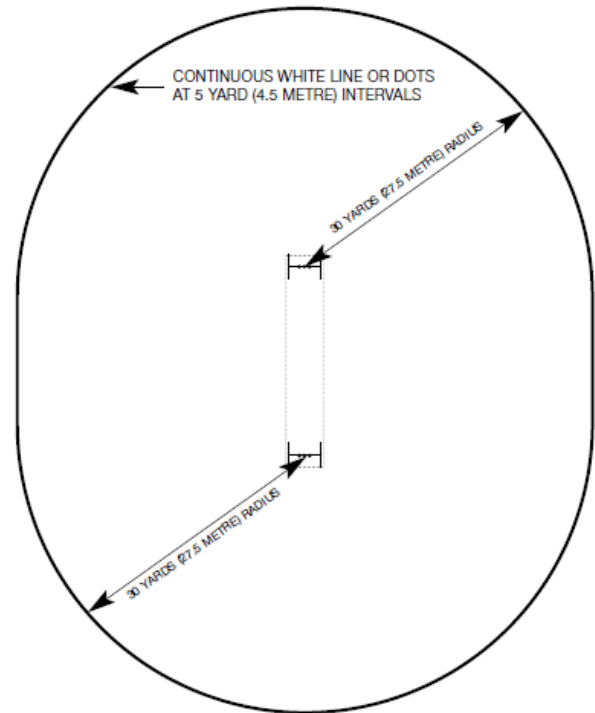
9. Over rates

- a. All sides are expected to be in position to bowl the first ball of the last of their 45 overs within 2 hours 50 minutes playing time. In the event of them failing to do so, the full quota of overs will still be completed
- b. The Umpires shall make allowances for any occurrence beyond the control of the fielding side which slows down the overall over rate. Batsmen will normally be expected to cross on the field of play at the fall of a wicket.

10. Responsibility of Captains

The Captain is responsible for all aspects of the conduct of his side including over rates. If the Umpires feel that their advice in this matter is being wilfully ignored, the Captain of the fielding team may find his name included in the Umpires' report for possible disciplinary action (see Rule G of the Constitution).

Appendix 1



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MCCL Second XIs Divisions - Summary of Playing Conditions for 45 Over Matches

NOTE: THIS IS A SUMMARY ONLY

DEFINITIVE CONDITIONS ARE IN SCHEDULE 3 PART B OF THE CONSTITUTION

Playing Conditions for 45 Over Matches (Weeks 1 – 5 and 15 -18 inclusive)		Paras in Schedule 3, Part B of the Constitution
TIMINGS, INTERVALS ETC. (all timings for Week 18 – 30 minutes earlier)		
First innings timings	12.30pm – 3.20pm	Para 1 (a)
Interval between innings	30 minutes	Para 1 (a)
Second innings timings	3.50pm - 6.40pm	Para 1 (a)
Extra time in event of bad weather	40 minutes (Close of play 7.20pm)	Para 1 (b) (iii)
Time to bowl full 45 overs	Last over to commence by start of “cut-off” time.	Para 9
	Cut-off time is finishing time for innings plus allowances made by the umpires.	Para 9
Penalties for failing to make “cut-off” time	No run penalty to be applied	
Minimum overs for a result	Minimum 40 over match; 20 overs in 2nd innings	Paras 1 (b) - (f)
	Over-rates - effectively 16 overs per hour (as per ECB KO times)	Para 9
	After 40 minutes weather loss, then overs reduced as below: 1 over per innings for each 7.5 mins in 1st inns 1 over per 3.75 mins in 2nd inns	Paras 1 (b) - (f)
RESTRICTIONS ON BOWLER'S OVERS		
Maximum number of overs	9	Para 3
In shortened matches	ECB guidelines for reduced overs matches	Para 3
POWER-PLAYS	None	
FIELDING CIRCLES	Two 30yard semi-circles to be drawn with the centre being the middle-stumps of each and the ends to be joined by straight lines.	Para 4 (b) and Appendix 1
FIELDING RESTRICTIONS	No more than 5 fieldsmen on the leg side at any time.	Para 4 (a)
	No more than 5 fielders allowed outside the circle at any time	Para 4 (c)
FOOT NO-BALL	No free hits.	
BALLS	One new red-ball for each innings.	Para 2
	Team bowling 2nd must take new ball	Para 2
SIGHT-SCREENS	Normal sight-screens	
WEATHER AFFECTED/ SHORTENED GAMES – REVISION OF TOTALS	Duckworth Lewis Stern not to apply. Revised target score to be calculated on an average run rate	Paras 7 (c) – (d)
Other	Strict wides and pitch markings.	Para 6
	Fast short pitched - ECB definition and laws of cricket to apply.	
	High full pitched balls - as per Law 41.7 as amended by MCC for 2019.	Law 41.7
	Time allowances as per ECB guidelines	Para 9 (b)

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	45/45 matches to be played Weeks 1 to 5 (inclusive) and 15 to 18 (inclusive)	Para 1 (a)
POINT SCORING IN 45 OVER GAMES	Win - 10 points.	Para 8
	Loss - No points where an average run rate has been used.	Para 8
	- 2 points if the losing side batted second and its actual score was 90% or more of the target score or bowled second and took 8 or 9 wickets and/or the winning side took 95% or more of the balls allocated to it (excluding wides and no balls) to pass the target score.	Para 8
	- 1 point if the losing side batted second and its actual score was between 80% and 90% of the target score or bowled second and took 6 or 7 wickets and/or the winning side took 90% or more and less than 95% of the balls allocated to it (excluding wides and no balls) to pass the target score.	Para 8
	Scores level/tie - 5 points each	Para 8
	No result - 1 point each	Para 8

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SCHEDULE 4 - PART A

Third Tier 92 Over Timed Matches (Weeks 6 – 14 inclusive)

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

1. Duration and Last Hour

All games shall start at 12.30pm and end at 6.25pm (subject to the provisions below). Save as provided in paragraphs 5 and 8 (b), the minimum number of overs in a game is 92.

The last hour ("the Last Hour") shall start at 5.25pm or at the end of the 75th over (or, if the number of overs has been reduced under paragraph 5, the over following which there are 17 overs of the reduced number still to bowl) whichever is the later. In calculating the number of overs remaining after the first innings, the Umpires shall regard the over in progress at the end of that innings as having been completed.

2. Required over rate

The fielding side shall bowl an average of at least 17 overs per hour in each innings. Either Umpire may advise the fielding Captain if he feels that there is a danger of this requirement not being met. No time allowance shall be made for the fall of a wicket. Batsmen will normally be expected to cross on the field of play at the fall of a wicket. The Umpires shall make allowance, however, for any occurrence beyond the control of the fielding side which slows down the overall over rate.

3. Responsibility of Captains

The Captain is responsible for all aspects of the conduct of his side including over rates. If the Umpires feel that their advice in this matter is being wilfully ignored, the Captain of the fielding team may find his name included in the Umpires' report for possible disciplinary action (see Rule G of the Constitution).

4. Delayed start/suspensions of play: automatic extension

When the start of the game is delayed or play is suspended (before the start of or during the Last Hour), play shall automatically be extended on one or more occasions by the aggregate period of delay or suspension or by 30 minutes whichever shall be the shorter. Where play is so extended there shall be no deduction in overs.

5. Delayed start/suspensions of play: deductions if automatic extension exceeded /requirements for official League game

Where the start is delayed or play is suspended (before the start of the Last Hour) for an aggregate period exceeding 30 minutes, one over from the minimum 92 overs shall be deducted for each 3 minutes 30 seconds or part thereof of playing time lost. Time so lost is to be taken as cumulative and a fresh calculation made after each suspension based on the total time lost. For example, if there are suspensions of 30, 15, 20 and 35 minutes, the calculation on resumption is that 70 minutes have been lost (the first 30 minutes having been disregarded), which equates to 20 overs. Where play is suspended during the Last Hour paragraph 8 (b) shall apply.

A match shall be deemed to be an official League game provided that:

- at least four hours actual playing time (a minimum 68 overs) is available from the time the first ball is bowled; and
- the innings of the side batting second lasts for at least 20 overs, unless the side batting second is dismissed or exceeds the total scored by their opponents in fewer than 20 overs.

Note: paragraphs 4 and 5 (a) mean that the first ball must be bowled not later than 2 hours 30 minutes after the scheduled start of play. Accordingly if the close of play is extended (under paragraph 4) to 6.55pm, the first ball must be bowled by 2.45pm. The calculation of actual available playing time assumes that the only interval will be one of 10 minutes between innings. If a tea interval of 30 minutes is taken between innings, 20 minutes shall be deducted from the 4 hours referred to in paragraph 5(a) and 62 overs shall be substituted for 68 overs in that paragraph.

Illustration of the cumulative calculation referred to in paragraph 5

The following suspensions of play occur during the 1st innings in the following order: First a suspension of 30 minutes; second a suspension of 15 minutes; third a suspension of 20 minutes; and finally a suspension of 35 minutes. The first suspension results in no reduction in overs as it's covered by the exclusion of an aggregate of up to 30 minutes lost. The second suspension of 15 minutes results in a loss of 5 overs (15 divided by 3.5 = 4.287, round up to 5 overs to reflect "or part thereof"). The third suspension of 20 minutes is added to the 2nd suspension of 15 minutes for a total of 35 minutes. 35 divided by 3.5 = 10 overs lost from the original 92 overs available in the match due to all suspensions so far. The final suspension of 35 minutes is added to the second and third suspensions of 15 and 20 minutes respectively for a total of 70 minutes. 70 divided by 3.5 = 20 overs lost in this 1st innings due to all suspensions so far that involve a reduction in overs. Deduct that from the 92 overs originally available leaving 72 overs.

6. Maximum overs in first innings

The side batting first shall bat for a maximum of 50 overs. In a match where there are less than 92 overs available at the actual start of play, then the side batting first may bat for 55% of the overs available, rounded down to the nearest over.

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7. The Balls and Clothing

- a. Matches shall be played in traditional white clothing with a red ball.
- b. All cricket balls used in the League shall be of the type approved and supplied by the Executive under Rule D5 of the Constitution.
- c. The Home Club shall be responsible for supplying two new cricket balls and enough spare balls of equal standard.
- d. One new red ball shall be used at the start of each innings.

8. Minimum overs in Last Hour

- a. A minimum of 17 overs shall be bowled after the start of the Last Hour, unless a result is obtained beforehand.
- b. When play is suspended during the Last Hour, then to the extent that paragraph 4 does not apply, the minimum number of overs to be bowled shall be reduced from 17 by applying Laws 16.7 and 16.8, except that one over shall be deducted for each complete 3.5 minutes lost (and not each complete 3 minutes as referred to in Law 16.7).

9. Points

The method of awarding points in the Timed Matches will be

- a. Win –
 - i. to the winning side if it batted first – 12 points
 - ii. otherwise to the winning side – 10 points
 - iii. to the losing side – no points
- b. Draw –
 - i. 5 points to the side with the higher average run rate per over (the 'Winning Draw Team') if it batted first
 - ii. otherwise 4 points to the Winning Draw Team
 - iii. 2 points to the side with the lower average run rate per over (the 'Losing Draw Team') if either –
 - it batted second and its actual score was 80% or more of the Winning Draw Score (meaning the score calculated by multiplying the average run rate per over of the Winning Draw Team by the number of overs batted by the Losing Draw Team plus one run if the product of that calculation is a whole number or rounded up if the product is not a whole number); or
 - it batted first and took 8 or 9 wickets of the Winning Draw Team
 - iv. Otherwise - 1 point to the Losing Draw Team.
- c. Tie or identical average run rate per over for each team – 5 points to each side
- d. No result – 1 point to each side
- e. Match abandoned – 1 point to each side.
- f. In paragraphs 9b and 9c, average run rate per over shall be calculated by dividing the relevant number of runs scored by the number of complete and partial overs faced counting only valid deliveries (i.e. not no balls and wides) and ignoring any umpire miscounting. Any partial over shall be expressed as a decimal point e.g. where a team has faced 40 overs and 2 valid balls, the denominator shall be 40.3333.

10. Intervals

There shall normally be a tea interval -

- a. Tea shall normally be taken at the closure of the first innings and shall be of 30 minutes' duration.
- b. The umpires shall have the power to vary these timings should the match be affected by weather or other unavoidable cause.

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MCCL Third Tier Divisions - Summary of Playing Conditions for 92 Over Timed Matches

NOTE : THIS IS A SUMMARY ONLY

DEFINITIVE CONDITIONS ARE IN SCHEDULE 4 PART A OF THE CONSTITUTION

Playing Conditions for 92 Over Timed Matches (Weeks 6 -14 inclusive)		Paras in Schedule 4, Part A of the Constitution
POINT SCORING in 92-Over Timed games	Win - Side batting first regardless of outcome of toss, 12 points for win, side batting second 10 points.	Para 9
	Winning draw - Side batting first, regardless of outcome of toss - 5 points; side batting second - 4 points.	Para 9
	Losing draw - 2 points to the side with the lower run-rate if either it batted second and it's actual score was 80% or more of the winning draw score or it batted first and took 8 or 9 wickets of the winning draw team, otherwise 1 point to the losing draw team.	Para 9
	Loss - no points.	Para 9
	Tie or identical average run rate - 5 points to each side.	Para 9
	No result/Match Abandoned - 1 point each	Para 9
FIRST INNINGS LIMITATIONS	The side batting first shall bat for a maximum of 50 overs. In a match where there are less than 92 overs available at the actual start of play, then the side batting first may bat for 55% of the overs available, rounded down to the nearest over.	Para 6
RESTRICTION of BOWLERS' OVERS	None - apart from ECB regulations restricting the number of overs on young players.	
OTHER OBSERVATIONS	Start 12.30pm	Para 1
	New red ball to be taken at the start of each innings	Para 7
	High full pitched balls - as per Law 47.1 as amended by MCC for 2019 season.	
	Tea normally taken at closure of first innings (30 minutes duration).	Para 10

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SCHEDULE 4 - PART B

Third Tier Divisions 45/45 Over Matches (Weeks 1 – 5 and 15 – 18 inclusive)

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

1. Duration

a. Matches in Weeks 1-5 (inclusive) and Weeks 15 –17 (inclusive) : Normal hours of play will be:

- First Innings: 12.30 to 3.20 pm.
- Interval between innings: 3.20pm to 3.50 pm.
- Second Innings: 3.50 pm to 6.40 pm.
- Close of Play: 7.20pm.

In Week 18 all matches shall commence 30 minutes earlier and all other timings in relation to those matches shall be brought forward by 30 minutes.

Note –

- i. This assumes 40 minutes or more of time being lost*
- ii. If no time is lost, scheduled close of play will be 6.40pm*
- iii. If, for example, 20 minutes of time is lost the scheduled close of play will be 7.00pm*

All scheduled timings shall be subject to further allowances made by the Umpires under paragraph 10 (b).

- b.
- i. 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.
 - ii. 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.
 - iii. 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.
- c. 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, 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.
 - iv. 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.

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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 1st 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 1st Innings but that tea and drinks in the 2nd 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 7th 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 1st Innings ÷ overs available in the 1st 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

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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 1st innings ÷ overs available in the 1st innings) x 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 ÷ 45 x 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 (e.g. 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.
- All cricket balls used in the League shall be of the type approved and supplied by the Executive under Rule D5 of the Constitution.
- The Home Club shall be responsible for supplying two new cricket balls and enough spare balls of equal standard.
- One new red ball shall be used at the start of each innings.

3. Number of overs per bowler

- In a 45 overs match, no bowler may bowl more than 12 overs in an innings so that the minimum number of bowlers required is 4

- 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 quarter of the total overs allowed. Where the total number of reduced overs is not divisible by 4 so as to produce a whole number, an additional over shall be allowed to the minimum number of bowlers to make up the balance e.g. in a match reduced to 43 overs, 3 bowlers may bowl a maximum of 11 overs and no other bowler may bowl more than 10 overs.

- 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 3b (unless such number has been exceeded before the suspension)—e.g. after 18 overs, rain results in the innings being reduced to 32 overs so that applying paragraph 3b above the maximum number of overs per bowler would be 8 (32 divided by 4). But this is impossible because both the opening bowlers have already bowled 9 overs each before the rain. Divide the overs that remain to be bowled 32 minus 18 = 14 overs by the minimum number of bowlers required (per paragraph 3.a.) minus the number of bowlers who have equalled or exceeded their revised maximum number of overs—in this example, 4 (minimum number of bowlers required) minus 2 (the number of bowler who have exceeded their maximum number of overs) = 2 bowlers to arrive at the maximum number of overs any other bowler may bowl—in the example 14 divided by 2 = 7 overs maximum. To the extent that such calculation does not produce a whole number, allow as many bowlers as necessary to bowl the additional over(s).

- 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.

- 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.

- The ECB Fast Bowling Directives may affect the above over limitations.

4. Restriction on the placement of fielders

For the avoidance of doubt –

- Law 41.5 shall apply (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).
- No other fielding restrictions shall apply in the 3rd XI League.

5. Wide ball/pitch markings

- This Rule applies to Tier 3 Divisions 1-3 only.
- 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.
- The following criteria should be adopted as a guide to Umpires:

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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.

d. 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.

e. 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.

6. Result

a. A result can only be achieved if, prior to it being 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. For the avoidance of doubt, in the event of scores being equal no account shall be taken of wickets lost and each team shall be awarded 5 points.

c.

i. 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.

ii. This revised target score shall be calculated by the scorers on the basis of average run rate per over (to be determined in accordance with paragraph (d)).

iii. If this target score is exceeded a win for the team batting second shall result. For the avoidance of doubt, in the event of the target score being equalled (but not exceeded) no account shall be taken of wickets lost and each team shall be awarded 5 points.

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 that it has had the opportunity to receive not less than 20 overs) the result shall be decided by average run rate per over (to be determined in accordance with paragraph (d)).

d.

i. Save as mentioned in d.(ii) below, a team's average run rate per over is calculated by dividing the number of runs scored in its innings by the number of complete and partial overs received during that innings counting only valid deliveries (i.e. not no balls and wides) and ignoring any umpire miscounting. Any partial over shall be expressed as a decimal point e.g. where a team has faced 40 overs and 2 valid balls, the denominator shall be 40.3333.

ii. 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.

iii. In the case of the team batting second being unable to receive their allocated overs, the calculation of their average run rate per over will be made as stated above in d.(i) and will be based on the actual number of valid deliveries received by them during their innings.

iv. The average run rate per over can be calculated to any number of decimal positions and a tie can only be achieved if the average run rate per over is identical.

e. The home team will also use best efforts to display to the players on the field and to spectators the target score as calculated in accordance with this paragraph 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.

h. In this Part of this Schedule, the expression "target score" or "target" means either the number of runs scored by the side batting first or, where Paragraph 8.c. applies, the revised target score calculated in accordance with Paragraphs 8.c. and 8.d.

Note: An Illustration of how to arrive at the revised target score in a manner consistent with paragraphs 8 c and d appears after paragraph 1 g of this Part of this Schedule.

7. Points

a. Win – 10 points

b. Loss –

i. Zero in any match where the result is determined by the application of paragraph 6 (c).

ii. In matches where paragraph 6 (c) has not been applied –

(A). 1 bonus point if the losing side –

i. batted second and its actual score was at least 80% but less than 90% of the target score; or

ii. bowled second and took 6 or 7 wickets and/ or the winning side took at least 90% but less than 95% of the balls allocated to it (excluding wides and no balls) to pass the target score

(B). 2 bonus points if the losing side –

i. batted second and its actual score was 90% or more of the target score; or

ii. bowled second and took 8 or 9 wickets and/or the winning side took 95% or more of the balls allocated to it (excluding wides and no balls) to pass the target score

Illustrations of 7 (b) ii (A) ii and ii (B) ii

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Where an uninterrupted Match is won by the side batting second, for the losing side to qualify for bonus points it must either take a minimum of 6 wickets or stop the batting side winning until after the end of the 40th over (i.e. after 243 or more legitimate balls have been bowled). By way of illustration if the losing side batting first scored 250 for 8 the bonus point entitlement would be as follows:

- Winning side 251 for 4 in the 39th over after facing 234 legitimate balls – no bonus points for losing side

- Winning side 251 for 8 in the 39th over after facing 234 legitimate balls – 2 bonus points for the losing side by reason of taking 8 wickets

- Winning side 251 for 4 in the 41st over after facing 246 legitimate balls – 1 bonus points for losing side by reason of stopping the winning side passing the target score until after 243 (90% of the total available) legitimate balls have been bowled

- Winning side 251 for 4 in the 44th over after facing 264 legitimate balls – 2 bonus points for losing side by reason of stopping the winning side passing the target score until after 256 (95% of the total available) legitimate balls have been bowled

- Winning side 251 for 8 in the 44th over after facing 264 legitimate balls – 2 bonus points for the losing side by reason of taking 8 wickets and stopping the winning side passing the target score until after 256 (95% of the total available) legitimate balls have been bowled

c. Scores level/tie – 5 points to each side

d. No result – 1 point to each side

8. Over rates

a. All sides are expected to be in position to bowl the first ball of the last of their 45 overs within 2 hours 50 minutes playing time. In the event of them failing to do so, the full quota of overs will still be completed

b. The Umpires shall make allowances for any occurrence beyond the control of the fielding side which slows down the overall over rate. Batsmen will normally be expected to cross on the field of play at the fall of a wicket.

9. Responsibility of Captains

The Captain is responsible for all aspects of the conduct of his side including over rates. If the Umpires feel that their advice in this matter is being wilfully ignored, the Captain of the fielding team may find his name included in the Umpires' report for possible disciplinary action (see Rule G of the Constitution).

Note: No Appendix 1 is required for 3rd XI Divisions because there are no special fielding restrictions – see paragraph 4.

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MCCL Third Tier Divisions - Summary of Playing Conditions for 45 Over Matches

NOTE : THIS IS A SUMMARY ONLY

DEFINITIVE CONDITIONS ARE IN SCHEDULE 4 PART B OF THE CONSTITUTION

Playing Conditions for 45 Over Matches (Weeks 1 – 5 and 15 -18 inclusive)		Paras in Schedule 4, Part B of the Constitution
TIMINGS, INTERVALS ETC. (timings for Week 18 – 30 minutes earlier)		
First innings timings	12.30pm – 3.20pm	Para 1 (a)
Interval between innings	30 minutes	Para 1 (a)
Second innings timings	3.50pm - 6.40pm	Para 1 (a)
Extra time in event of bad weather	40 minutes (Close of play 7.20pm)	Para 1 (b) (iii)
Time to bowl full 45 overs	Last over to commence by start of “cut-off” time.	Para 8
	Cut-off time is finishing time for innings plus allowances made by the umpires.	Para 8
Penalties for failing to make “cut-off” time	No run penalties to be applied	
Minimum overs for a result	Minimum 40 over match; 20 overs in 2nd innings	Paras 1 (b) - (f)
	Over-rates - effectively 16 overs per hour (as per ECB KO times)	Para 8
	After 40 minutes weather loss, then overs reduced as below: 1 over per innings for each 7.5 mins in 1st inns 1 over per 3.75 mins in 2nd inns	Paras 1 (b) - (f)
RESTRICTIONS ON BOWLER'S OVERS		
Maximum number of overs	12	Para 3
In shortened matches	ECB guidelines for reduced overs matches	Para 3
POWER-PLAYS	None to be applied	
FIELDING CIRCLES	No fielding restriction circles	Para 4
FIELDING RESTRICTIONS	None other than Laws of Cricket (not more than 2 behind square on leg side at any time)	Para 4
FOOT NO-BALL	No free hits.	
BALLS	One new red-ball for each innings.	Para 2
	Team bowling 2nd must take new ball	Para 2
SIGHT-SCREENS	Normal sight-screens	
WEATHER AFFECTED/ SHORTENED GAMES – REVISION OF TOTALS	Duckworth Lewis Stern not to apply. Revised target score to be calculated on an average run rate	Paras 6 (c) – (d)
Other	Strict wides and pitch markings, plus in Divisions 1 – 3 only of the Third Tier, all leg sides wides are to be called as wides	Para 5
	Fast short pitched - ECB definition and Laws of cricket to apply	
	High full pitched balls - as per Law 47.1 as amended by MCC for 2019.	
	Time allowances as per ECB guidelines	Para 8 (b)

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	45/45 matches to be played Weeks 1 to 5 (inclusive) and 15 to 18 (inclusive)	Para 1 (a)
POINT SCORING IN 45 OVER GAMESs	Win - 10 points.	Para 7
	Loss - No points where an average run rate has been used.	Para 7
	- 2 points if the losing side batted second and its actual score was 90% or more of the target score or bowled second and took 8 or 9 wickets and/or the winning side took 95% or more of the balls allocated to it (excluding wides and no balls) to pass the target score.	Para 7
	- 1 point if the losing side batted second and its actual score was between 80% and 90% of the target score or bowled second and took 6 or 7 wickets and/or the winning side took 90% or more and less than 95% of the balls allocated to it (excluding wides and no balls) to pass the target score.	Para 7
	Scores level/tie - 5 points each	Para 7
	No result - 1 point each	Para 7