



## League, Cup, Plate and Mini Competition Rules

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Approved By	MPCL Committee

**Note:** Amendments are highlighted in yellow

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# 1 MPCL League Competition

## 1.1 Fixtures

- A. The maximum length of an innings shall be forty-six ball overs per team. The minimum length of an innings in a weather affected match shall be 25 overs per side, this to be decided before the start of the game. Once the game has started reductions in overs can only be done if both captains agree. 2 overs to be deducted for every 8 mins & umpire must be notified.
- B. No player shall bowl more than eight overs.
- C. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler who does not contravene (B). Such part of an over will count as a full over in so far as each bowler's limit is concerned.

Each club in the MPCL shall play each other on a home and away basis in their respective division. The fixtures will be arranged by the Divisional Secretaries. The first named club shall be the home club. All league fixtures shall be completed on or before the first Sunday in September without exception.

## 1.2 Results

The method of awarding points shall be as follows:

Win	20 Points
Tie	5 Points + Batting and Bowling Points
Abandoned	13 Points

### Batting Points

Runs	Points
40	1
80	2
120	3
160	4
200	5

### Bowling Points

Wickets	Points
2	1
4	2
6	3
8	4
10	5

In the event of match being cancelled or abandoned due to weather, each shall receive 13 points. Where side batting second has received 25 overs or more shall receive 9 points plus any gained points

(Batting & Bowling). In the event of side failing to honor a fixture, their opponents will be adjudged to have won, being awarded 20 points and 7 points deducted from the offending team.

When a side does not have its full complement of 11 players, it is deemed to be all out when their last wicket falls and consequently 5 bowling points are awarded to the fielding side. Full bowling points are also awarded to the fielding side if a side declares its innings closed before the required number of overs are completed.

If any teams drop out from the league during the season, any points gained by the other clubs while playing against the team in that division will be subtracted from the points table. If a club leaves the league after 30th July, then the clubs in their non-played fixtures shall be awarded 20 points.

### **1.3 Promotions and Relegations**

- A. The winner of any division shall be the side with the most points on the completion of the league games. In the event of more than one side with the same number of points, the winner shall be the side with the greatest number of wins. In the event of the sides remaining equal, the winner shall be the side with the least number of losses. In the event of the sides remaining equal, the winner shall be the side with the highest batting run rate per over for the whole season.
- B. Question of relegation and promotion shall be decided on the same basis.
- C. Promotion and relegation shall operate between divisions. Two highest placed clubs from First XI Division 2, 3, 4 & 5 division shall be promoted to complete in the next higher division in the following season. Similarly, the two lowest placed clubs in First XI division 1, 2, 3 & 4 shall be relegated to Division 2, 3, 4, & 5.

Two highest placed clubs from Second XI Division 2 shall be promoted to complete in the next higher division in the following season. Similarly, the two lowest placed clubs in Second XI division 1 shall be relegated to Division 2.

- D. The relegated clubs shall hold the position of the promoted clubs in the eventuality of minor restructuring.

## **2 MPCL Cup, Plate and Mini Competitions**

- 1. The maximum length of an innings shall be forty-five six-ball overs. The minimum length of an innings in a weather affected match shall be 25 overs per side, this to be decided before the start of the game. Once the game has started reductions in overs can only be done if both captains agree. 2 overs to be deducted for every 8 mins. The umpire must be notified. No player shall bowl more than nine overs.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler who does not contravene maximum limit above). Such part of an over will count as a full over in so far as each bowler's limit is concerned.

- 2. The side that scores the most runs shall be the winners.
- 3. If the scores are level, the side that lost the least wickets shall be the winners.
- 4. If still equal, the winner shall be the side with the higher scoring rate over the first TWENTY overs of its innings.
- 5. If still equal, the winner will be the side losing the least number of wickets in the first TWENTY overs of its innings.
- 6. If still equal, the winner shall be the side with the higher scoring rate over the first TEN overs

- of its innings.
7. If still equal, the winner will be the side losing the least number of wickets in the first TEN overs of its innings.
  8. If still equal, the winner shall be the side with the higher scoring rate over the first NINE overs of its innings. If still equal, the first EIGHT overs etc. If still equal, the captains will toss a coin to decide the winners in the presence of an independent umpires or the committee.
  9. In the event of bad weather or bad light curtailing the match to which regulation 2 does not apply, and if the side batting second has received 25 overs, the winner shall be the side with the highest overall scoring rate. If equal, the rate of the side batting second shall be calculated from the end of the penultimate over, and so on. In the event either side being all out in less than its full quota of overs, the calculation of its average run rate shall be based on the full quota of overs to which it would have been entitled and not the number of overs in which it was dismissed.
  10. If no play is possible, match is abandoned due to bad weather or the side batting second has not received 25 overs, the winner shall be decided by the following ways on the day:
    - A. Five nominated players from each team will bowl at a set of stumps alternatively- the winner will be decided by the greater number of hits. Winner of toss can elect bowl first or second. Normal bowling rules apply.
    - B. If the hits are equal, the winner shall be decided by "Sudden death". Each team will nominate one other bowler from the remaining team members to come and bowl. If it is still equal after all eleven players have bowled. Both the teams will repeat the process of sudden death (Each time electing different player) until there is a result.
    - C. No player shall be permitted to stand in front of the wicket to act as a "target" for the bowler.

If the conditions are such that a bowl out is not possible at the designated ground, then the winner will be decided by a toss of the coin in the presence of the independent umpire or failing that just the two captains except in the case of the final. If a bowl out is not possible than the trophy will be shared as joint winners for 6 months each.

**In matches which are decided by bowl out or a toss of a coin, full team sheets must be exchanged prior to these taking place and the players named are to be included in the results submission.**

11. In the event of a side failing to honour a fixture, their opponents will be adjudged to have won the tie and the offending team will be deducted 10 points from its league total. The offending team would also be fined under B. Match B.8.

Any player playing in the Cup, Mini or Plate semi-final or finals must have played at least five games (Excluding T20 Competition) in the MPCL for that club during the season to qualify. Abandoned games which never started are not counted in this quota. If the above criteria cannot be fulfilled by any club playing in the semi-finals and finals of Mini, Plate or Cup, that club needs to write or email the League Secretary giving the reasons why they cannot meet the criteria 5 days before the semi-final and finals day. The committee ruling will be final on this matter.

12. Plate competition for clubs, which have not progressed to second round of Middlesex Premier Cup. This competition is to be played with the same regulation as of Middlesex Premier & Mini Cup.
13. Divisions 1 & 2 clubs will participate in Cup competition, Divisions 3 & 4 in Plate competition and Divisions 5 & Second XI Competitions in Mini cup.

### 3 T20 Competition

1. **Overall Control shall be with the MPCL committee**, who shall appoint an Organiser with specific responsibilities.
2. **Entry** is open to all MPCL Member Clubs.
3. **The Competition.** The entry fee £50 is payable by 1st February.
  - 3.1 The competition will commence on or about second week of June and end on or about last week of July.
  - 3.2 Format of the competition will be decided by the committee depending on the number of teams participating.
4. **Qualification of Players**
  - 4.1 All the players have to be registered with the league for that particular club.
  - 4.2 First Class cricketers – Division 5 may register 1<sup>st</sup> class or overseas player for T20 purposes only.
5. **Match Arrangements**
  - 5.1 Matches shall start at 6.00pm, captains or their deputies to toss for choice of innings 10 minutes before the scheduled start time. Matches can be started earlier if both captains agree as well as the umpire. In the event of a side not having anyone to toss at the appointed time, they shall be deemed to have lost the toss. There is no minimum player requirement to start the game. If both captains agree to delay the start as they are waiting for players or due to the weather, one over must be deducted for every 8 minutes lost. When both teams have agreed to delay the start and one subsequently becomes ready to start the team who still wants to wait will carry on losing an over every 4 mins until ready to start. The overs lost while both teams are waiting still stand. If a team wants to delay the start as it is waiting for its players, it can do so but it would lose an over for every four minutes of delay. Maximum time allowed to wait is 40 minutes. Each innings to last maximum of 80 minutes with a 10-minute interval. Matches should finish by 8.45pm but not later than 9pm. Time wasting must be avoided.
  - 5.2 It shall be the responsibility of the “Home” club (the first named club in any match pairing) to offer two alternative dates for a match within the timetable notified by the organiser, only of the two dates in the same week. The “Away” club is obliged to accept one of the dates offered.
  - 5.3 It shall be the responsibility of the “Home” club (the first named club in any match pairing) to notify the opponents and the organiser the full address and location of their Home Ground for each game being played five days prior to the date of the game. Both clubs should submit the match results on the league website by 12pm the following day.
  - 5.4 Each club shall provide a scorer. Scorer could be playing/non-playing member or as agreed by both captains.

- 5.5 League will appoint at least one neutral umpire for each match and cost will be £30 which should be shared by both teams.
- 5.6 Both teams will provide one semi new league match ball each for the match.
- 5.7 Trophy will be presented to the winner and runners up of the competition. There will be no individual trophies for runs or wickets achievement in individual match.
- 5.8 Sides failing to honour a fixture will have 5 points deducted from their first team league total. Away teams who cancel will also be liable to pay for the ground & umpire (if present or on route) costs.

## **6. Playing Conditions**

The Laws of Cricket shall apply with the following exceptions.

- 6.1 Each innings shall consist of a maximum of 20 six ball over of which no bowler may bowl more than four overs. If a bowler is unable to complete an over, another player shall complete the over, each parts of the over counting as a full over to both bowlers but one over in the total number bowled in the innings.
- 6.2 Whilst a tie is when each side score an equal number of runs, a result will be decided in favour of the side, losing the fewer number of wickets. If equality continues, the result will be in favour of the side scoring the most runs in the first 10 overs, then 9 overs, then 8 overs etc.
- 6.3 The umpire is the sole judge for ground fitness and light. In a weather effected game the latest start time is 7.20 for a ten over a side game. In the event of inclement weather, if the match is called off by both captains, provided 10 overs have been bowled, the match will be decided on the greater run rate per over at the stage when the game is abandoned as compared with the run rate per over of the completed first innings. If less than 10 overs of the second innings have been completed, then the result will be a tie. In the event of final if the match is called off due to inclement weather, the result will be determined by bowl out (MPCL Cup, Mini and Plate Section 10 (a) to ( C)).

### **6.4 Over-Rates**

A. The fielding side must be in position to bowl the first ball of the 20th over within 80 minutes of playing time

B. A 6 run penalty shall apply for each complete over not bowled in the required time, as determined by the umpires

C. In reduced over matches the fielding side has a one over leeway in addition to any time that the umpires may allow for stoppages

D. 20 overs shall be bowled and the penalty runs shall be added to the final total

E. Umpires are instructed to apply a strict interpretation of time wasting by the batsman (5 run penalties). Batsmen are expected to be ready for the start of a new over as soon as the bowler is ready to bowl.

F. The time allowed to each team to bowl its overs may be extended by the umpires in exceptional circumstances. The loss of two or more wickets in the penultimate over shall be regarded as exceptional circumstances but otherwise only if any relevant individual stoppage lasts longer than three minutes. Any such allowance must be agreed by the umpire(s) and notified to the teams at the time of the occurrence. The scorers are to be informed as soon as practicable.

6.5 Scoresheets to be submitted by mid-night following the match. Incomplete scoresheets or late submission will incur 1 point deduction or for matches beyond the group matches a fine £25.

6.6 Awarding of points:

Win	4 Points
Tie/Abandoned	2 Points
Lose	0 Points

**Note:** If the teams end up with equal points at the end of the league phase, the qualifier will be decided on the NET RUN RATE.

7. **Appeals & Disputes:** should be made in writing to the organiser and copied to opposition within three days of the match having been played. Appeal will be heard by MPCL committee.
8. **Infringement of Rules:** will render an offender liable for to forfeit a match at the discretion of the MPCL committee.
9. **Power of Discretion** is reserved by the MPCL committee, to vary the Rules to cover any contingencies that may arise.

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