



LIGA NACIONAL De CRICKET De ESPAÑA
NATIONAL ESPANA CRICKET (CE) LEAGUE 2017

ECCL Division One

PART TWO

PLAYING CONDITIONS (45 OVERS)

The Laws of Cricket 2000 Code 6th Edition – 2015 will apply except when varied below. Where this code has been amended competition regulation has been added in brackets to help identify the change. Where the current law is quoted, either in part or full, the phrase ‘Laws 2015’ follows the text.

1. Duration of Matches

1.1 All Matches

Matches will consist of one innings per side and each innings will be limited to 45 overs.

All sides are to complete the bowling of their 45 over’s within 3 hours playing time.

2. Hours of Play and Intervals

Start times vary at request of participating clubs travelling long distances. Please adjust information in this section for 9.00am or 10.00 am and 11.00 am starts. The example below is for a 11.00 am start.

2.1. Start and Cessation Times

- (a) Scheduled start of play will be 11:00
- (b) Scheduled finish of first innings – 14:00
- (c) Interval - 45 minutes
- (d) Scheduled start of second innings – 14:45
- (e) Cessation of play – 17:45

2.2 Sessions of Play and Interval between Innings

There will normally be two sessions of play of 3 hours each, separated by an interval of 45 minutes or a lesser time if agreed between the captains and the Umpires.

If the innings of the team batting first is completed within 30 minutes of the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. If the innings of the team batting first is completed more than 30 minutes prior to the scheduled interval a ten-minute break will occur and then the team batting second will commence its innings. Thereafter, the interval will occur as scheduled.

Where the innings of the side batting first is delayed or interrupted, the umpires will reduce the length of the interval. In the event of time being lost up to and including 60 minutes in aggregate, the length of the interval shall be reduced from 45 to 30 minutes. In the event of more than 60 minutes being lost in aggregate, the duration of the interval shall be agreed mutually by the umpires and both captains, subject to no interval being more than 30 minutes duration or less than 10 minutes duration. In the event of disagreement, the interval shall be of 25 minutes duration.

2.3 Interval for Drinks

Two drinks intervals (maximum 5 minutes per interval) per session shall be permitted, each taken after 15 and 30 overs have been bowled. The provision of Law 15.9 shall be strictly observed, except under conditions of extreme heat the umpires may permit extra intervals for drinks.

The time taken for drinks will not be counted as playing time and any time taken will be added onto the time allocated for the completion of the innings. Umpires must ensure that the time taken for drinks is kept to the absolute minimum.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No drinks will be

taken onto the field of play without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket whites.

N.B. Scheduled start and cessation times may be varied at the discretion of the League Committee prior to the League commencing. However, any such re-scheduling should allow for all matches to commence and conclude at the same time.

3. **Appointment of Umpires**

The CE Umpire Representative will appoint Regional Umpire Co-ordinators for the respective Leagues. The Regional Umpire Co-ordinator will be a member of the Regional League Committee. If only one umpire is appointed or none (insufficient umpires available) clubs are to provide their own.

4. **Length of innings**

4.1 **General regulations for uninterrupted matches**

- a) Each team shall have the opportunity to bat for **45** overs. If they are dismissed before the completion of these **45** overs or a result is reached, the remaining overs will not be bowled.

If the side batting first are dismissed before the completion of their **45** overs, then for all subsequent purposes they are deemed to have faced their full quota of overs.

If the team batting first are dismissed before the completion of their **45** over's the team batting second are entitled to have the opportunity to bat for **45** over's except as provided for in (c) below.

- b) Law 42.9 (Time wasting by fielding side) will **not** apply in the **1st Innings** and is replaced by the following:

The umpires will monitor the over rate as the innings progresses and will inform the fielding captain, at appropriate times, if the over rate is showing signs of slowing down to an unacceptable level. The umpires will take into account any circumstances that are outside the control of the fielding side when making this judgment (e.g. delays caused by the batting side: extended time taken to retrieve the ball: delays caused by serious injury(ies).)

If the team fielding first fail to bowl the required number of overs by the scheduled time for cessation of the first session, play will continue until the required number of overs has been bowled.

Unless otherwise determined by the two Umpires the innings for the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for the cessation of the first session. The over in progress at the scheduled cessation of time shall count as a complete over.

The Umpires may increase the number of overs to be bowled by the team bowling second if they are of the opinion that events beyond the control of the team bowling first prevented them from bowling the required number of overs. This decision will be made before the start of the 2nd innings.

- c) If the team batting first is all out and lose their last wicket at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval. (The over in which the last wicket falls is to count as one complete over.)
- d) If the team fielding second fails to bowl **45** over's by the scheduled cessation time the hours of play shall be extended until the required number of overs have been bowled or a result reached.
- e) 6 penalty runs will be awarded to the opposing side for each complete over not bowled within the scheduled time.

The umpires will monitor the over rate as the innings progresses and will inform the fielding captain, at appropriate times, if the over rate is showing signs of slowing down to an unacceptable level.

The umpires will take into account any circumstances that are outside the control of the fielding side when making this judgment (e.g. delays caused by the batting side: extended time taken to retrieve the ball: delays caused by serious injury (ies).)

If, having taken the above action, the umpires feel that no effort is being made to rectify the situation application of Law 42.9 will be made.

In the event of overs not being bowled within the scheduled time limit, 4.1(d) will be enforced.

4.2 General regulations for delayed or interrupted matches

- a) The object must always be to arrange the number of overs so that both sides have the opportunity of batting for the same number of overs.

When a recalculation of overs is necessary, this calculation will be based on:

- **the total playing time remaining** in the match and will be calculated using 15 overs per hour as the norm (4 mins = 1 over)
- where this calculation results in a part over – this figure will be rounded up to the next whole figure.

No re-arrangement of overs will take place until more than 60 minutes (or a figure determined by the Umpires), in aggregate, of playing time has been lost. (Hence the cessation of play during a delayed or interrupted match can be extended by 1 hour.)

- i) Under this clause the shortest match that can be arranged is **18** over's per side. Any re-calculations that result in a match that **would start** with less than **18** over's **per side** means that the only match that can take place will be that as provided for in 4.2(a)(iv) below.
- ii) If, during the match, any recalculations result in **BOTH** sides receiving less than **18** over's then the match is abandoned.
- iii) If, during the match, any recalculations result in only one side receiving less than **18** over's the above clauses 4.2(a)(i)(ii) do not apply, and clause 4.3(b) comes into operation.
- iv) in the situation where no play is possible before 18:00 a match of 10 overs per side shall be played if ground conditions allow. (Clauses 5.3 and 5.4 in paragraph 5 - restrictions on the placement of fielders - will not apply.)

- b) If either side is dismissed before the completion of their agreed allocation of overs, it is deemed that they have faced their full quota of overs and any subsequent calculations e.g. Over Run Rate (ORR), will be based on their having faced their full quota of overs.
- c) If the team batting first are dismissed before the completion of their allocated overs the team batting second are entitled to bat for their full allocation except as provided for in 4.1(c) above.
- d) Even though a match may be reduced in length the principles laid out in 4.1. (b), (c), (d), and (e) above still apply. Any contravention of these Regulations will still attract the relevant penalties. The fact that a match is reduced in length does not negate the requirement that the overs have to be bowled within the laid down time limits – even though these limits will differ according to the unique circumstances surrounding a particular match.

4.3 Delay to the start of, or interruption during, the 1st innings

- a) Any recalculation of overs based on 4.2(a) will be divided by two and any odd over ignored. e.g. A recalculation that gives 49 overs remaining (and taking into account the 20 overs that have already been played) would give a match total of 69 overs means that the match is now one of 34 overs per side.

Where the situation arises that, having done this calculation, the side batting first have already exceeded the new innings total for each side, their innings will be terminated immediately. The side batting second will receive the balance of the overs. e.g. match reduced to **50** overs in total (**25** each) but side batting first have already received **28**. Side batting second will bat for **22** ($50 - 28 = 22$).

The target score for the side batting second will be calculated using the principles as laid down in 13.1(c) The Result. e.g. in the above – side batting first score 110 in their 28 overs giving ORR of 3.92. Target score for side batting second is $22 \times 3.92 = 86.24 = \mathbf{87}$.

- b) In order to constitute a match the side batting second must have the opportunity of facing a minimum of **40%** of the agreed number of overs made available to them at the start of their innings. Any subsequent recalculation of overs during the 2nd innings that results in the side batting second not having the opportunity to bat for **40%** of the overs made available at the start of their innings will result in the game being abandoned as a No Result.

(For the purposes of this Regulation – where the allocated overs are an odd number the figure arrived at by taking **40%** will be rounded up to the next whole figure.)

4.4 Interruption after 1st innings of 45 over's has been completed

Where the side batting first have completed their **45** over innings the side batting second must have the opportunity to bat for **18** over's in order to constitute a match. Recalculation of overs during the 2nd innings that results in the side batting second not having the opportunity to bat for **18** over's will result in the game being abandoned as a No Result.

4.5 Reduced Overs Match – From Start of Play

In a reduced overs match there shall be no adjustment of the points system.

5. Restrictions on the Placement of Fielders

- 5.1 Two semi-circles shall be drawn on the field of play. The semi-circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles is **27.5m or 30 yards**. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by continuous painted white line or ‘dots’ at 4.5 m intervals, each ‘dot’ to be covered by a white plastic or rubber (but not metal) disc measuring 18 cm in diameter. **These discs will NOT be fixed to the ground by means of a nail/pin or any other dangerous, sharp object.**
- 5.2 Throughout the whole game **there must never be more than five fielders on the leg side** from the instant of delivery until the striker has played at, or had the opportunity to play at, the ball.
- 5.3 **For the first 13 over’s only two fielders are permitted to be outside the field restriction marking at the instant of delivery.**
- 5.4 For the remaining overs, **4 fielders plus the bowler and wicket keeper** must be inside the field restriction marking at the instant of delivery.
- 5.5 In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 5.3 and 5.4 above shall be reduced proportionately in a ratio of 13:45 in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

Original match length of 45 over's							
Amended Overs	Fielding restrictions	Amended Overs	Fielding restrictions	Amended Overs	Fielding restrictions	Amended Overs	Fielding restrictions
1	0	13	3	25	7	37	11
2	0	14	4	26	7	38	11
3	0	15	4	27	8	39	11
4	1	16	4	28	8	40	12
5	1	17	5	29	8	41	12
6	1	18	5	30	9	42	12
7	2	19	5	31	9	43	12
8	2	20	6	32	9	44	13
9	2	21	6	33	9	45	13
10	3	22	6	34	10		
11	3	23	6	35	10		
12	3	24	7	36	10		

Where the number of overs for the team batting second is reduced (including under the provisions of clauses 4.1.(b) and/or 4.1.(c) above), the aim will be to maintain the restrictions in 5.3 and 5.4 above for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

- 5.7 In the event of infringement of any of the above fielding restrictions, the striker’s end umpire (umpire at square leg) will call and signal “No Ball”.

6. Number of Overs Per Bowler

No bowler shall bowl more than 9 over's in an innings.

If the start of the match is delayed and the overs are reduced for both teams, no bowler may bowl more than one fifth of the total overs allowed. Where the total overs are not equally divisible by 5, one additional over shall be allowed, to as many bowler's as is necessary, in order to make up the balance.

e.g. in a game reduced to 29 Overs per side, and using 5 bowler's, their allocations would be: $6 - 6 - 6 - 6 - 5 = 29$.

In a match where the innings of either or both sides is reduced after the start of the match, the maximum number of overs allowed per bowler shall remain as at the start of the match.

In the event of a bowler becoming ill, injured or suspended thus being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

7. Law 2. Substitutes and runners

Law 2.1 will apply with no amendments (Laws 2003)

8. Law 2.5 Fielder absent or leaving the field

Law 2.5 shall apply as modified - 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 on to the field during a session of play without consent of the umpire. The umpire shall give such consent as soon as practicable (Laws 2003).

If the player is absent from the field for 15 minutes or longer:

- (a) the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent (Laws 2003).
- (b) the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or if earlier, when his side has lost 5 wickets (competition regulation).

The restriction in (a) and (b) above shall not apply if the player has been struck an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field for medical attention (in the case of a bowler, this dispensation shall apply only once in respect of any one external injury) (competition regulation). Nor shall it apply if the player has been absent for exceptional and acceptable reasons (other than injury or illness) and consent for a substitute has been granted by the umpire (competition regulation)

Note: Time lost for an unscheduled break in play shall be counted as time on the field, for any fielder, provided that fielder comes onto the field of play immediately play resumes (Laws 2003).

9. Law 14 Declaration and Forfeiture

Law 14 will not apply in this Competition. The captain of the batting side may not declare his innings closed at any time during the course of a match nor can he forfeit an innings (competition regulation).

10. Wides and No Balls

10.1 Law 25.1 Wide Ball - Judging a Wide

No delivery will be called wide if

- it comes into contact with the striker's bat or person or
- is called as a No ball (Laws 2003)

For all other deliveries the following interpretation will apply:

Off side Wides

Two white lines will be painted joining the bowling and popping creases. Each line will be parallel to the Return Crease and will be 35 inches from the centre of the middle stump. (see Appendix A).

Any delivery that passes **over** or **outside** of this line will be called wide by the umpire.

It does not matter that the striker may move thus bringing the ball into an area where he could play a normal cricket stroke – it will still be a Wide (competition regulation).

It will also be a Wide if the batsman moves away from the ball and it passes over or outside of this white line (competition regulation).

Leg side Wides

The line markings mentioned above **do not** apply to leg side deliveries. A ball will be judged as Wide if it passes the striker behind his legs when standing in a normal guard position (competition regulation). If the striker moves across to the off side to play the ball and the ball passes behind his legs the umpire will have to imagine the profile of the striker standing in a normal guard position, and only provided that the ball would have passed behind this profile, will he call it Wide. If the ball would have hit this profile it will not be a Wide (competition regulation). But if the ball is pitched on middle or leg stump and turns and passes behind his legs or profile, then he would call it a Wide.

Umpires are instructed to apply a consistent interpretation in regard to this Law

Umpires should try and be consistent:

- in their own interpretation
- with the interpretation of their colleagues
- with the interpretation adopted throughout the whole League.

11. Law 42.6 Dangerous and unfair bowling

11.1 Law 42.6 – The Bowling of Fast Short Pitched Balls

Law 42.6 (a) shall be replaced by the following:

- a. A bowler shall be limited to one fast short-pitched delivery per over.
- b. 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 crease.
- c. The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- d. In addition, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- e. For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over.
- f. In the event of a bowler bowling more than one fast short-pitched delivery in an over, the umpire at the bowlers 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 head with the other hand.
- g. If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- h. If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- i. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off 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.
- j. The bowler thus taken off shall not be allowed to bowl again in that innings.
- k. The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- l. The umpires will then report the matter to the ECCL League Committee who shall take such action as is considered appropriate against the captain and the bowler concerned (refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains).

11.2 Law 42.6 (b) Bowling of High Full Pitched Balls

Law 42.6 (b) shall be replaced by the following:

- a. Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- b. A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- c. In the event of a bowler bowling a high full pitched ball (beamer), the umpire at the bowler's end shall, in the first instance, call and signal no ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- d. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off 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.

e. The bowler thus taken off shall not be allowed to bowl again in that innings.

f. The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.

g. The umpires will then report the matter to the ECCL League Committee who shall take such action as is considered appropriate against the captain and the bowler concerned (refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains).

11.3 Foot Fault No Ball

A foot fault no ball will result in the next ball being a free hit.

Captains may only change the field placements if the batsmen have changed ends. If the next ball is not a legal ball (i.e. wide or no ball) the free hit is carried forward until such time as a legal ball is bowled.

This law will be enforced with the proviso that the criteria in 11.2 above will apply when judging the legality of the full pitch delivery (competition regulation).

12. The Ball

The Regional League will provide 2 new balls for each match.

The Regional League will provide a selection of replacement balls at all playing venues.

A new ball will be used at the start of each innings.

The umpires will decide if and when a ball becomes unfit for use. They will be the sole judges of both when it should be replaced and the selection of the replacement. They will inform the fielding captain and batsmen at the crease of their decision (Laws 2003).

The Umpires will forward a report to the League Committee of any ball tampering during any league game. The Umpires will inform both Captains (and the player concerned if identified) at the time of the incident and the ball will be replaced.

13. **Match and League Results**

- a) When there is no interruption after play has commenced and when both sides have had the opportunity, subject to the provisions of 4.1 (c) above, of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.
- b) For each game, 10 points shall be awarded to the winning team. In the event of a tie, the team losing the least number of wickets shall be the winner. In the event that the number of wickets lost are equal then 5 points shall be awarded to both teams along with the accrued bonus points. A win with maximum batting and bowling bonus points will secure 20 points.
- c) If any team fails to fulfil a fixture on the fixed dates on the fixture list, 20 points shall be awarded to the opposing team. In addition, the offending team will be deducted 20 points.

- d) If at any stage in a game a team refuses to play when instructed to do so by the Umpires, 20 points shall be awarded to the other team.
- e) If at any stage in a game both teams refuse to play when instructed to do so by the Umpires, no points shall be awarded to either team and 20 points will be deducted from both sides.
- f) In order to commence a Match a side must have a minimum of 6 players available in order to start the fixture.
- g) Playing a non CE registered player shall incur a 10 point deduction.
- h) The Home Team failing to send Match Report Form to Secretary within 72 hours shall incur a 4 point deduction.
- i) Prior to implementing the rule below the umpires shall obtain reasons for the late arrival of a team and take into account exceptional circumstances.

Any team not available to start the match at the appointed time will lose one over for every completed 4 minutes until such time as they are available to commence the match. The opposition will, however, be entitled to bat for the full 45 overs. I.e. if a team arrives 20 minutes late then that team will lose 5 overs (20 divided by 4) and will only be permitted to bat for 40 overs instead of stipulated 45 overs. The opposition will be entitled to bat for the full 45 overs.

- j) Batting bonus points will be awarded as follows:

- i) 1 (one) point for the first 75 runs scored then an additional 1 point for every 50 runs scored subject to a **maximum** of 5 points i.e. a total of 275 runs scored.

Runs	Points	Wickets Remaining Bonus Points				
		10 wkts	9/8 wkts	7/6 wkts	5/4 wkts	3/2 wkts
1-74	0	5 pts	4	3	2	1
75-124	1	4	4	3	2	1
125-174	2	3	3	3	2	1
175-224	3	2	2	2	2	1
225-274	4	1	1	1	1	1
275+	5	0	0	0	0	0 pts

- k) In addition to batting bonus points, **Bowling bonus points** will be awarded as follows:
 - i) 1 (one) point for every 2 wickets taken to a maximum of 5 points.
- l) In an abandoned match 10 points shall be awarded to both teams. Bonus points do NOT count.
- m) The team qualifying for the Regional Finals shall be the team with the highest number of points. In the event of a tie in the number of points between two or more teams in the League, the team that has won the most games shall qualify for the Regional Finals. In the event of a tie in the number of games won, the team who has

won the head to head matches will qualify. If the head to head games are equal then the team which has secured the most bonus points throughout the season will qualify for the Regional Finals. If the Bonus points are equal a playoff match will be arranged to decide the League champions.

- n) If a match is abandoned before it has been played to a conclusion, and the team batting second has received its minimum number of allotted overs (as laid down in 4 above), the result shall be decided by over run rate. The side with the higher ORR will be the winner.

If the ORR is the same the side losing the lesser number of wickets in the first 20 overs of each innings will be the winner. If this is still equal a count back system will apply until a winner is found. i.e. side losing the lesser number of wickets in the 19th over – counting back until an over is reached whereby the number of wickets lost differs.

- o) All matches, in which both teams have not had the opportunity of batting for the minimum number of overs as laid down in 4 above, shall be decided by 13.1(q).
- p) In the event of it not being possible to achieve a result with the above, the match will be recorded as:
- i) in a League match – No Result (10 points to each team)
 - ii) In a Play off match – the winner will be the team who has the best Net Run Rate, of the two teams, going into the match.

Dates given in the league programme for all matches will be strictly adhered to by all clubs.

THIS DOCUMENT SHOULD BE READ IN CONJUNCTION WITH ECCL LEAGUE COMPETITION RULES PART ONE.

APPENDIX A

