

**LEAGUE RULES - SECTION THREE
RULES OF PLAY FOR LEAGUE MATCHES**

1. Each match shall be a maximum of 90 six ball overs for Divisions 1 & 2 and 80 overs for Division 3 & 4.
2. The first innings shall consist of no more than 50% of the allotted overs.
3. If the side batting first are dismissed or declare their innings closed before they are deemed to of completed their allotted overs.
4. Starting times of matches are as published in the Annual League Rules and Fixtures Handbook.
5. Delayed Start In the event of a delayed start due to adverse conditions, for every complete 7 minutes lost, two overs will be deducted from the total number to be bowled, except for the period between 3.50pm and 4:00pm (minor adjustment necessary to ensure compliance with a rescheduled start time within the 150 minute rule and matches to consist of a minimum 50 overs).

Please note that details shown here assume a scheduled start time of 1pm but the same criteria would apply in the case of earlier scheduled start times.

Play starts at:-

1.00pm	90 over match	(1st innings - maximum of 45 overs)
1:07pm	88 over match	(1st innings - maximum of 44 overs)
1:14pm	86 over match	(1st innings - maximum of 43 overs)
1:21pm	84 over match	(1st innings - maximum of 42 overs)
1:28pm	82 over match	(1st innings - maximum of 41 overs)
1:35pm	80 over match	(1st innings - maximum of 40 overs)
1:42pm	78 over match	(1st innings - maximum of 39 overs)
1:49pm	76 over match	(1st innings - maximum of 38 overs)
1:56pm	74 over match	(1st innings - maximum of 37 overs)
2:03pm	72 over match	(1st innings - maximum of 36 overs)
2:10pm	70 over match	(1st innings - maximum of 35 overs)
2:17pm	68 over match	(1st innings - maximum of 34 overs)
2:24pm	66 over match	(1st innings - maximum of 33 overs)
2:31pm	64 over match	(1st innings - maximum of 32 overs)
2:38pm	62 over match	(1st innings - maximum of 31 overs)
2:45pm	60 over match	(1st innings - maximum of 30 overs)
2:52pm	58 over match	(1st innings - maximum of 29 overs)
2.59pm	56 over match	(1st innings - maximum of 28 overs)

For play to commence after 3:00pm (ie: in excess of 120 minutes after the scheduled start time), - tea must have been taken

3:06pm	54 over match	(1st innings - maximum of 27 overs)
3:13pm	52 over match	(1st innings - maximum of 26 overs)
3:20pm-4:00pm	50 over match	(1st innings - maximum of 25 overs)

No game shall commence more than 150 minutes after the scheduled start time

6. Interruptions in play

- a) Once a game has begun, (delayed or otherwise) aggregated time lost for adverse playing conditions up to a total of 30 minutes at any stage in the match, will NOT affect the number of overs to be bowled.
- b) The number of overs to be bowled will already have been established either by the match proceeding as scheduled or by reference to the Delayed Start Rules at Para 5, if applicable.
- c) Once 30 minutes playing time has been lost, any additional time lost will result in overs being deducted from the previously established allocation of overs of the team BATTING SECOND ONLY.
- d) The overs deduction will be on the basis of 1 over for every complete 3.5 minutes lost. No overs are to be deducted during the time taken for the tea interval or if the stoppage is caused by problems due to the sun.

- e) In games where overs have been deducted as shown above, the team batting first may declare as per Para 8 (b) below.
- f) If a match, having started, is then affected by adverse weather as per (C) above, a 10 point win can still be achieved provided that the team batting second receives an equal number or more overs than the team batting first.
- g) Where there is an imbalance of overs in favour of the team batting first, then a 10 point win can only be achieved if the team batting first bowl out their opponents or if it's score is beaten by the team batting second.
- h) If the scores finish level, the match is tied and each team will receive 7 points plus any accrued bonus points.
- i) In all other circumstances, the match is deemed to be "incomplete" and each team will receive 7 points plus any accrued bonus points. This is usually referred to as a "Rain Affected Draw"

Please note- Duckworth Lewis is to be trialled in the Readers First Division, Bissenden, Hawke and T20 matches for the 2022 season EXISTING RULES (as above) apply to all other matches.

7. MATCH POINTS:

The scoring of points shall be as follows:-

- 10 points for a win
- 7 points for a tie or a draw with scores level or an incomplete game
- 7 points for an abandonment

8. BOWLING RESTRICTIONS:

In 1st and 2nd Division matches all bowlers shall be limited to a maximum of 12 overs per match. In 3rd and 4th Division matches all bowlers shall be limited to a maximum of 10 overs per match In a reduced overs game, a bowler may bowl a maximum of 30% of the allotted overs agreed APART FROM the 3rd and 4th Divisions where it is 30% of the allotted overs subject to the MAXIMUM of 10 overs.

45-40 overs	12 overs maximum
39-37 overs	11 overs maximum
36-34 overs	10 overs maximum
33-30 overs	9 overs maximum
29-27overs	8 overs maximum
26-25 overs	7 overs maximum

9. BONUS POINTS:

Batting:

- (a) A batting point shall be secured for the first 100 runs and one additional point for each subsequent 25 runs up to a total of 200 runs.
- (b) One point shall be secured by a winning side batting second for every two wickets standing at the end of the game provided that the total points awarded does not exceed 5 points. In addition, a team batting second and chasing a total of fewer than 100 runs, may lose one wicket without penalty that is, the full 5 batting points are awarded.
- (c) Batting Points will remain the same, except if before the match, it reduces to 35 Overs per side. In which case Batting Points will be awarded at 65, 90, 115, 140, and 175.
- (d) For clarity, once the match has started, the target for bonus points will be fixed, irrespective of any further delay which may cause a further reduction in Overs.

Bowling:

- (e) A bowling point shall be secured for the first 2 wickets taken with a further bowling point for each subsequent two wickets up to a maximum of five bowling points.

NB. Bonus points secured prior to the abandonment of a game shall stand.

10. Declarations

(a) A team batting first may declare on or after obtaining the maximum 5 batting points without forfeiting bonus points to the bowling side. If a team batting first declares before obtaining maximum batting points the outstanding batting bonus points are converted into bowling bonus points, for that innings, to the team batting second. A team batting second cannot declare.

(b) In games, subject to a deduction of overs due to adverse weather or playing conditions during the course of the first innings, the team batting first may declare at any stage without forfeiting bonus points to the bowling side.

11. 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, (a) the umpire shall be informed of the reason for his absence. (b) he shall not thereafter come on to the field of play during a session of play without the consent of the umpire. The umpire shall give such consent as soon as is practicable. (c) if he is absent thereafter for 15 minutes of playing time or longer, he shall not be permitted to bowl thereafter, subject to (i) below, until he has been on the field for at least the length of playing time for which he was absent.

(i) The time lost for an unscheduled break in play (excluding the tea/drinks intervals) shall be counted as time on the field of play for any fielder who comes on to the field at the resumption of play after the break.

(ii) N.B. Law 2.5 does not place any such restrictions on batsmen.

12. It is a requirement that teams bowl their 45 overs within a time allowance of 2 hours and 45 minutes from the scheduled start time of the match. In the event of a delayed start as per Para 5, then the adjusted time allowance is shown in the table reproduced below. Umpires should exercise discretion where there are stoppages for injuries, lost ball etc. and should, in these instances, adjust the time remaining". If the time allowance is exceeded without good reason, then the Umpire(s) will endorse the match report sheet accordingly and ensure that a 1 point deduction is recorded.

Persistent offenders will be subject to disciplinary action in the form of a fine or a points deduction.

Umpires and Captains must ensure that accurate start/ finish times are recorded on the match report sheet.

13. Fielding restrictions - At the instant of delivery, a minimum of four fielders (plus bowler and wicketkeeper) must be within an area bounded by two semi circles centred on each middle stump, each semi circle having a radius of 25 yards and joined by a parallel line on each side of the pitch.

(i) The fielding restriction area should be marked by painted white dots at 5 yard intervals each dot to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches in diameter.

(ii) In the event of an infringement, either Umpire shall call and signal "no ball", the usual penalty for a no ball will apply.

No Ball Beamer Delivery

A full pitched delivery over waist height will be called No Ball by the standing umpires but this will no longer result in an automatic warning being given. As is already the case with short-pitched bowling, the umpire will now decide whether a full-pitched delivery is dangerous, based on various factors such as the ball's speed, direction, repetition, and the ability of the batsman.

There is no longer a 'catch-all', but umpires are required to use their best judgement to determine whether it is dangerous. If it is dangerous, it will lead to a first and final warning. If not, it will still be a No ball, but there will be no warning."

(MCC Law Change from April 1st 2019)