

BIRMINGHAM & DISTRICT PREMIER CRICKET LEAGUE



FIXTURES PLAYING DIRECTIVES & PLAYING CONDITIONS

2026



**CHARLES JORDAN
HOMES**

The BDPCCL is grateful to Charles Jordan Homes for their sponsorship of our umpires' panel for the 2026 and 2027 seasons

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DAVID MANNING (Chair), PAUL SMITH (Sec), MALCOLM WHITEHALL

MEMBER CLUBS

Premier Division One

Barnards Green	WR14 2ET	01684 575962
Barnt Green	B45 8LN	0121 445 1684
Dorridge	B93 8QA	01564 230177
Halesowen	B63 3EG	0121 550 2744
Harborne	B17 OBE	0121 427 4110
Himley	DY3 4LB	01902 898239
Kenilworth Wardens	CV8 2AL	01926 852476
Knowle & Dorridge	B93 8ET	01564 774338
Moseley	B90 3PE	0121 744 5694
Ombersley	WR9 0ET	07887 501055
Shrewsbury	SY2 6PT	0121 744 5694
Smethwick	B67 6BJ	0121 558 0084

Premier Division Two

Attock	B13 9UU	0121 777 0333
Berkswell	CV7 7GE	01676 533 962
Kidderminster	DY10 1TH	01562 824175
Leamington Spa	CV32 5UG	01926 423854
Milford Hall	ST17 0UL	07505 320688
Old Hill	B64 7HF	01384 566827
Shifnal	TF11 8HD	01952 462033
Stourbridge	DY8 4HN	01384 396878
Tamworth	B78 3AT	01827 63428
West Bromwich Dartmouth	B71 4JQ	0121 553 0168
Wolverhampton	WV6 9BJ	01902 754053
Worfield	WV15 5JZ	01746 716351

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PREMIER DIVISION ONE FIXTURES 2026

Saturday 25th April (12:00 noon) Win/Lose

Barnards Green	v	Barnt Green
Dorrige	v	Moseley
Halesowen	v	Ombersley
Himley	v	Knowle & Dorridge
Kenilworth Wardens	v	Harborne
Shrewsbury	v	Smethwick

Saturday 2nd May (12:00 noon) Win/Lose

Barnards Green	v	Shrewsbury
Dorrige	v	Kenilworth Wardens
Halesowen	v	Smethwick
Himley	v	Harborne
Knowle & Dorridge	v	Ombersley
Moseley	v	Barnt Green

Saturday 9th May (12:00 noon) Win/Lose

Barnt Green	v	Knowle & Dorridge
Harborne	v	Moseley
Kenilworth Wardens	v	Barnards Green
Ombersley	v	Dorrige
Shrewsbury	v	Halesowen
Smethwick	v	Himley

Saturday 16th May (12:00 noon) Win/Lose

Barnards Green	v	Harborne
Dorrige	v	Shrewsbury
Halesowen	v	Barnt Green
Himley	v	Ombersley
Kenilworth Wardens	v	Smethwick
Moseley	v	Knowle & Dorridge

Saturday 23rd May (12:00 noon) Win/Lose

Barnt Green	v	Himley
Harborne	v	Halesowen
Knowle & Dorridge	v	Dorrige
Ombersley	v	Moseley
Shrewsbury	v	Kenilworth Wardens
Smethwick	v	Barnards Green

Monday 25th May (12:00 noon) Win/Lose

Barnt Green	v	Kenilworth Wardens
Harborne	v	Shrewsbury
Knowle & Dorridge	v	Halesowen
Moseley	v	Himley
Ombersley	v	Barnards Green
Smethwick	v	Dorrige

Saturday 30th May (12:00 noon) Win/Lose/Draw

Dorridge	v	Barnards Green
Halesowen	v	Kenilworth Wardens
Himley	v	Shrewsbury
Knowle & Dorridge	v	Harborne
Moseley	v	Smethwick
Ombersley	v	Barnt Green

Saturday 6th June (12:00 noon) Win/Lose/Draw

Barnards Green	v	Halesowen
Barnt Green	v	Dorridge
Harborne	v	Ombersley
Kenilworth Wardens	v	Himley
Shrewsbury	v	Moseley
Smethwick	v	Knowle & Dorridge

Saturday 13th June (12:00 noon) Win/Lose/Draw

Barnt Green	v	Harborne
Dorridge	v	Halesowen
Himley	v	Barnards Green
Knowle & Dorridge	v	Shrewsbury
Moseley	v	Kenilworth Wardens
Ombersley	v	Smethwick

Saturday 20th June (12:00 noon) Win/Lose/Draw

Barnards Green	v	Ombersley
Dorridge	v	Smethwick
Halesowen	v	Knowle & Dorridge
Himley	v	Moseley
Kenilworth Wardens	v	Barnt Green
Shrewsbury	v	Harborne

Saturday 27th June (12:00 noon) Win/Lose/Draw

Barnt Green	v	Barnards Green
Harborne	v	Kenilworth Wardens
Knowle & Dorridge	v	Himley
Moseley	v	Dorridge
Ombersley	v	Halesowen
Smethwick	v	Shrewsbury

Saturday 4th July (12:00 noon) Win/Lose/Draw

Barnt Green	v	Halesowen
Harborne	v	Barnards Green
Knowle & Dorridge	v	Moseley
Ombersley	v	Himley
Shrewsbury	v	Dorridge
Smethwick	v	Kenilworth Wardens

Saturday 11th July (12:00 noon) Win/Lose/Draw

Barnards Green	v	Smethwick
Dorridge	v	Knowle & Dorridge
Halesowen	v	Harborne
Himley	v	Barnt Green
Kenilworth Wardens	v	Shrewsbury
Moseley	v	Ombersley

Saturday 18th July (12:00 noon) Win/Lose/Draw

Barnt Green	v	Moseley
Harborne	v	Himley
Kenilworth Wardens	v	Dorridge
Ombersley	v	Knowle & Dorridge
Shrewsbury	v	Barnards Green
Smethwick	v	Halesowen

Saturday 25th July (12:00 noon) Win/Lose/Draw

Barnards Green	v	Kenilworth Wardens
Dorridge	v	Ombersley
Halesowen	v	Shrewsbury
Himley	v	Smethwick
Knowle & Dorridge	v	Barnt Green
Moseley	v	Harborne

Saturday 1st August (12:00 noon) Win/Lose/Draw

Barnards Green	v	Knowle & Dorridge
Dorridge	v	Himley
Halesowen	v	Moseley
Kenilworth Wardens	v	Ombersley
Shrewsbury	v	Barnt Green
Smethwick	v	Harborne

Saturday 8th August (12:00 noon) Win/Lose/Draw

Barnt Green	v	Smethwick
Harborne	v	Dorridge
Himley	v	Halesowen
Knowle & Dorridge	v	Kenilworth Wardens
Moseley	v	Barnards Green
Ombersley	v	Shrewsbury

Saturday 15th August (12:00 noon) Win/Lose

Barnards Green	v	Dorridge
Barnt Green	v	Ombersley
Harborne	v	Knowle & Dorridge
Kenilworth Wardens	v	Halesowen
Shrewsbury	v	Himley
Smethwick	v	Moseley

Saturday 22nd August (12:00 noon) Win/Lose

Dorridge	v	Barnt Green
Halesowen	v	Barnards Green
Himley	v	Kenilworth Wardens
Knowle & Dorridge	v	Smethwick
Moseley	v	Shrewsbury
Ombersley	v	Harborne

Saturday 29th August (12:00 noon) Win/Lose

Barnards Green	v	Himley
Halesowen	v	Dorridge
Harborne	v	Barnt Green
Kenilworth Wardens	v	Moseley
Shrewsbury	v	Knowle & Dorridge
Smethwick	v	Ombersley

Saturday 5th September (11:00am) Win/Lose

Barnt Green	v	Shrewsbury
Harborne	v	Smethwick
Himley	v	Dorridge
Knowle & Dorridge	v	Barnards Green
Moseley	v	Halesowen
Ombersley	v	Kenilworth Wardens

Saturday 12th September (11:00am) Win/Lose

Barnards Green	v	Moseley
Dorridge	v	Harborne
Halesowen	v	Himley
Kenilworth Wardens	v	Knowle & Dorridge
Shrewsbury	v	Ombersley
Smethwick	v	Barnt Green

PREMIER DIVISION TWO FIXTURES 2026

Saturday 25th April (12:00 noon) Win/Lose

Attock	v	Kidderminster
Leamington	v	West Bromwich Dartmouth
Old Hill	v	Milford Hall
Tamworth	v	Shifnal
Wolverhampton	v	Berkswell
Worfield	v	Stourbridge

Saturday 2nd May (12:00 noon) Win/Lose

Attock	v	Milford Hall
Kidderminster	v	Berkswell
Leamington	v	Worfield
Shifnal	v	West Bromwich Dartmouth
Tamworth	v	Old Hill
Wolverhampton	v	Stourbridge

Saturday 9th May (12:00 noon) Win/Lose

Berkswell	v	Tamworth
Milford Hall	v	Shifnal
Shifnal	v	Leamington
Stourbridge	v	Attock
West Bromwich Dartmouth	v	Kidderminster
Worfield	v	Wolverhampton

Saturday 16th May (12:00 noon) Win/Lose

Attock	v	Berkswell
Leamington	v	Milford Hall
Old Hill	v	Stourbridge
Shifnal	v	Kidderminster
Tamworth	v	Worfield
Wolverhampton	v	West Bromwich Dartmouth

Saturday 23rd May (12:00 noon) Win/Lose

Berkswell	v	Shifnal
Kidderminster	v	Tamworth
Milford Hall	v	Wolverhampton
Stourbridge	v	Leamington
West Bromwich Dartmouth	v	Attock
Worfield	v	Old Hill

Monday 25th May (12:00 noon) Win/Lose

Berkswell	v	Leamington
Kidderminster	v	Wolverhampton
Milford Hall	v	Tamworth
Shifnal	v	Attock
Stourbridge	v	Tamworth
West Bromwich Dartmouth	v	Old Hill

Saturday 30th May (12:00 noon) Win/Lose/Draw

Attock	v	Worfield
Berkswell	v	West Bromwich Dartmouth
Kidderminster	v	Milford Hall
Shifnal	v	Stourbridge
Tamworth	v	Leamington
Wolverhampton	v	Old Hill

Saturday 6th June (12:00 noon) Win/Lose/Draw

Leamington	v	Wolverhampton
Milford Hall	v	Berkswell
Old Hill	v	Attock
Stourbridge	v	Kidderminster
West Bromwich Dartmouth	v	Tamworth
Worfield	v	Shifnal

Saturday 13th June (12:00 noon) Win/Lose/Draw

Attock	v	Leamington
Berkswell	v	Stourbridge
Kidderminster	v	Worfield
Shifnal	v	Old Hill
Tamworth	v	Wolverhampton
West Bromwich Dartmouth	v	Milford Hall

Saturday 20th June (12:00 noon) Win/Lose/Draw

Attock	v	Shifnal
Leamington	v	Berkswell
Old Hill	v	West Bromwich Dartmouth
Tamworth	v	Stourbridge
Wolverhampton	v	Kidderminster
Worfield	v	Milford Hall

Saturday 27th June (12:00 noon) Win/Lose/Draw

Berkswell	v	Wolverhampton
Kidderminster	v	Attock
Milford Hall	v	Old Hill
Shifnal	v	Tamworth
Stourbridge	v	Worfield
West Bromwich Dartmouth	v	Leamington

Saturday 4th July (12:00 noon) Win/Lose/Draw

Berkswell	v	Attock
Kidderminster	v	Shifnal
Milford Hall	v	Leamington
Stourbridge	v	Old Hill
West Bromwich Dartmouth	v	Wolverhampton
Worfield	v	Tamworth

Saturday 11th July (12:00 noon) Win/Lose/Draw

Attock	v	West Bromwich Dartmouth
Leamington	v	Stourbridge
Old Hill	v	Worfield
Shifnal	v	Berkswell
Tamworth	v	Kidderminster
Wolverhampton	v	Milford Hall

Saturday 18th July (12:00 noon) Win/Lose/Draw

Berkswell	v	Kidderminster
Milford Hall	v	Attock
Old Hill	v	Tamworth
Stourbridge	v	Wolverhampton
West Bromwich Dartmouth	v	Shifnal
Worfield	v	Leamington

Saturday 25th July (12:00 noon) Win/Lose/Draw

Attock	v	Stourbridge
Kidderminster	v	West Bromwich Dartmouth
Leamington	v	Old Hill
Shifnal	v	Milford Hall
Tamworth	v	Berkswell
Wolverhampton	v	Worfield

Saturday 1st August (12:00 noon) Win/Lose/Draw

Leamington	v	Kidderminster
Old Hill	v	Berkswell
Stourbridge	v	Milford Hall
Tamworth	v	Attock
Wolverhampton	v	Shifnal
Worfield	v	West Bromwich Dartmouth

Saturday 8th August (12:00 noon) Win/Lose/Draw

Attock	v	Wolverhampton
Berkswell	v	Worfield
Kidderminster	v	Old Hill
Milford Hall	v	Tamworth
Shifnal	v	Leamington
West Bromwich Dartmouth	v	Stourbridge

Saturday 15th August (12:00 noon) Win/Lose

Leamington	v	Tamworth
Milford Hall	v	Kidderminster
Old Hill	v	Wolverhampton
Stourbridge	v	Shifnal
West Bromwich Dartmouth	v	Berkswell
Worfield	v	Attock

Saturday 22nd August (12:00 noon) Win/Lose

Attock	v	Old Hill
Berkswell	v	Milford Hall
Kidderminster	v	Stourbridge
Shifnal	v	Worfield
Tamworth	v	West Bromwich Dartmouth
Wolverhampton	v	Leamington

Saturday 29th August (12:00 noon) Win/Lose

Leamington	v	Attock
Milford Hall	v	West Bromwich Dartmouth
Old Hill	v	Shifnal
Stourbridge	v	Berkswell
Wolverhampton	v	Tamworth
Worfield	v	Kidderminster

Saturday 5th September (11:00am) Win/Lose

Attock	v	Tamworth
Berkswell	v	Old Hill
Kidderminster	v	Leamington
Milford Hall	v	Stourbridge
Shifnal	v	Wolverhampton
West Bromwich Dartmouth	v	Worfield

Saturday 12th September (11:00am) Win/Lose

Leamington	v	Shifnal
Old Hill	v	Kidderminster
Stourbridge	v	West Bromwich Dartmouth
Tamworth	v	Milford Hall
Wolverhampton	v	Attock
Worfield	v	Berkswell

PLAYING DIRECTIVES

1. FIXTURES

- 1.1 Each side shall play all other sides in their respective Division, twice during the season, unless the weather makes it impossible for an arranged fixture to take place.
- 1.2 The fixtures shall be arranged by the General Manager and approved by the Management Board.
- 1.3 All fixtures shall be played on the dates and at the venues designated, as published, unless agreed by the Management Board.
- 1.4 If a fixture is unfulfilled for anything other than climatic reasons or other extraordinary circumstances, e.g. civil commotion, infestation by wasps/bees or illegal occupation of land, the match and 24 points (20 points in matches 1 to 6 and 18 to 22) will be awarded to the "non-offending" club. In addition, 24 points (20 points in matches 1 to 6 and 18 to 22) will be deducted from the "offending club". The "offending" club shall, also, reimburse the "non-offending" club for the umpires attendance fees when insufficient notice shall have been given to avoid such expenses.
According to the Dangerous Pitch Protocol (see league website downloads) any match which is abandoned after play has begun in these circumstances will see the "offending" home club deducted 24 points (20 points in matches 1 to 6 and 18 to 22) plus any bonus points earned. The "non-offending" away club will receive five points plus any bonus points earned.
- 1.5 If a club fails to fulfil a second fixture, during the same season, it shall be expelled from the League with immediate effect and its results, to date, shall be expunged.
- 1.6 Clubs are expected to field eleven players in all fixtures even if it leaves lower teams short of numbers.

2. THE MATCH

- 2.1 A team shall be deemed to be late if less than seven members are present at the toss which shall take place on the field of play, in the presence of one or both of the umpires, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play.
- 2.2 A team that is deemed to be late will forfeit the toss and the overs remaining at the rescheduled start time will be divided equally between the two teams.

- 2.3 The team claiming the toss will be deemed to have won the toss and, in the case of matches 7 to 17, points will be allocated according to playing condition 8.
- 2.4 A match may not be cancelled without the consent of both captains and any home team that cancels a match without offering the visitors an opportunity to view the conditions for themselves will be deducted 24 points (20 points in matches 1 to 6 and 18 to 22). In addition, 24 points (20 points in matches 1 to 6 and 18 to 22) will be awarded to the visiting club.
- 2.5 Normally, both teams must report to the ground before a decision is made regarding the fitness of the conditions. However, the match may be called off, before the start, without the away team travelling, subject to the following conditions: -
- (i) The weather forecast and the weather conditions are such that the state of the pitch and/or the outfield means that there would be no chance of the game starting by the latest time allowable by the playing conditions, even if the usual drying methods are employed.
 - (ii) Captains of both teams agree on an abandonment by speaking together and not by any other form of communication.
- 2.6 If the captains fail to agree on an abandonment, and time is available, the ground should be inspected by an independent umpire who will be entitled to claim an attendance fee of £15. His/her decision will be final and binding on both clubs.
- 2.7 The home club must report the abandonment of the fixture to the General Manager immediately after the decision to abandon has been made.
- 2.8 If a dispute occurs, prior to or on the day of the match, the away team retains the right to travel to inspect the ground, for themselves, but they will be responsible for paying the full attendance fee of both appointed umpires if the match is, subsequently, abandoned without a ball being bowled.
- 2.9 If this option is taken, the home team must attend, pending an inspection by the appointed umpires.
- 2.10 If, subsequently, conditions are deemed fit and play commences, the umpires will report the facts to the General Manager, who will impose a penalty of 24 points (20 points for matches 1 to 6 and 18 to 22) on the home team if he sees fit.

- 2.11 If the decision to cancel is taken on the day before or on the day of the match and the away team has declined the invitation to view the conditions, for themselves, the appointed umpires should be informed that the fixture has been abandoned immediately. They should be paid the full attendance fee if caused to travel.
- 2.12 Any team that concedes a match, once it has commenced, will be reported by the umpires to the General Manager. He will refer the matter to the Cricket & Registration Committee who shall have the power to impose fines and/or points deductions if it finds that the concession is inappropriate and/or contrary to the Spirit of Cricket.
- 2.13 The following ECB Directives shall apply in all matches; captains, team managers and umpires shall be responsible for ensuring that they are followed: -
- (i) Fast bowling directives
 - (ii) The safety guidance on the wearing of helmets by young players up to the age of 18
 - (iii) The guidance on fielding regulations for young players
 - (iv) The guidance for junior players in open age cricket
 - (v) Concussion Protocol & Guidance

3. GROUND AND FACILITY CRITERIA

Penalties for non-compliance with any of the conditions listed below can be found in a document entitled “Regulation Breaches and Sanctions” which can be found in the downloads section of the League website.

- 3.1 Home clubs shall be responsible for the preparation, covering, re-covering and correct marking of the pitch and for setting up the wickets before the toss.
- 3.2 The match pitch must not be artificially watered less than 48 hours before the start of any match.
- 3.3 The pitch should be firm, dry and true, providing good carry and consistent bounce with no excessive seam movement or spin throughout and will be judged on how it plays not whether it is dry or what colour it looks.
- 3.4 Between innings the home team shall arrange for the pitch to be swept and re-marked and, if necessary, rolled.

- 3.5 Each club shall provide leak-proof pitch covers that cover the whole of the match pitch.
- 3.6 The match pitch shall be covered for the two nights before the match and, if necessary, until the first ball is bowled and whenever necessary during the preparation of the pitch. The bowlers' run-ups and the pitches either side of the match pitch must also be covered.
- 3.7 Under the direction and supervision of the umpires, the home team is responsible for ensuring the pitch, the bowlers' run-ups and the pitches either side of the match pitch are fully covered: -
- (i) if there is any rain after the toss has taken place **or**
 - (ii) during any rain interruption **or**
 - (iii) during any interval and there is threat of rain **or**
 - (iv) if play is suspended due to poor light and there is a threat of rain
- 3.8 In the interests of time-saving, it is permissible to use flat sheets to cover the pitch during the match at the discretion of the umpires but, if the break in play is likely to be for an extended period, the roll-on wheeled covers, covers for the bowlers' run-ups and side sheets for the pitches either side of the match pitch must be applied.
- 3.9 It is expected that the home team will ensure that full access is available to all equipment needed to clean up in the event of adverse weather and to use it as soon as rain has ceased, or as directed by the umpires.
- 3.10 Clubs must provide adequate mopping-up equipment for use during wet weather. The minimum equipment required is a bow-dry mopping-up machine or equivalent. This work should be carried out under the direction and supervision of the umpires.
- 3.11 Clubs are expected to make all possible efforts to ensure that their grounds are fit to play in the event of bad weather. This requirement should take precedence over other activities such as warm-ups etc.
- 3.12 In exceptional circumstances (usually caused by bad weather) and if both sides agree, a fresh pitch may be cut on a match day to allow cricket to be played. The 45-yard boundary requirement may be relaxed for this purpose only.
- 3.13 The captain of either team may request to have the pitch rolled before the toss is made at the start of the match.

- 3.14 A choice of light or heavy roller should be made available for use prior to and during all matches. Although it is desirable to have a heavy roller available during matches, this may not, always, be possible due to the lack of a suitable driver, contract hire etc. Rollers available on a match day should be confirmed between the umpires and captains prior to the toss.
- 3.15 The square should be well maintained and in good condition. The entire square should be cut prior to each game, the pitch clearly identified from the remainder of the square and fully prepared for positive cricket.
- 3.16 Outfields should be flat, even and well maintained with good drainage, closely-mown every week, below $\frac{3}{4}$ " or 20mm, with no grass cuttings left on the surface enabling the ball to run truly.
- 3.17 The boundary should be clearly marked by a fence **OR** a substantial rope **OR** a white line supplemented by boundary flag markers every 20 yards. It should be a minimum distance of 45 yards from the centre of the match pitch.
- 3.18 Two sight screens (black in matches 1 to 6 and 18 to 22 and white in matches 7 to 17) covering a minimum width of 24 feet, shall be placed at each end of the ground. They should be painted with non-reflective paint and should be in good condition. If the screen stands within the playing area, a roped/boarded area must be provided of sufficient size to allow the screens to be moved without adjusting the screens/boards.
- 3.19 All member clubs shall be equipped on their ground with a working clock which is clearly visible to all players and umpires during the course of the match.
- 3.20 The ground surrounds should be regularly cut and neatly maintained with suitable measures in place to ensure that time lost searching for lost balls is minimised. All paintwork should be in good condition.
- 3.21 Dressing-rooms should be of a reasonable size for home and away teams and well decorated with adequate seating and hooks for clothes. The floor should be of suitable material for bare feet, non-slip and must be disinfected on a regular basis.
- 3.22 Separate and secure changing rooms should be provided for umpires of a similar standard to those for players and with easy access to showers. They should also be of a reasonable size. Rooms must be lockable and, if this is not possible, a secure locker should be provided.
- 3.23 An adequate, sheltered, seated viewing area should be available for the batting team.

- 3.24 A minimum of three showers per team should be provided in a hygienic area with non-slip flooring.
- 3.25 Toilets should be adequate and hygienic. Separate WCs for men and women should be provided. A toilet for the disabled should be included in new buildings and in any plans for refurbishment.
- 3.26 All club grounds, clubhouses and other facilities should comply with current health and safety, fire and food hygiene legislation.
- 3.27 First aid equipment should be clearly displayed and available to all players and spectators. Clubs are encouraged to train a member in first aid and to make a qualified first aider available on match days.
- 3.28 Clubs are urged to make food available for spectators, if possible. There should also be adequate bar facilities available for post-match hospitality.
- 3.29 Every effort should be made to ensure that there is disabled access to all areas of the ground and clubhouse (including the scoreboard) and, where the pavilion is on more than one level, consideration should be given to how, for example, a wheelchair user would access the floors either above or below ground level.

4. DAMAGE TO GROUND & FACILITIES

- 4.1 If damage is caused to any member club's ground and facilities by visiting player(s) or spectator(s), the visiting club shall be responsible for the payment and repair of such damage.

5. BALLS

- 5.1 A new Dukes County International "A" ball, supplied to the home club, by the League, to ensure complete uniformity, shall be used at the commencement of each innings in all matches in Premier Division One and Premier Division Two.
- 5.2 Home clubs must ensure that four new balls and at least six spare balls of the same brand are available to the umpires before the toss. These balls shall be of varying ages and use and should be approved by both captains. Once approved, they may not be changed under any circumstances and the selection of a spare ball from this stock, when the ball in use is lost, shall be at the sole discretion of the umpires. Failure to supply the correct balls to the umpires, prior to the toss, may result in a points deduction.

- 5.3 At the end of each match, home clubs are advised to mark the used balls with the number of overs bowled in the relevant innings. This will assist captains and umpires with their selection of spare balls in future matches.
- 5.4 In the event of a new ball being lost within the first five overs of either innings, the replacement will be another new ball as supplied to the umpires, prior to the game.
- 5.5 If the home team fails to provide new balls at the time of the toss, it shall forfeit the toss. The team claiming the toss will be deemed to have won the toss and in matches 7 to 17, points will be allocated according to playing condition 8.
- 5.6 If the team claiming the toss, elects to field, the match will be delayed until the new balls arrive. If the team claiming the toss, elects to bat, the match will start at the scheduled time and the fielding side shall bowl with a used ball throughout the innings. The ball to be used shall be selected by the umpires.

6. UMPIRES

- 6.1 All Panel members shall be members of ECB ACO and they shall be appointed to officiate in both Divisions of the League.
- 6.2 They will each receive an allowance from the home club, the allowance to be decided by the Management Board at the start of each season.
- 6.3 Clubs must pay the umpires fees before the match commences. Fees are an attendance fee and must be paid even when no play is possible. In the event of an umpire standing alone, he/she shall receive 150% of the normal attendance fee.
- 6.4 All umpires should arrive at the ground, at least 60 minutes before the scheduled start of the match, to confirm the completion of team sheets and any local conditions. They will also oversee the toss and they should take the field five minutes prior to the opening delivery of each innings.
- 6.5 Umpires in matches 1 to 6 and 18 to 22 must wear coloured clothing as prescribed by the Umpires Committee at the start of each season. In all cases, the umpires must be dressed the same.
- 6.6 Umpires in matches 7 to 17 must wear a white coat and/or shirt and dark trousers (black or navy blue). A polo shirt may be worn, as an alternative, but, in all cases, the umpires must be dressed the same.

- 6.7 Where there is no umpire present at the commencement of a match, both sides should attempt, in the first instance, to find a suitable person to stand on their behalf. If this is not possible, a player from the batting side should stand at the bowler's end and another player from the batting side should stand at square leg. If the match commences late because there is no umpire present at the start, the playing time may be extended to cover the delay e.g. if a match commences 10 minutes late then all timings for intervals and the completion on innings shall be put back by 10 minutes.
- 6.8 The penalty runs provided for in Law 41 shall not apply in matches where there is no umpire appointed by the Management Board.
- 6.9 Umpires should ensure that: -
- (i) when necessary, sight-screens are moved by the batting side.
 - (ii) the outgoing and incoming batsmen cross on the field of play following the fall of a wicket.
 - (iii) on the conclusion of an innings, the match is resumed punctually, within 30 minutes.
 - (iv) when the last over has commenced it shall always be completed, unless a result has been reached or the players have reason to leave the field.
- 6.10 Umpires are responsible for noting the times and duration of play which must be noted on the Umpires Report.
- 6.11 Umpires are asked to notify the General Manager of any match which is late starting.
- 6.12 The umpires shall be the sole judges of the fitness of the ground, weather and light for play.
- 6.13 If, at any time, the umpires together agree that the conditions of ground, weather and light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place they should immediately suspend play, or not allow play to commence or to restart.
- 6.14 Any captain, player, groundsman or club official who attempts to contradict the umpires or adopt delaying tactics to prevent a prompt start or resumption of play will be reported to the Disciplinary Committee for dissent.

- 6.15 Cricket bats should only be measured at the request of the opposing captain and should be measured when the batsman comes to the wicket.
- 6.16 Should either captain require a meeting with the umpires at the end of the match they should request this immediately the match ends and the meeting should be in the umpires' room or other suitable, private location.

7. FIELDER LEAVING THE FIELD

- 7.1 If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come onto the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as practicable.
- 7.2 If a player is absent from the field for longer than **eight** minutes, the following restrictions shall apply to their future participation in the match:
- (i) The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as penance time), subject to a maximum cumulative penance time of 90 minutes.
 - (ii) The player shall not be allowed to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 90 minutes. However, once his side has lost five wickets in its batting innings, he may bat immediately.
- 7.3 The restriction in (i) and (ii) above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and has subsequently been forced to leave the field or is consequently unable to take the field. External blow should be interpreted broadly to include, but not restricted to, such things as collisions with boundary boards, clashes of heads, heavy falls, etc. Nor shall the restriction apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).
- 7.4 For the purposes of (i) and (ii) above, playing time shall comprise the time play is in progress excluding tea intervals, intervals between innings and official drinks intervals.

- 7.5 If a player is off the field at the commencement of an interruption in play through ground, weather or light conditions, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field if play had been in progress.
- 7.6 Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or other exceptional circumstances, a player is on the field or waiting to bat but still has some unexpired penance time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time provided he returns to the field of play immediately after the interruption or, in the case of a batsman, provided that he personally informs the umpires that he is fit to participate.

8. SCORING

- 8.1 Each team shall supply a competent scorer, who is preferably a member of ECB ACO. If he/she is not a member of ECB ACO, a competent scorer is deemed to be someone who is scoring on a regular basis and is likely to be aged 13 or over. Safeguarding arrangements for scorers U18 must be made in accordance with the ECB Safe Hands Guidance by the scorer's club.
- 8.2 A competent scorer is a person who: -
- (i)** Has a basic knowledge of the Laws of Cricket
 - (ii)** Has a basic knowledge of scoring procedures and practices relevant to the BDPCL (eg the use of DLS)
 - (iii)** Has a knowledge of umpires' signals and is able to communicate appropriately with the umpires
 - (iv)** Is able to identify all individual players of the team for which they are scoring
 - (v)** Is able to use the relevant software - Play-Cricket Scorer Pro.
- 8.3 The penalty for failing to provide a competent non-playing scorer is a three-point deduction on the first and every, subsequent, occasion during the season.

- 8.4 If no scorer is available, the Captain will nominate one of his team players to undertake the scoring. The use of 'tag' scoring by players is not allowed. No substitute shall be allowed for this player, who may resume his place in the nominated side without any penalties under the Laws of Cricket if a scorer is subsequently provided.
- 8.5 Scorers must be in an enclosed area, away from the public, which is totally under cover. The scoreboard (or room provided) which may be within or detached from the pavilion, should be of an acceptable standard, clean, tidy and maintained inside and outside in good condition with a height-adjustable seat for each scorer. It should be clearly visible from the pavilion and everywhere on the field of play. Access to the internet is mandatory to enable Live Scores to the League website.
- 8.6 A suitable 13 Amp socket must be available to facilitate the use of two laptop computers in all matches played under the jurisdiction of BDPCL.
- 8.7 Scoring must be undertaken on a laptop computer and Live Scores must be maintained using the latest version of PCS PRO available at the start of the season, together with any updates released during the remainder of the season. Scorers must have the software on the laptop being used for calculating targets, in the 55-over matches, and DLS Par Scores, in the 50-over matches (the latter is within PCS Pro).
- 8.8 Scorers are urged to acknowledge umpires' signals by displaying a white or coloured disc which can be clearly seen from the middle.
- 8.9 All scorers who are likely to score in the BDPCL must attend a face-to-face pre-season briefing. Should they be unable to attend, it is the responsibility of the scorer and their club to notify the League's Scorer's Representative and to agree, with them other arrangements for gaining the information from the briefing.

9. TEAM SHEETS

- 9.1 At the start of each season, the League will provide all clubs with a book of team sheets which must be completed by the home and away teams before every match played under the jurisdiction of BDPCL.
- 9.2 Before the toss for innings, each captain must nominate his players who may not, thereafter, be changed without the consent of the opposing captain.
- 9.3 The nominated players must be set out on a team sheet, a copy (pink) of which must be presented to the umpires and another copy (yellow) which must be presented to the opposition captain at the toss. The top copy (white) must be retained by both clubs for inspection by the League on request.

- 9.4 Captains, wicket keepers, Category 2 players (Contracted), Category 3 players (Overseas) and players under the age of 19 years on 31st August of the previous year must be identified on the team sheet.
- 9.5 A replacement player shall be allowed by right in the event of a Category 2 player, currently playing in a League match, being required to join his First-Class County team after the commencement of the match or being placed on official stand-by prior to the commencement of the match. Such replacement player may be permitted to bat or bowl in that match. If the player is batting at the time when he is required to leave the match, he shall retire “not out”. His replacement shall be permitted to bat later in the innings. If the replacement player is not registered to play for the club concerned in BDPCL, he/she will be permitted to play provided that he/she is registered by the club on play-cricket.com within 48 hours of completion of the match.
- 9.6 If it transpires, after the start of the match, that a mistake has been made on the team sheet (e.g. the same player is named twice, or a player is wrongly named or the player is not registered) the match shall continue, and the umpire shall report the facts to the General Manager. He shall have the power to deal with the matter himself or refer it to the Cricket & Registration Committee who will have the power to impose sanctions and penalties if they see fit.

10. CAPTAINS' REPORTS

- a Captains are required to: -
- (i) Assess and mark the umpires
- b The form should be completed online via the League website no later than 5.00 p.m. on the Monday immediately after the match in the case of League matches (Tuesday for matches played on a Monday) and within 48 hours of the completion of the match in the case of Cup matches.

11. UMPIRES' REPORTS

- a Umpires are required to: -
- (i) Record which side won the toss
 - (ii) Report on the facilities provided for themselves and the scorers
 - (iii) Report any failure to meet the required over-rate
 - (iv) Mark the quality of the pitch and outfield
 - (v) Report on the conduct of the match
 - (vi) Report any other matter they deem relevant

- b The form should be completed online via the League website no later than 5.00 p.m. on the Monday immediately after the match in the case of League matches and within 48 hours of the completion of the match in the case of Cup matches.

12. CLOTHING

- a Players in matches 1 to 6 and 18 to 22 shall wear coloured clothing and players in matches 7 to 17 shall wear white clothing. The current ECB Regulations on advertising insignia shall apply to all items of clothing and equipment worn or used on the field. Details are available from the ECB website. Teams may have named and or numbered shirts providing all eleven players are similarly attired. Names will be surnames only and numbers shall be two digits maximum.

13. LEAGUE TABLES

13.1 Teams will be ranked in a League Table according to the number of points awarded.

13.2 In the event of two or more sides finishing equal on points then in order to ascertain their respective finishing positions in their respective Divisions, both generally and for the purpose of promotion and relegation, the positions shall be determined in the following manner: -

(i) The side with the highest number of wins shall be placed higher.

(ii) If there are still two or more sides with an even number of points in equal position, then the side with the highest number of ties shall be placed higher.

(iii) If there are still two or more sides with an even number of points in equal position then their position shall be decided by the result of the matches played between each other in that season, i.e. the side obtaining the highest number of points in the matches shall be placed higher.

PLAYING CONDITIONS
MATCHES 1 to 6 and 18 to 22

Except as varied below, the Laws of Cricket 2017 Code (3rd Edition - 2022) shall apply.
All references to he/him should be assumed as appropriate to read she/her

1. DURATION

- 1.1 Scheduled hours of play shall be 12.00 p.m. to 7.10 p.m. with the exception of matches played in September which shall be 11.00 a.m. to 6.10 p.m. All timings are subject to adjustment, depending on the start time, and the timings in subsequent playing conditions shall be adjusted by the amount by which the start time is also adjusted.
- 1.2 A cut-off time shall be fixed prior to the start of each innings and shall be adjusted if there is an interruption for inclement weather or other unavoidable cause.
- 1.3 Play shall continue after the scheduled or rescheduled close of play, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved.
- 1.4 A 30 minutes interval shall be taken between innings unless weather conditions so dictate that it is appropriate, in the interests of time saving, to take the interval during a weather break in the first innings. In this case, there shall be a 10 minutes interval between innings unless the interval coincides with the end of an innings when the 30 minutes interval shall be concurrent.
- 1.5 All matches shall consist of one innings per side and each innings shall be limited to 50 overs, save where time is lost after the scheduled 12.00 p.m. start time, due to inclement weather or other unavoidable cause, when the number of overs shall be reduced as described below.
- 1.6 When calculating overs lost, the umpires shall ignore the first 30 minutes of stoppage time.
- 1.7 The captain of the batting team shall not declare his/her innings closed at any time during the match.
- 1.8 If the team batting first is dismissed before its allocation of overs has been completed, the team batting second shall be entitled to bat for 50 overs, or as reduced, due to inclement weather or other unavoidable cause.
- 1.9 If the team batting first is dismissed within 25 overs or less from the start, a 10 minutes interval shall be taken between innings and play shall continue until a result is obtained.

- 1.10 Allowances shall be made for unavoidable breaks in play which are of a duration of one minute or more and confirmed to the captain of the fielding side and the batter at the wicket at the time of the delay. The umpires shall note any such stoppages and notify the scorers at the conclusion of an innings. There shall be no allowance for breaks of less than one minute and batters are expected to cross on the field of play at the fall of a wicket.
- 1.11 Drinks intervals shall be agreed with the umpires by the fielding captain prior to the start of each innings. Five minutes shall be allowed for each interval and shall not count as time lost. Hence no adjustment is made to 3 hours and 20 mins under playing condition 4 (Over Rate Penalties).

2. DELAYED STARTS AND INTERRUPTIONS

- 2.1 Where the start of the match is delayed, due to inclement weather or other unavoidable cause, the umpires shall reduce the number of overs in the match by one over for every completed four minutes of time lost.
- 2.2 To constitute a match, a minimum of 20 overs shall be bowled to the side batting second unless a result has been achieved earlier.
- 2.3 No match shall start after 4.50 p.m. (minimum 40 overs plus 10 minutes interval between innings).
- 2.4 When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of four minutes per over in the total time available for play, i.e. time already played added to time remaining though not including the time allocated to the interval.
- 2.5 The revision of the number of overs shall ensure, whenever possible, that both teams are allowed the opportunity to bat the same number of overs. (Where this is not possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added, and the new total divided in half).
- 2.6 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter is dismissed in less than its allocated overs.
- 2.7 A fixed time shall be specified for the commencement of the interval, and, also, the close of play for the match, by applying a rate of four minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play and the duration of the interval shall be taken into account.
- 2.8 If there is more than one interruption to the innings of the side batting first, the above calculations shall always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

- 2.9 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings has been completed and playing condition 4 shall apply.
- 2.10 When playing time has been lost and it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of four minutes per over in respect of the aggregated lost playing time.
- 2.11 If the first innings is completed prior to the agreed cut-off time and there is an interruption, due to inclement weather or other unavoidable cause, during the second innings, any calculation in relation to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings commenced early has elapsed. In the event of time allowed by umpires for unavoidable causes, this time shall be allowed over and above standard playing time and hence can be used in the calculations of saved time.
- 2.12 A rescheduled time for the close of play will be fixed by applying a rate of four minutes per over in respect of each over already bowled and/or rescheduled to be bowled in the innings. (The timing and duration of relative delays and interruptions in play with respect to the second innings shall be taken into account in specifying this time). This calculation shall not cause the match to finish earlier than the time that was set for the cessation of play at the commencement of the second innings.
- 2.13 If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result has been achieved and playing condition 4. shall apply.
- 2.14 Fractions are to be ignored in all calculations regarding the number of overs, with the total rounded up.

3. NUMBER OF OVERS PER BOWLER

- 3.1 In a 50 overs match, no bowler may bowl more than 10 overs in an innings. In a match where the start has been delayed and the innings of both teams are reduced prior to the start of the match to less than 50 overs, no bowler shall bowl more than one fifth of the total overs allowed.
- 3.2 Where the total overs are not divisible by five, 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, three bowlers may bowler nine overs and no other bowler may bowl more than eight overs.

- 3.3 If the overs are reduced after the commencement of the match, the maximum number of overs allowed per bowler shall be calculated as in 3.1 and 3.2 above.
- 3.4 If a bowler is incapacitated or suspended and unable to complete an over, another bowler shall complete the over from the same end, provided he/she does not bowl two overs consecutively, nor bowls parts of each of two consecutive overs in that innings. Such part of an over shall count as a full over in so far as each bowler's limit is concerned.
- 3.5 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he/she shall be allowed to finish the incomplete over.

4. OVER RATE PENALTIES

- 4.1 The captain of the fielding side is responsible for his/her team's over rate but it shall be considered good practice for the umpires to advise captains if they are falling behind. Captains are encouraged to check the over rate with the umpires at any time during the innings.
- 4.2 All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours and 20 minutes playing time.
- 4.3 In the event of them failing to do so, the full quota of overs shall be completed and one fewer fielder shall be permitted outside the fielding restriction area in 5.3 than would normally be the case in the Powerplay at the time.
- 4.4 All penalties in this regard shall be imposed immediately the ball first becomes dead after the scheduled or rescheduled cessation time for the innings.
- 4.5 If the innings is terminated before the scheduled or rescheduled cut-off time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty shall apply based on the rescheduled cut-off time for that innings.
- 4.6 The umpires shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion that play is interrupted by the weather, the scheduled or re-scheduled closing time for that innings. The umpire at the bowler's end shall inform the fielding captain, the batter and his/her fellow umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).
- 4.7 In all reduced over matches the fielding team will be given one over's leeway in addition to any time that the umpires may allow for stoppages.

- 4.8 For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or re-scheduled cut-off time.
- 4.9 Allowances prior to a stoppage are carried forward for the purpose of the application of playing condition 4. only - they do not influence the recalculated number of overs or the scheduled close of play.
- 4.10 Over rate penalties only apply to innings of 20 overs or more duration.

5. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

In addition to Law 28.4, the following restrictions shall apply: -

- 5.1 At the instant of delivery, there may be no more than five fielders on the leg side.
- 5.2 In addition to the restriction contained in clause 5.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which shall apply are set out in the following paragraphs.
- 5.3 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 semi-circle shall be 30 yards. The semi-circles shall be linked to two parallel lines drawn on the field. The fielding restriction areas shall be marked by continuous painted white lines or "dots" at five-yard intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

At the instant of delivery: -

Powerplay 1 - no more than two fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

Powerplay 2 - no more than four fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

Powerplay 3 - no more than five fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

- 5.4 In circumstances when the number of the overs of the batting side is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table on the next page. For the sake of clarity, it should be noted that the table shall apply to both the innings of the side batting first and the innings of the side batting second.

- 5.5 If play is interrupted during an innings and the table referred to in 5.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt, this applies even if the interruption has occurred mid-over.

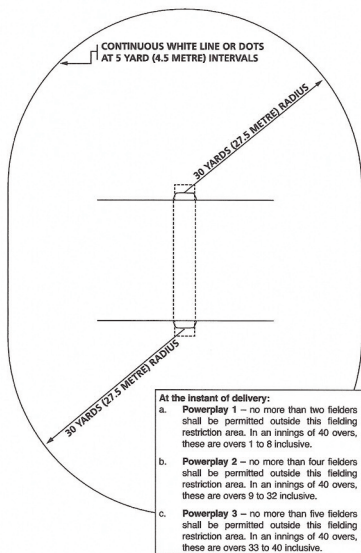
Illustrations of 5.5

A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

- 5.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his/her arm in a large circle.

Restrictions on the Placement of Fielders



- 5.7 If there is an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal “no ball”.
- 5.8 If the umpire at the striker’s end fails to call and signal “no ball” when the fielding restrictions in this playing restriction have been breached or when Law 28.4 has been breached, the striker may draw the matter to the attention of the umpire, immediately the ball becomes dead. If the umpire at the striker’s end can verify the breach, he/she shall call and signal “no ball”. If the umpire at the striker’s end is unable to verify the breach, he/she shall confirm that the events of the delivery shall be unchanged.
- 5.9

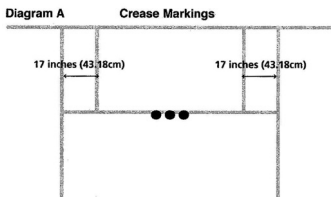
Innings Duration (Overs)	Powerplay 1 (Overs)	Powerplay 2 (Overs)	Powerplay 3 (Overs)
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25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

6. NO BALLS

- 6.1 The penalty for a no ball shall be two runs.
- 6.2 In addition to 6.1 above, the delivery following a no ball shall be a free hit for whichever batter is facing it. This applies for all modes of no balls.
- 6.3 If the delivery for a free hit is not a legitimate delivery (any kind of no ball or wide ball), the next delivery shall become a free hit for whichever batter is facing it.
- 6.4 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball even if the delivery for the free hit is called "wide".
- 6.5 The umpires shall signal a free hit (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.
- 6.6 Field changes are not permitted for free hit deliveries unless there is a change of striker or the no ball was the result of a fielding restriction breach in which case the field shall be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker shall retreat to a position on the same line no more than 15 yards from the striker.

7. WIDE BALLS

- 7.1 Umpires are instructed to apply a very strict and consistent interpretation when judging a wide in order to prevent negative bowling wide of the wicket.
- 7.2 Pitch markings should be expanded to include lines 17" (43.18 cm) inside and parallel to each return crease as an aid to umpires judging whether an off-side wide has been bowled. These markings shall be painted in blue.



- 7.3 A wide ball shall be called, irrespective of where the ball pitches, if it passes on the leg side of the striker and the leg stump, despite the striker's movement. (For additional clarity, a ball that passes between the batter and the leg stump shall not be called a wide. If a ball is hit by a batter or if a ball hits any part of his/her equipment, it shall not be called a wide, irrespective of where it pitched or would have passed).
- 7.4 If the striker plays a switch hit or a reverse sweep or gets into position to play such a shot, he/she shall be deemed to bring the ball equally within his/her reach on the leg side as on the off side. Consequently, in these circumstances, 7.3 shall not apply and the guidance given in 7.3 shall apply on both the off side and the leg side.

8. THE BOWLING OF FAST SHORT PITCHED BALLS

The following conditions are not a substitute for Law 41.6 which umpires shall apply at any time.

- 8.1 A bowler shall be limited to one fast short-pitched delivery per over.
- 8.2 A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease. This ruling shall apply even if the striker may have made contact with the ball with his bat, person and equipment.
- 8.3 The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.
- 8.4 In addition, for the purposes of this regulation and subject to 8.6 below, a ball that passes above head height of the batter, that fails to make contact with his/her bat, person or equipment, shall be called a "wide" (see 7.5 above).
- 8.5 For the avoidance of doubt, any fast short-pitched delivery that is called a "wide" under this playing condition shall also count as the one allowable short-pitched delivery in that over.
- 8.6 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in 8.2 above, the umpire at the bowler's end shall call and signal "no ball" on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal "no ball" and then tap the top of his/her head with the other hand.
- 8.7 If a bowler delivers a second fast short-pitched ball in an over, the umpire, after the call and signal of "no ball" and when the ball is dead, shall caution the bowler, indicating that this is a first and final warning, inform the other umpire, the captain of the fielding side and the batters at the wicket, of what has occurred.

- 8.8 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal “no ball” when the ball is dead and direct the captain to remove the bowler forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over or part thereof.
- 8.9 The bowler thus suspended shall not be allowed to bowl again in that innings.
- 8.10 The umpire shall report the occurrence to the other umpire, the batter at the wicket and, as soon as possible, to the captain of the batting side.
- 8.11 At the end of the match, the umpires will then report the matter to the General Manager who shall take appropriate action against the captain and the bowler concerned.

9. RESULT

- 9.1 In a match which has no interruptions after the start of play, the team which has scored the most runs wins. If scores are equal, the result is a tie.
- 9.2 If, due to a suspension in 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 then a revised target score will be set for the number of overs which the team batting second will have the opportunity of facing subject to this being at least 20 overs, this revised target being calculated by the Duckworth Lewis Stern (DLS) method. The revised target score is recalculated after each interruption. Note in some cases the target score calculated with DLS may be higher than the actual score of the side batting first.
- 9.3 If the team batting second reaches the revised target score at any time prior to the conclusion of the innings, then the match shall be won by the team batting second. If the team batting second falls one run short of the revised target score and is either, all out or the overs have expired, the result is a tie. If the team batting second does not reach the revised target score minus one run and is either, all out or the overs have expired, the team batting first has won the match.
- 9.4 If a match is suspended such that the overs expire with the side batting second not receiving its allocated number of overs (providing that it has received at least 20 overs) the result will be decided by DLS.

- 9.5 DLS based on the wickets lost and overs and balls used provides a par score. If, at the time the match concludes, the score of the team batting second has exceeded this par score the result is a win for the team batting second. If the score of the team batting second is equal to the par score, the match is a tie. If the score of the team batting second is less than the par score, the team batting first has won. If the side batting second has not received 20 overs, the match is classified as abandoned.
- 9.6 In all matches during the innings of the side batting second, the DLS par score for the last ball of the over being bowled should be displayed on the scoreboard.
- 9.7 If, after the restart of play, it is discovered that the wrong DLS target has been set, the faulty target shall stand.

10. POINTS

- 10.1 for a win = 20 points
- 10.2 for a tie = 8 points (plus any bonus points)
- 10.3 for a loss = 0 points (plus any bonus points)
- 10.4 for an abandoned match with some play = 5 points (plus any bonus points)
- 10.5 for an abandoned match without a ball being bowled = 5 points
- 10.6 Batting bonus points are only available when a minimum of 20 overs have been bowled in an innings and they will be awarded as follows: -
- Average run rate of 2.00 to 2.99 per over = 1 point
 - Average run rate of 3.00 to 3.99 per over = 2 points
 - Average run rate of 4.00 to 4.99 per over = 3 points
 - Average run rate of 5.00 or above runs per over = 4 points
- (i)** When a team is dismissed, the average run rate shall be calculated by dividing the total of runs scored at the end of the innings by the number of overs available to the batting side.
- (ii)** When an innings is curtailed, due to poor weather, the average run rate shall be calculated by dividing the total runs scored at the end of the innings by the number of overs received at the end of the innings.

10.7 Bowling bonus points are available from the start of an innings and they will be awarded as follows: -

- 3 wickets taken - 1 point
- 5 wickets taken - 2 points
- 7 wickets taken - 3 points
- 9 wickets taken - 4 points

10.8 Should the batting side play with less than 11 players due to either a player or players being absent, or leaving the field through illness, injury or other cause that his/her innings cannot be completed and the remainder of the side are dismissed before the last ball of the innings, the batting side shall be considered “all out” and the bowling side shall receive maximum bowling points. Also refer to Law 25.4 (Batter leaving the field) - “retired not out”.

10.9 If there is a delayed start and the number of overs available to each team is reduced, due to time lost, the thresholds for bowling bonus points shall be adjusted in accordance with the table at 10.11.

10.10 If there is an interruption in either innings, after the match has commenced, and the number of overs available to either team is reduced, due to time lost, the thresholds for bowling bonus points in both innings shall be adjusted in accordance with the table at 10.11. This will be based on the maximum number of overs available throughout the whole of the innings after play commences for the final time following an interval or an interruption.

10.11

	4 points	3 points	2 points	1 points
40+ overs	9 wickets	7 wickets	5 wickets	3 wickets
30-39 overs	8 wickets	6 wickets	4 wickets	2 wickets
0-29 overs	7 wickets	5 wickets	3 wickets	1 wicket

PLAYING CONDITIONS MATCHES 7 to 17

Except as varied below, the Laws of Cricket 2017 Code (3rd Edition - 2022) shall apply. All references to he/him should be assumed as appropriate to read she/her

1. DURATION

- 1.1 Scheduled hours of play shall be 12.00 p.m. to 7.00 p.m. All timings are subject to adjustment, depending on the start time, and the timings in subsequent playing conditions shall be adjusted by the amount by which the start time is also adjusted.
- 1.2 A cut-off time shall be fixed prior to the start of each innings which shall be adjusted if there is a drinks interval, a stoppage for any reason lasting more than three minutes, an interruption for inclement weather or other unavoidable cause.
- 1.3 The cut-off time shall, also, be extended by two minutes for each wicket that falls in an innings up to and including the ninth wicket but there will be no allowance for the tenth wicket that falls in either innings or for any wicket taken with the final ball of an innings or immediately before a declaration.
- 1.4 Play may continue after the scheduled or rescheduled close of play, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved.
- 1.5 A 30 minutes interval shall be taken between innings unless weather conditions so dictate that it is appropriate, in the interests of time saving, to take the interval during a weather break in the first innings. In this case, there shall be a 10 minutes interval between innings unless the interval coincides with the end of an innings when the 30 minutes interval shall be concurrent.
- 1.6 All matches shall be of 110 overs duration save where time is lost after the scheduled 12.00 p.m. start time, due to inclement weather or other unavoidable cause, when the number of overs shall be reduced as described below.
- 1.7 In an uninterrupted match, the duration of the first innings shall be 55 overs unless the side batting first is dismissed or declares its innings closed.

- 1.8 If a team batting first is dismissed or declares its innings closed before their maximum overs' allocation is completed, any complete overs remaining will be available to both sides. The time allowed to bowl the new total of overs shall be calculated in accordance with the overs chart, allowing 3 minutes and 30 seconds per over.
- 1.9 If the team batting first is dismissed or declares its innings closed within 25 overs or less from the start, a 10 minute interval shall be taken between innings and play may continue until a result is obtained.
- 1.10 Allowances will be made for unavoidable breaks in play which are of a duration of one minute or more and confirmed to the fielding captain and the batters at the wicket at the time of the delay. The umpires shall, also, notify the scorers of any such stoppage at the end of the innings. Breaks of less than one minute are to be ignored and no allowances made. Batters are expected to cross on the field of play at the fall of a wicket.
- 1.11 Drinks intervals shall be agreed with the umpires by both captains prior to the start of each innings. Five minutes shall be allowed for each interval and shall count as time lost.

2. DELAYED STARTS AND INTERRUPTIONS

- 2.1 Where the start of a match is delayed, due to inclement weather or other unavoidable cause, and the toss has not taken place, the number of overs available to each side shall be equal. The umpires shall reduce the number of overs per team by one over for every seven minutes of time lost between 12.00 p.m. and the actual start time. (Tables for the guidance of umpires are printed at the end of this section).
- 2.2 If rain falls after the toss but before the scheduled start, thus causing a delay, 2.1 shall be applied.
- 2.3 If, after the completion of the first innings, there is insufficient time for the team batting second to receive a minimum of 20 overs, the match shall be abandoned.
- 2.4 No match shall start after 4.30 p.m. (minimum 40 overs plus 10 minutes break between innings).
- 2.5 Where time is lost due to inclement weather or other avoidable cause after the start of the match, the number of overs to be played shall be reduced by one over for every full 3 minutes and 30 seconds lost. The team batting first shall complete its initial allocation of overs unless it is dismissed, or it declares its innings closed. The number of overs to be received by the side batting second shall be reduced. The cut-off time shall be calculated before the start of the second innings by multiplying the number of overs remaining by 3 minutes and 30 seconds.

- 2.6 If the first innings is completed prior to the agreed cut-off time and there is an interruption, due to inclement weather or other unavoidable cause, during the second innings, any calculation in relation to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings commenced early has elapsed. For the avoidance of doubt, in the event of time allowed by umpires for unavoidable causes, this time shall be allowed over and above standard playing time and hence can be used in the calculations of saved time.
- 2.7 If play is suspended during an over in the second innings, the number of full overs to be bowled shall be recalculated and any balls not bowled in the incomplete over shall be added.
- 2.8 The umpires, in their calculations, shall aggregate all interruptions for bad weather and shall count all fractions of overs as complete overs.
- 2.9 If the first innings is interrupted, due to inclement weather or other unavoidable cause, and time is lost, a target for a winning draw must be agreed by the umpires, scorers and captains before the second innings commences. If it, subsequently, transpires that the target has been miscalculated, the original target will stand.
- 2.10 If the second innings is interrupted, due to inclement weather or other unavoidable cause, play may not resume until a revised target for a winning draw has been agreed by the umpires, scorers and captains.
- 2.11 Where the team batting second does not have the opportunity of batting the same number of overs as the team batting first, due to time being lost during the first innings and/or during the second innings, the target for a winning draw will be calculated immediately prior to the start of the second innings (if time is lost during the first innings) and/or before each re-commencement of play after any interruption in the second innings .
- 2.12 The target for a winning draw shall be calculated by using the following formula: -

$$(100 + \{B \times 1.2\}) \times C \div 100$$

B = difference in the number of overs received by each team

C = average run rate per over achieved by the team batting first

Average run rate per over = Innings total / number of overs allocated

Note i) The run rate of both the first and second innings shall be calculated to two decimal places.

Note ii) After any interruption during the first innings and time is lost, the formula shall be applied, and the adjusted run rate shall be agreed by the umpires and both scorers before the start of the second innings. Once agreed, it shall be final unless there is a further interruption and time is lost during the second innings.

Note iii) if there are any interruptions to play during the second innings and time is lost, the formula shall be re-applied and the run rate for the innings shall be re-calculated on each occasion.

Note iv) After any interruption during the second innings and time is lost, the adjusted run rate shall be agreed by the umpires and both scorers prior to the re-commencement of play and, once agreed, shall be final unless there are any further interruptions.

- 2.13 If the players are off the field of play at the scheduled or rescheduled cut-off time for the second innings, the match is at an end.
- 2.14 In reduced overs matches, if a win is not secured, the result shall be based on the side with the higher overall scoring rate based on: -
- i. Team declared - total runs divided by overs received
 - ii. Otherwise - total runs divided by overs allocated

3. NUMBER OF OVERS PER BOWLER

- 3.1 No bowler may bowl more than 30% of the overs available in any innings up to a maximum of 17.
- 3.2 In a match that is interrupted during the second innings, if, on resumption, a bowler has exceeded the new maximum number of overs permitted, he/she shall not be allowed to bowl again in that innings. However, if an interruption occurs mid-over and, on resumption, the bowler has exceeded the new maximum allocation, he/she will be allowed to finish the incomplete over.
- 3.3 If a bowler is incapacitated or suspended and is unable to complete an over, another bowler shall complete the over from the same end, provided he/she does not bowl two overs consecutively nor bowls parts of each of two consecutive overs in that innings. Such part of an over shall count as a full over only in so far as each bowler's limit is concerned.

- 3.4 The umpires shall, prior to the start of the innings, or on resumption of play after an interruption, advise the scorers and captains of the maximum number of overs available per bowler. (Tables for the guidance of umpires are printed at the rear of this section).

4. OVER RATE PENALTIES

- 4.1 The captain of the fielding side is, solely, responsible for his/her team's over rate and any information supplied by the umpire regarding over rates should be regarded as guidance and not definitive. Although captains are encouraged to check the over rate with the umpires during the innings, any incorrect information supplied by the umpire may not be used as a reason not to impose the penalty.
- 4.2 The minimum over rate to be achieved by both teams is 17 overs per hour and the following penalty point deduction shall apply during if this is not achieved: -
- 1st occasion - one-point deduction
 - 2nd occasion - two-points deduction
 - 3rd occasion - three-points deduction
- In the event of further reports, the points deduction will increase by one point for each report.
- 4.3 At the close of play, umpires shall advise captains that they will be notifying the General Manager, via the online umpires' report, if they have failed to maintain an overall rate of 17 overs per hour. Failure of the umpires to comply with this clause shall not invalidate the deduction of points.
- 4.4 Two minutes shall be allowed for each wicket that falls in an innings up to and including the fall of the ninth wicket but there will be no allowance for the tenth wicket that falls, in either innings, or for any wicket taken with the final ball of an innings or immediately before a declaration.
- 4.5 Time allowances will not be subject to retrospective negotiation - the umpires' decision shall be final and there will be no right of appeal.
- 4.6 Any attempt to contact the umpire(s) to discuss the reporting of a slow over rate, retrospectively, will be deemed to be an inappropriate approach and any club and/or individual reported for such an approach will be subject to disciplinary action.
- 4.7 There will be no penalty for slow over rates in any innings that lasts less than 20 overs.
- 4.8 In all reduced overs matches, the fielding team will be allowed an additional five minutes to complete their allotted overs before any points penalties are imposed.

5. RESTRICTION ON PLACEMENT OF FIELDERS

In addition to Law 28.4, the following fielding restrictions shall apply: -

- 5.1 Two semi-circles should 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 semi-circle shall be 30 yards.
- 5.2 The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or dots at five-yard intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.
- 5.3 At the instant of delivery, no more than five fielders shall be permitted outside the field restriction area. In the event of an infringement, the umpire at the striker's end shall call and signal "No ball" and the score shall be adjusted in accordance with Law 21 and an extra delivery in that over shall be allowed.
- 5.4 If the umpire at the striker's end fails to call and signal "No ball" when the fielding restrictions have been breached, the striker may draw the matter to the attention of the umpire immediately the ball becomes dead. If the umpire at the striker's end can verify the breach, he/she shall call and signal "No ball". If the umpire at the striker's end is unable to verify the breach, he/she shall confirm that the events of the delivery shall be unchanged.

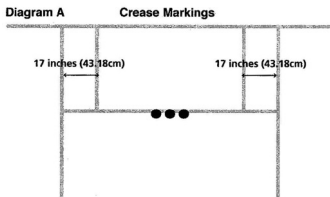
6. WIDE BALLS

6.1 Law 22.1 will apply but in addition: -

(i) for bowlers attempting to utilise the rough outside a batter's leg stump, not necessarily as a negative tactic, the strict limited over wide interpretation shall be applied.

(ii) 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.

- 6.2 Pitch markings should be expanded to include lines 17" (43.18 cm) inside and parallel to each return crease as an aid to umpires judging whether an off-side wide has been bowled. These markings should be painted in blue.



6.3 A ball passing above head height of the striker standing upright at the popping crease is now a wide.

7. THE BOWLING OF FAST SHORT-PITCHED BALLS

The following conditions are not a substitute for Law 41.6 which umpires may apply at any time.

- 7.1 A bowler shall be limited to two fast short-pitched deliveries per over.
- 7.2 A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease. This ruling shall apply even if the striker may have made contact with the ball with his bat, person and equipment.
- 7.3 The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.
- 7.4 In addition, for the purposes of this regulation and subject to 8.6 below, a ball that passes above head height of the batter, that fails to make contact with his/her bat, person or equipment, shall be called "wide" (see 7.5 above).
- 7.5 For the avoidance of doubt, any fast short-pitched delivery that is called and signalled a "wide" under this playing condition shall also count as one of the allowable short-pitched deliveries in that over.
- 7.6 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in 7.2 above, the umpire at the bowler's end shall call and signal "no ball" on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal "no ball" and then tap the top of his/her head with the other hand.
- 7.7 If a bowler delivers a third fast short-pitched ball in an over, the umpire, after the call and signal of "wide" and when the ball is dead, shall caution the bowler, indicating that this is a first and final warning, inform the other umpire, the captain of the fielding side and the batter at the wicket of what has occurred.

- 7.8 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal “no ball” when the ball is dead and direct the captain to remove the bowler forthwith. If necessary, the over shall be completed by another bowler who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- 7.9 The bowler thus suspended shall not be allowed to bowl again in that innings.
- 7.10 The umpire will report the occurrence to the other umpire, the batter at the wicket and, as soon as possible, to the captain of the batting side.
- 7.11 At the end of the match, the umpires will report the matter to the General Manager who shall take such action as considered appropriate against the captain and the bowler concerned.

8. POINTS

8.1 for the winning side that wins the toss and elects to field
= 20 points (including bonus points).

8.2 for the winning side in all other instances
= 24 points (including bonus points).

8.3 for a loss
= 0 points (plus bonus points).

8.4 for a tie
= 8 points (plus bonus points)

Points for a tie may only be claimed when the side batting second is dismissed.

8.5 for a draw where average run rates per over are equal
= 5 points each side (plus bonus points).

8.6 for a winning draw in an uninterrupted match when both sides receive an equal number of overs
= 10 points (plus bonus points) to the side batting first when the total of the side batting second is equal to or less than 80% of the total of the side batting first.

8.7 for a winning draw in an uninterrupted match when both sides receive an equal number of overs
= 8 points (plus bonus points) to the side batting first when the total of the side batting second is more than 80% of the total of the side batting first.

- 8.8 for a winning draw in an uninterrupted match when both sides do not receive an equal number of overs, i.e. when the side batting first has declared
= 10 points (plus bonus points) to the side batting first when the average run rate per over of the side batting second is equal to or less than 80% of the average run rate per over of the side batting first.
- 8.9 for a winning draw in an uninterrupted match when both sides do not receive an equal number of overs, i.e. when the side batting first has declared
= 8 points (plus bonus points) to the side batting first when the average run rate per over of the side batting second is more than 80% of the average run rate per over of the side batting first.
- 8.10 for a winning draw in an interrupted match when both sides do not receive the same number of overs due to an interruption after the match has commenced
= 10 points (plus bonus points) to the side batting first, if the side batting second fails to score more than 80% of the average run rate per over scored in the first innings, provided that, at least, 20 overs have been bowled in the second innings.
- 8.11 for a winning draw in an interrupted match when both sides do not receive the same number of overs due to an interruption after the match has commenced
= 8 points (plus bonus points) to the side batting first, if the side batting second scores more than 80% of the average run rate per over scored in the first innings, provided that, at least, 20 overs have been bowled in the second innings.
- 8.12 for a winning draw in an interrupted match when both sides do not receive the same number of overs due to an interruption after the match has commenced
= 8 points (plus bonus points) to the side batting second that earns a winning draw due to a higher average run rate per over.
- 8.13 for a losing draw
= 2 points (plus bonus points).
- 8.14 for an abandoned game with some play
= 5 points each side (plus bonus points).
- 8.15 for an abandoned game with no play
= 5 points each side.

- 8.16 Batting bonus points are available when a minimum of 20 overs have been bowled in an innings and they will be awarded as follows: -
- Average run rate of 2.00 to 2.99 runs per over - 1 point
 - Average run rate of 3.00 to 3.99 runs per over - 2 points
 - Average run rate of 4.00 to 4.99 runs per over - 3 points
 - Average run rate of 5.00 or above runs per over - 4 points

(i) When a team is dismissed, the average run rate per over shall be calculated by dividing the total at the end of the innings by the number of overs available to the batting side.

(ii) When an innings is curtailed, due to poor weather, the average run rate per over shall be calculated by dividing the total at the end of the innings by the number of overs received at the end of the innings.

- 8.17 Bowling bonus points are available from the start of an innings and they will be awarded as follows: -

- 3 wickets taken - 1 point
- 5 wickets taken - 2 points
- 7 wickets taken - 3 points
- 9 wickets taken - 4 points

Should the batting side play with less than 11 players due to either a player or players being absent, or leaving the field through illness, injury or other cause that his/her innings cannot be completed and the remainder of the side are dismissed before the last ball of the innings, the batting side shall be considered "all out" and the bowling side shall receive maximum bowling points. Also refer to Law 25.4 (Batsman leaving the field) – 'retired not out'.

- 8.18 If there is a delayed start and the number of overs available to each team is reduced, due to time lost, the thresholds for bowling bonus points shall be adjusted in accordance with the table at 8.20.
- 8.19 If there is an interruption in either innings, after the match has commenced, and the number of overs available to the team batting second is reduced, due to time lost, the thresholds for bowling bonus points in the second innings shall be adjusted in accordance with the table at 8.20. This will be based on the maximum number of overs available throughout the whole of the second innings after play commences for the final time following an interval or an interruption.

	4 points	3 points	2 points	1 points
40+ overs	9 wickets	7 wickets	5 wickets	3 wickets
30-39 overs	8 wickets	6 wickets	4 wickets	2 wickets
0-29 overs	7 wickets	5 wickets	3 wickets	1 wicket

8.21 In a match where a result is not obtained due to adverse weather conditions: -

(i) provided that the last over due in the match has been bowled (regardless of any overs that may have been lost due to previous interruptions) the result will be a draw with bonus points, if applicable, in accordance with the match rules set out above.

(ii) if the side batting second has not received more than 20 overs (unless there is a result earlier) 5 points will be awarded to each side for an abandoned match plus any bonus points which may have been earned.

(iii) if the side batting second receives more than 20 overs, but the last ball due in the match has not been bowled, the match will be classed as abandoned as a draw. Each side shall retain its bonus points plus points for a winning or a losing draw.

Formula for calculating the target for a winning draw when the team batting second receives less overs than the team batting first due to time being lost during the first and/or second innings of the match in Matches 7 to 17

The target for a winning draw shall be calculated by using the following formula: -

$$(100 + \{B \times 1.2\}) \times C / 100$$

B = difference in the number of overs received by each team
C = average run rate per over achieved by the team batting first

Average run rate per over = Innings total / number of overs allocated

A. When a match is interrupted during the first innings and time is lost

First innings score 222 for 7 (55 overs)
 Second innings reduced to 35 overs
 Apply the formula $(100 + \{B \times 1.2\}) \times C / 100$
 $B = 20$
 $C = 4.04$
 $(100 + \{20 \times 1.2\}) \times 4.04 / 100$
 $(100 + 24) \times 4.04 / 100$
 $124 \times 4.04 = 500.96$
 $500.96 / 100 = 5.01$
 $35 \text{ overs} \times 5.01 = 175.35$
 Therefore, target for winning draw = 176
 $175.35 \times 80\% = 140.28$
 Therefore, 80% target = 141

A	100		100
B	Total runs scored in 1 st innings		222
C	Total overs used in 1 st innings		55
D	Average runs per over of team batting first	B + C	4.04
E	Overs to be bowled at team batting second		35
F	Difference in overs	C - E	20
G		F x 1.2	24
H	Average runs per over for team batting second	(A + G) x D / A	5.01
J	Target for winning draw for team batting second	E x H	175.35
K	80% target	J x 80%	140.28

B. When there is an interruption in the second innings and time is lost

First innings score 222 for 7 (55 overs)
 Second innings reduced to 25 overs
 Apply the formula $(100 + \{B \times 1.2\}) \times C / 100$
 $B = 30$
 $C = 4.04$
 $(100 + \{30 \times 1.2\}) \times 4.04 / 100$
 $(100 + 36) \times 4.04 / 100$
 $136 \times 4.04 = 549.94$
 $549.94 / 100 = 5.49$
 $25 \text{ overs} \times 5.49 = 137.25$
 Therefore, target for winning draw = 138
 $137.25 \times 80\% = 109.80$
 Therefore, 80% target = 110

C. When there is a further interruption in the second innings and time is lost

First innings score 222 for 7 (55 overs)
Second innings reduced to 20 overs
Apply the formula $(100 + \{B \times 1.2\}) \times C / 100$
 $B = 35$
 $C = 4.04$
 $(100 + \{35 \times 1.2\}) \times 4.04 / 100$
 $(100 + 42) \times 4.04 / 100$
 $142 \times 4.04 = 573.68$
 $573.68 / 100 = 5.74$
 $20 \text{ overs} \times 5.74 = 114.80$
Therefore, target for winning draw = 115
 $114.80 \times 80\% = 91.84$
Therefore, 80% target = 92

Note i) The run rate of both the first and second innings shall be calculated to two decimal places.

Note ii) after any interruption during the first innings and time is lost, the formula shall be applied and the adjusted run rate shall be agreed by the umpires and both scorers before the start of the second innings. Once agreed, it shall be final unless there is a further interruption and time is lost during the second innings.

Note iii) If there are any interruptions to play during the second innings and time is lost, the formula shall be re-applied and the run rate for the innings shall be re-calculated on each occasion.

Note iv) After any interruption during the second innings and time is lost, the adjusted run rate shall be agreed by the umpires and both scorers prior to the re-commencement of play, and once agreed, shall be final unless there are any further interruptions.

Formula for calculating the 80% target when the team batting second receives more overs than the team batting first due to a declaration or dismissal

A. First innings score = 275 for 8 declared (52 overs)
Second innings increased to 58 overs
Average run rate per over in first innings = 5.29#
 $58 \text{ overs} \times 5.29 = 306.82$
 $306.82 \times 80\% = 245.46$
Therefore, 80% target = 246

- B. First innings score = 189 all out (50 overs)
 Second innings increased to 60 overs
 Average run rate per over in first innings = 3.44+
 $60 \text{ overs} \times 3.44 = 206.40$
 $206.40 \times 80\% = 165.12$
 Therefore, 80% target = 166

*# Run rate based on total runs scored divided by number of overs received.
 + Run rate based on total runs scored divided by number of overs allocated.*

**Guidelines for umpires to calculate the maximum
 number of overs that a bowler is permitted to bowl
 in Matches 7 to 17**

Overs in an Innings		Max Overs per Bowler	Overs in an Innings		Max Overs per Bowler
Over 55	N/A	17	36	x 30% =	10.8 (11)
			35	x 30% =	10.5 (11)
55	x 30% =	16.5 (17)	34	x 30% =	10.2 (11)
54	x 30% =	16.2 (17)			
			33	x 30% =	9.9 (10)
53	x 30% =	15.9 (16)	32	x 30% =	9.6 (10)
52	x 30% =	15.6 (16)	31	x 30% =	9.3 (10)
51	x 30% =	15.3 (16)			
			30	x 30% =	9.0 (9)
50	x 30% =	15.0 (15)	29	x 30% =	8.7 (9)
49	x 30% =	14.7 (15)	28	x 30% =	8.4 (9)
48	x 30% =	14.4 (15)	27	x 30% =	8.1 (9)
47	x 30% =	14.1 (15)			
			26	x 30% =	7.8 (8)
46	x 30% =	13.8 (14)	25	x 30% =	7.5 (8)
45	x 30% =	13.5 (14)	24	x 30% =	7.2 (8)
44	x 30% =	13.2 (14)			
			23	x 30% =	6.9 (7)
43	x 30% =	12.9 (13)	22	x 30% =	6.6 (7)
42	x 30% =	12.6 (13)	21	x 30% =	6.3 (7)
41	x 30% =	12.3 (13)			
			20	x 30% =	6
40	x 30% =	12.0 (12)			
39	x 30% =	11.7 (12)			
38	x 30% =	11.4 (12)			
37	x 30% =	11.1 (12)			

**Guidelines for umpires and captains for matches
which are delayed at the start due to inclement weather
or other unavoidable cause in Matches 7 to 17**

Minutes Lost	Overs Lost	Overs Left	Minutes Lost	Overs Lost	Overs Left	Minutes Lost	Overs Lost	Overs Left
3.5	1	109	87.5	25	85	171.5	49	61
7	2	108	91	26	84	175	50	60
10.5	3	107	94.5	27	83	178.5	51	59
14	4	106	98	28	82	182	52	58
17.5	5	105	101.5	29	81	185.5	53	57
21	6	104	105	30	80	189	54	56
24.5	7	103	108.5	31	79	192.5	55	55
28	8	102	112	32	78	196	56	54
31.5	9	101	115.5	33	77	199.5	57	53
35	10	100	119	34	76	203	58	52
38.5	11	99	122.5	35	75	206.5	59	51
42	12	98	126	36	74	210	60	50
45.5	13	97	129.5	37	73	213.5	61	49
49	14	96	133	38	72	217	62	48
52.5	15	95	136.5	39	71	220.5	63	47
56	16	94	140	40	70	224	64	46
59.5	17	93	143.5	41	69	227.5	65	45
63	18	92	147	42	68	231	66	44
66.5	19	91	150.5	43	67	234.5	67	43
70	20	90	154	44	66	238	68	42
73.5	21	89	157.5	45	65	241.5	69	41
77	22	88	161	46	64	245	70	40
80.5	23	87	164.5	47	63			
84	24	86	168	48	62			

BDPCL - RULES
Graham Williamson (Twenty20) Challenge Cup

All references to he/him should be assumed as appropriate to read she/her

1. The title of the competition shall be “Graham Williamson (Twenty20) Challenge Cup”.
2. It shall be mandatory for all member clubs to enter the competition.
3. If a fixture is unfulfilled after a date has been agreed, for anything other than climatic reasons, the club responsible will be requested to submit an explanation for their withdrawal from the fixture to the Cricket & Registration Committee who shall have the power to impose whatever sanctions they see fit. These sanctions shall include the power to impose financial penalties and/or a deduction of up to a maximum number of 20 League points from the club, if it is deemed that the reasons submitted for failing to fulfil the fixture are unacceptable.
4. One new white Dukes County International “A” balls plus suitable spares are to be supplied by **both** clubs.
5. Players in all matches in the competition will wear coloured clothing.
6. The winners shall hold the trophy (which shall remain the property of BDPCL) until 31st May of the following year and the trophy holders will be responsible for the safe keeping of the trophy.
7. The decision of any matter arising in connection with the competition shall rest with the BDPCL Cricket & Registration Committee.
8. Only registered club players shall be eligible to play in the competition and no player shall be eligible to play for more than one club in any one season. The penalty for fielding an unregistered or ineligible player will be expulsion from the competition with no right of appeal.
9. Clubs are subject to the following rules regarding Category 2 players: -
 - (i) It may play any Category 2 player who is both under the age of 21 as at 30th September in the calendar year preceding the season in question and has not played for their County during the current season in any of the County Championship, One Day Cup or the T20 Blast; and

(ii) It may play no more than one other Category 2 player provided that he/she has played at least two League matches for that club during the current season or has played at least two League matches during the immediate previous season in the event that the match in which they intend to play commences before the first two matches of the current season.

10. Category 3 players are eligible to play in the competition.
11. A full draw shall be made prior to the start of the season and may be regionalised into zones.
12. A closing date for Round One, Round Two and Round Three shall be confirmed prior to the start of the season and matches in those Rounds must be played on or before the closing date.
13. Some Round One and Two matches as agreed with clubs will be scheduled with a 'Play On' date for a pre-season Saturday with three clubs playing at one venue. If these matches are postponed due to climatic reasons, they must be rearranged by the clubs involved on or before the closing date for those Rounds.
14. Unless a 'Play-On' Saturday date exists, or in the event of it being postponed, both clubs are responsible for arranging a date upon which the match will be played. This must be prior to the closing date for the round.
The process for arranging replay dates is as follows:
 - The home club offers three dates to the away club. If they fail to do this and the one or two date(s) offered are unacceptable to the away club the home club is considered to have conceded the match.
 - If none of these are acceptable the away club are deemed to have conceded the match
 - Dates agreed between clubs should always be seven or more days prior to the closing date for the round. If this requirement is not met (subsequent) replays are not allowable and the result will be determined as below.
15. If a result is not achieved on the date agreed by the clubs in Rounds One, Two and Three due to inclement weather a replay date should be agreed between the clubs and with the General Manager.
16. If this is not possible, clubs should attempt to achieve a result by a 'bowl out.' As a last resort, the result will be decided by the toss of the coin between the two captains (or their deputies) when both are present or by a coin-toss conducted by the General Manager.

17. A date for Finals Day and a reserve date, in the event of inclement weather, shall be confirmed prior to the start of the season.
18. The venue for Finals Day (including two semi-finals and a final) shall be confirmed by the Cricket & Registration Committee when the four clubs reaching the semi-finals are known.
19. By mutual agreement, clubs shall be permitted to play the semi-final on an earlier date than Finals Day (on a Sunday or in midweek). In this event, the first named club in the draw will be the **HOME** club.
20. If a match is not completed, due to inclement weather, a replay will be permitted on Finals Day.
21. If a match is not achieved on the scheduled reserve date for Finals Day, the result(s) will be determined by a 'bowl out' or if this is not possible by the toss of a coin between the two captains (or their deputies). If they are not present the coin-toss will be conducted by the General Manager.
22. The **HOME** club shall notify the General Manager when agreed dates have been confirmed so that umpires may be appointed to stand in the match.
23. In all rounds, umpires will be appointed by the League and they shall be entitled to claim an attendance fee of £30 with both clubs paying one umpire.
24. If the League is unable to appoint umpires, clubs must provide one non-playing umpire each. If only one umpire is required, he/she should be provided by the **HOME** club, but the umpire appointed by the League shall stand at the bowler's end throughout the match. If that is the case, the League appointed umpire is entitled to claim 150% of the usual attendance fee.
25. Umpires who become unavailable after appointments have been made must contact Umpires' Chair Paul Shannon on 07557 051515.
26. Whenever matches are in doubt, due to inclement weather or other unavoidable cause, umpires should contact the **HOME** club to confirm if the match will go ahead.
27. If a match is postponed, due to inclement weather, or any other unavoidable cause, the **HOME** club should contact the visiting team and both umpires as soon as the decision is made to prevent unnecessary travel. If the match is postponed and the **HOME** club has failed to contact the umpires, causing them to travel, they are entitled to claim their attendance fee.
28. Before the toss for innings, each captain must nominate his/her players who may not, thereafter, be changed without the consent of the opposing captain.

29. The nominated players must be set out on a team sheet, a copy (pink) of which must be presented to the umpires and another copy (yellow) which must be presented to the opposition captain at the toss. The top copy (white) must be retained by both clubs for inspection by the General Manager on request.
30. Captains, wicket-keepers and players under the age of 19 years on 31st August of the previous year must be identified on the team sheet.
31. A team is deemed able to start on time if seven or more players are present for the toss, 15 minutes before the start of play.
32. If a team is unable to toss 15 minutes before the scheduled start of play, it shall forfeit the right to toss for innings.

PLAYING CONDITIONS - (TWENTY20) CHALLENGE CUP

Except as varied below, the Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply. All references to he/him should be assumed as appropriate to read she/her

1. DURATION

- 1.1 The start time for matches played in midweek shall be no later than 6.15 p.m.
- 1.2 The start time for matches played on Saturday shall be 11.30 a.m. and 3.00 p.m.
- 1.3 The start time for matches due to be played on a Sunday shall be 2.00 p.m. unless a different time is agreed by both clubs. If a different start time is agreed, the **HOME** club must notify the General Manager, so he/she may confirm the change with the umpires.
- 1.4 **For matches played on a Sunday only:** Subject to ground, weather and light, in the event of play being suspended for any reason other than the interval between innings, the playing time should be extended by the amount of time lost up to a maximum of 90 minutes. The captains may agree to dispense with this rule by mutual consent and, in such circumstances, the umpires must be notified before the match commences. *This regulation does not apply to midweek or Saturday matches*
For matches played on a Saturday only: If due to adverse weather conditions available time is limited, Match 1 gets preference and Match 2 is postponed to a rearranged date as per Rule 14.
- 1.5 There will normally be two sessions of play of one hour and 20 minutes each, separated by an interval of 10 minutes, during which time the pitch may be rolled at the request of the captain of the side batting second.
- 1.6 A cut-off time shall be fixed prior to the start of each innings and shall be adjusted if there is an interruption for inclement weather or other unavoidable cause.

- 1.7 Play shall continue after the scheduled or rescheduled close of play, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved.
- 1.8 All matches shall consist of one innings per side and each innings shall be limited to 20 overs, save where time is lost after the scheduled start time, due to inclement weather or other unavoidable cause, when the number of overs shall be reduced as described below.
- 1.9 If there is a prospect of poor light or bad weather, the umpires and captains may, before the toss for innings, agree to reduce the number of overs per innings to a minimum of five complete six ball overs per side.
- 1.10 The captain of the batting team shall not declare his/her innings closed at any time during the match.
- 1.11 If the team batting first is dismissed before its allocation of overs has been completed, the team batting second shall be entitled to bat for 20 overs, or as reduced, due to inclement weather or other unavoidable cause.
- 1.12 Allowances shall be made for unavoidable breaks in play which are of a duration of one minute or more and confirmed to the captain of the fielding side and the batter at the wicket at the time of the delay. The umpires shall note any such stoppages and notify the scorers at the conclusion of an innings. There shall be no allowance for breaks of less than one minute and batters are expected to cross on the field of play at the fall of a wicket.
- 1.13 Drinks intervals are only allowable in exceptional circumstances (e.g. extreme heat) as agreed with the umpires prior to the start of the match. An adjustment of five minutes is then made to 1 hour and 20 mins under playing condition 4 (Over Rate Penalties).

2. DELAYED STARTS AND INTERRUPTIONS

- 2.1 Where the start of the match is delayed, due to inclement weather or other unavoidable cause, the umpires shall reduce the number of overs in the match by one over for every completed four minutes of time lost.
- 2.2 To constitute a match, a minimum of five overs shall be bowled to the side batting second unless a result has been achieved earlier.
- 2.3 When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of four minutes per over in the total time available for play, i.e. time already played added to time remaining though not including the time allocated to the interval.

- 2.4 The revision of the number of overs shall ensure, whenever possible, that both teams are allowed the opportunity to bat the same number of overs. (Where this is not possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added, and the new total divided in half).
- 2.5 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter is dismissed in less than its allocated overs.
- 2.6 A fixed time shall be specified for the commencement of the interval, and, also, the close of play for the match, by applying a rate of four minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play and the duration of the interval shall be taken into account.
- 2.7 If there is more than one interruption to the innings of the side batting first, the above calculations shall always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.
- 2.8 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings has been completed and playing condition 4 shall apply.
- 2.9 When playing time has been lost and it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of four minutes per over in respect of the aggregated lost playing time.
- 2.10 When playing time has been lost and it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of four minutes per over in respect of the aggregated lost playing time.
- 2.11 A rescheduled time for the close of play will be fixed by applying a rate of four minutes per over in respect of each over already bowled and/or rescheduled to be bowled in the innings. (The timing and duration of relative delays and interruptions in play with respect to the second innings shall be taken into account in specifying this time). This calculation shall not cause the match to finish earlier than the time that was set for the cessation of play at the commencement of the second innings.

2.12 If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result has been achieved and playing condition 4. shall apply.

2.13 Fractions are to be ignored in all calculations regarding the number of overs, with the total rounded up.

3. NUMBER OF OVERS PER BOWLER

3.1 In a 20 overs match, no bowler may bowl more than 4 overs in an innings. In a match where the start has been delayed and the innings of both teams are reduced prior to the start of the match to less than 20 overs, no bowler shall bowl more than one fifth of the total overs allowed.

3.2 Where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. in a 13 over match, three bowlers may bowler three overs and no other bowler may bowl more than two overs.

3.3 If the overs are reduced after the commencement of the match, the maximum number of overs allowed per bowler shall be calculated as in 3.1 and 3.2 above.

3.4 If a bowler is incapacitated or suspended and unable to complete an over, another bowler shall complete the over from the same end, provided he/she does not bowl two overs consecutively, nor bowls parts of each of two consecutive overs in that innings. Such part of an over shall count as a full over in so far as each bowler's limit is concerned.

3.5 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he/she shall be allowed to finish the incomplete over.

4. OVER RATE PENALTIES

4.1 The captain of the fielding side is responsible for his/her team's over rate but it shall be considered good practice for the umpires to advise captains if they are falling behind. Captains are encouraged to check the over rate with the umpires at any time during the innings.

4.2 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hours and 20 minutes playing time.

- 4.3 In the event of them failing to do so, the full quota of overs shall be completed and one fewer fielder shall be permitted outside the fielding restriction area in 5.3 than would normally be the case in the Powerplay at the time.
- 4.4 All penalties in this regard shall be imposed immediately the ball first becomes dead after the scheduled or rescheduled cessation time for the innings.
- 4.5 If the innings is terminated before the scheduled or rescheduled cut-off time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty shall apply based on the rescheduled cut-off time for that innings.
- 4.6 The umpires shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion that play is interrupted by the weather, the scheduled or re-scheduled closing time for that innings. The umpire at the bowler's end shall inform the fielding captain, the batter and his/her fellow umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).
- 4.7 In all reduced over matches the fielding team will be given one over's leeway in addition to any time that the umpires may allow for stoppages.
- 4.8 For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or re-scheduled cut-off time.
- 4.9 Allowances prior to a stoppage are carried forward for the purpose of the application of playing condition 4. only - they do not influence the recalculated number of overs or the scheduled close of play.
- 4.10 Over rate penalties only apply to innings of 5 overs or more duration.
- 4.11 Law 31 (Timed Out) will apply, except that the incoming batter must be in position to take guard or his/her partner to be ready to receive the next ball within 90 seconds off the fall of the previous wicket.

5. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

In addition to Law 28.4, the following restrictions shall apply: -

- 5.1 At the instant of delivery, there may be no more than five fielders on the leg side.

- 5.2 In addition to the restriction contained in clause 5.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which shall apply are set out in the following paragraphs.
- 5.3 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 semi-circle shall be 30 yards. The semi-circles shall be linked to two parallel lines drawn on the field. The fielding restriction areas shall be marked by continuous painted white lines or “dots” at five yard intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

At the instant of delivery: -

Powerplay 1 - no more than two fielders shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 1 to 6 inclusive.

Powerplay 2 - no more than five fielders shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 7 to 20 inclusive.

- 5.4 In circumstances when the number of the overs of the batting side is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table on the next page. For the sake of clarity, it should be noted that the table shall apply to both the innings of the side batting first and the innings of the side batting second.
- 5.5 If play is interrupted during an innings and the table referred to in 5.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt, this applies even if the interruption has occurred mid-over.

Illustrations of 5.5

A 20 over innings is interrupted after 3.3 overs and reduced to 16 overs. The new phases are 4.5 + 11.1. The final phase begins after 4.5 overs have been bowled.

- 5.6 At the commencement of powerplay two of the innings, the umpire shall signal such commencement to the scorers by rotating his/her arm in a large circle.
- 5.7 If there is an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal “no ball”.

5.8 If the umpire at the striker's end fails to call and signal "no ball" when the fielding restrictions in this playing restriction have been breached or when Law 28.4 has been breached, the striker may draw the matter to the attention of the umpire, immediately the ball becomes dead. If the umpire at the striker's end can verify the breach, he/she shall call and signal "no ball". If the umpire at the striker's end is unable to verify the breach, he/she shall confirm that the events of the delivery shall be unchanged.

5.9 Total overs in innings	No. of overs for which fielding restrictions apply
5	1.3
6	1.5
7	2.1
8	2.2
9	2.4
10	3.0
11	3.2
12	3.4
13	3.5
14	4.1
15	4.3
16	4.5
17	5.1
18	5.2
19	5.4

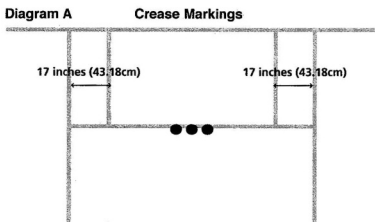
6. NO BALLS

- 6.1 The penalty for a no ball shall be two runs.
- 6.2 In addition to 6.1 above, the delivery following a no ball shall be a free hit for whichever batter is facing it. This applies for all modes of no balls.
- 6.3 If the delivery for a free hit is not a legitimate delivery (any kind of no ball or wide ball), the next delivery shall become a free hit for whichever batter is facing it.
- 6.4 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball even if the delivery for the free hit is called "wide".
- 6.5 The umpires shall signal a free hit (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

- 6.6 Field changes are not permitted for free hit deliveries unless there is a change of striker or the no ball was the result of a fielding restriction breach in which case the field shall be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker shall retreat to a position on the same line no more than 15 yards from the striker.

7. WIDE BALLS

- 7.1 Umpires are instructed to apply a very strict and consistent interpretation when judging a wide to prevent negative bowling wide of the wicket.
- 7.2 Pitch markings should be expanded to include lines 17" (43.18 cm) inside and parallel to each return crease as an aid to umpires judging whether an off-side wide has been bowled. These markings shall be painted in blue.



- 7.3 A wide ball shall be called, irrespective of where the ball pitches, if it passes on the leg side of the striker and the leg stump, despite the striker's movement. (For additional clarity, a ball that passes between the batter and the leg stump shall not be called a wide. If a ball is hit by a batter or if a ball hits any part of his/her equipment, it shall not be called a wide, irrespective of where it pitched or would have passed).
- 7.4 If the striker plays a switch hit or a reverse sweep or gets into position to play such a shot, he/she shall be deemed to bring the ball equally within his/her reach on the leg side as on the off side. Consequently, in these circumstances, 7.3 shall not apply and the guidance given in 7.3 shall apply on both the off side and the leg side.

8. THE BOWLING OF FAST SHORT PITCHED BALLS

The following conditions are not a substitute for Law 41.6 which umpires shall apply at any time.

- 8.1 A bowler shall be limited to one fast short-pitched delivery per over.
- 8.2 A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease. This ruling shall apply even if the striker may have made contact with the ball with his/her bat, person and/or equipment.
- 8.3 The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.
- 8.4 In addition, for the purposes of this regulation and subject to 8.6 below, a ball that passes above head height of the batter, that fails to make contact with his/her bat, person or equipment, shall be called a "wide" (see 7.5 above).
- 8.5 For the avoidance of doubt, any fast short-pitched delivery that is called a "wide" under this playing condition shall also count as the one allowable short-pitched delivery in that over.
- 8.6 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in 8.2 above, the umpire at the bowler's end shall call and signal "no ball" on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal "no ball" and then tap the top of his/her head with the other hand.
- 8.7 If a bowler delivers a second fast short-pitched ball in an over, the umpire, after the call and signal of "no ball" and when the ball is dead, shall caution the bowler, indicating that this is a first and final warning, inform the other umpire, the captain of the fielding side and the batters at the wicket, of what has occurred.
- 8.8 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal "no ball" when the ball is dead and direct the captain to remove the bowler forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over or part thereof.
- 8.9 The bowler thus suspended shall not be allowed to bowl again in that innings.

- 8.10 The umpire shall report the occurrence to the other umpire, the batter at the wicket and, as soon as possible, to the captain of the batting side.
- 8.11 At the end of the match, the umpires will then report the matter to the General Manager who shall take appropriate action against the captain and the bowler concerned.

9. RESULT

- 9.1 In a match which has no interruptions after the start of play, the team which has scored the most runs wins. If scores are equal, the team which has lost fewer wickets will be adjudged the winner. If this gives no result then the team with the higher score at the end of the 6th completed over shall be adjudged the winner, If still equal the side with the higher score at the end of the 5th, 4th, 3rd, 2nd and 1st completed over shall be the winner.
- 9.2 If, due to a suspension in 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 then a revised target score will be set for the number of overs which the team batting second will have the opportunity of facing subject to this being at least 5 overs, this revised target being calculated by the Duckworth Lewis Stern (DLS) method. The revised target score is recalculated after each interruption. Note in some cases the target score calculated with DLS may be higher than the actual score of the side batting first.
- 9.3 If the team batting second reaches the revised target score at any time prior to the conclusion of the innings, then the match shall be won by the team batting second. If the team batting second falls one run short of the revised target score and is either, all out or the overs have expired, the result is a tie. If the team batting second does not reach the revised target score minus one run and is either, all out or the overs have expired, the team batting first has won the match.
- 9.4 If a match is suspended such that the overs expire with the side batting second not receiving its allocated number of overs (providing that it has received at least 5 overs) the result will be decided by DLS.
- 9.5 DLS based on the wickets lost and overs and balls used provides a par score. If, at the time the match concludes, the score of the team batting second has exceeded this par score the result is a win for the team batting second. If the score of the team batting second is equal to the par score, the match is a tie. If the score of the team batting second is less than the par score, the team batting first has won. If the side batting second has not received 5 overs, the match is classified as abandoned.

- 9.6 In all matches during the innings of the side batting second, the DLS par score for the last ball of the over being bowled should be displayed on the scoreboard.
- 9.7 If, after the restart of play, it is discovered that the wrong DLS target has been set, the faulty target shall stand.

Use of the Duckworth Lewis Stern (DLS) method to determine the result of a match following an interruption(s)

1. The **HOME** club shall provide
 - (i) A DLS Manager who may or may not be the scorer who must identify himself/herself to the umpires and captains before the start of the game.
 - (ii) A laptop computer configured with PCS PRO. The DLS Manager should ensure that the latest version (which also contains the latest DLS version) is in use, as there are regular updates, some of which may be during the season.
2. If the captain of either side requires a copy of the DLS par score table, they shall provide the **HOME** scorer with a contact phone number and/or email address to which the table can be sent as a pdf document. The pdf is to be produced through PCS PRO as an over-by-over table. Alternatively, captains may take their own picture from the scorer's PCS PRO screen **during the innings break or any subsequent interruption** but not during match play.
3. After any hold up in play, the umpires shall notify the scorers and the DLS Manager of the number of overs lost. The DLS Manager and the scorers shall enter the "interruption" and perform any calculations/produce the par score tables (over-by-over version) as required at that time.
4. If the DLS Manager is not the scorer, he/she must understand the DLS method and must produce the DLS calculations himself/herself or check the calculations produced by the scorer. The calculations/tables shall be produced through PCS PRO or using the ICC Coda. The PCS Apps shall not be used as they do not produce a par score table. No other software for DL or DLS shall be used, as its accuracy may not be verified.
5. The umpires are only responsible for recalculating the overs and giving these details to the scorers and the DLS Manager, but both umpires shall satisfy themselves as to the correctness of all such calculations before allowing further play to take place.

6. It is the responsibility of the **HOME** team to make available to the captains and umpires an electronic set of par score tables showing the par score at the end of each over according to how many wickets have been lost. This table shall be produced before the beginning of the innings of the side batting second in all limited overs matches and shall be revised after every interruption/loss of overs with an amended table being available, on request, to each captain and to the umpires before play is re-started.
7. From the beginning of the innings of the side batting second in all limited over matches, the DLS par score at the end of the over in progress shall be displayed on the scoreboard and updated whenever it changes, i.e. at the end of the over or when a wicket falls.
8. Failure to carry out steps 6. and 7. above shall be reported by the umpires to the General Manager. He, in turn, shall report the facts to the Cricket & Registration Committee which has the power to impose points and/or financial penalties as it sees fit.
9. Any dispute between the scorers and the DLS Manager 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.
10. Should PCS PRO or the ICC Coda be unavailable and there is an interruption, due to inclement weather or other unavoidable cause, the match shall be won by the side with the higher average run rate at the end of each innings. The umpires will report the breach to the General Manager and he shall report the facts to the Cricket & Registration Committee which has the power to impose points and/or financial penalties as it sees fit.

Match Result Reporting Procedure in all Competitions

Both sides must ensure that their squad details have been entered on to the BDPCL play-cricket.com website 24 hours prior to each match they play.

The **HOME** side is responsible for ensuring that the result and full scorecard details are entered on to the BDPCL play-cricket.com website immediately after the match. The **AWAY** side shall confirm that the summary result has been correctly entered within 24 hours of completion of the match.

If for any reason it has not been possible to upload the result and scorecard to the BDPCL play-cricket.com website at the end of the match, the **HOME** side is responsible for reporting the result to the General Manager within 30 minutes of the completion of the match.



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