

Kent Regional Cricket League - Playing Conditions 2018

These Playing Conditions are in addition to the League Constitution.

1. START TIME AND THE TOSS

1.1 All matches in which the format is of 92 overs, shall commence at 1.00 pm, until or after the 17th August, when they shall commence at 12.30 pm. All matches in which the format is of 80 overs, shall commence at 1.30 pm, until on or after 17th August, when they shall commence at 1.00 pm. In the event that both clubs are in agreement prior to the start of the season, then matches can start at 12.00 noon onwards. If any such fixtures are agreed to start earlier than the default time, then notification must be sent to the League Fixture Secretary before the 24th April.

1.2 Each team should provide a non-playing umpire for a League fixture. There is no penalty for not providing an umpire but it is expected that every side makes a reasonable effort to appoint an umpire who is familiar with the laws. In the event of only one umpire being present, they will do both ends, if and only if they agree to do so.

1.3 The toss is to take place at least 15 minutes before the appointed start time.

1.4 If a team does not provide an umpire, that side **MUST** provide members of their team to stand as the square leg umpire, or to share umpiring duties, at the discretion of the bona fide umpire. In the event of neither team providing an umpire, then each club will provide members of their team to undertake the umpiring duties at both ends throughout the innings in which they are batting.

1.5 A delayed start caused by a team's tardy attention to timeliness, and not by exceptional circumstances, will mean that team receiving one less over, when batting, for every 3 full minutes by which the start is delayed.

1.6 Even though arriving late, a player must be ready to participate in a match, at the very latest, by the start of the 24th over of the first innings. If fielding, the player must take the field of play by that time. If batting, the player or his captain must inform both umpires of his/her arrival before the 24th overs commenced. In an 80 over match, this rule shall be applied before the 21st over commences.

2. HOURS & DURATION OF PLAY AND OVER LIMITATION FOR BOWLERS

2.1 a) For the Premier Division - the normal duration of play shall be 92 overs.

2.1 b) For all other Divisions – the normal duration of play shall be 80 over matches. Confirmation of 'the duration of matches' for each division will be published by the League Management Committee prior to the start of the playing season.

2.2 The side batting first shall receive not more than 46 overs; or 40 overs in an 80 over match

2.3 The side batting second shall receive the balance of the overs, ignoring any odd balls. If a side chooses to declare before using all their allocated overs, then the same shall apply.

2.4 The two captains, in consultation with the umpires, may agree to reduce the number of overs from the outset if they believe that impending bad weather will prevent the completion of a match.

2.5 Umpires shall call the last over of each innings in such a way as to be understood by the batsmen, the captain of the fielding side and the scorers.

2.6 The playing time allowed for each full innings of 46 overs is up to 165 minutes (2 hrs 45 minutes). For a 40 over innings, the allowance is 140 minutes, (2 hrs 20 minutes).

2.7 The umpires shall have the power to make allowances for time lost during an innings for drinks breaks and matters beyond the control of the fielding side and to deduct such time from the time taken to complete the innings. It is within the Spirit of the Game for umpires to advise captains when they are falling behind the required over rate and, at the close of play, of the points to be deducted.

2.8 A side that fails to bowl the overs in the time allowed (after any agreed adjustments) shall have points deducted as set out in paragraphs 10.4 and 10.5.

2.9 A side bowling the opposition out within 2 hrs 45 minutes in a 46 over innings, or 2 hrs 20 minutes in a 40 over innings, will not be subject to any penalties.

2.10 In a match where the overs are reduced by agreement, the time allowed will be proportionally reduced.

2.11 A side cannot return a negative value of points in a match. In any such case, the return will be zero points.

2.12 There shall be a tea interval of 20 minutes which, unless the captains agree otherwise, shall normally take place between innings.

2.13 In the event of a delayed start due to adverse playing conditions, no overs shall be deducted for the first 15 minutes lost. Thereafter, the match shall be reduced in length by 2 overs for every 6 minutes lost. The side batting first shall receive not more than half the overs so determined.

2.14 No match shall start later than 2 hours after the appointed start time, nor be reduced to fewer than 56 overs in the 92 over divisions; 52 overs in 80 over divisions.

2.15 No match, once started, shall be reduced in length.

2.16 Any match in which the agreed number of overs have not been completed (e.g. due to stoppages for bad weather/light) and no result has been achieved, shall be deemed to have been abandoned.

2.17 No bowler shall be permitted to bowl more than the maximum number of overs allowed per bowler during an innings

2.18 If a match is reduced in length, the limit on overs-per-bowler shall be as set out below:-

Overs in reduced match	Over limit per bowler
90-92	12
82-88	11
74-80	10
66-72	9
58-64	8
Minimum 56 (92 over division)	7
Minimum 52 (80 over division)	7

2.19 If, during a match, a bowler is unable to complete an over for any reason, the remaining balls in the over shall be bowled by another member of the fielding side apart from the bowler who delivered the previous over or anyone who has completed their allotted number of overs . Any balls so bowled will count as a complete over in each bowler's over allocation.

2.20 In a match where the side batting second has a balance of overs the restrictions on bowlers remains unaffected and it remains that no bowler shall be permitted to bowl more than their permitted maximum.

3. FIELDING RESTRICTIONS

3.1 The following restrictions are applied in the Premier Division only of the KRCL league structure.

3.2 At the instant of delivery, a minimum of four fielders (plus the bowler and the wicket keeper) must be within an area bounded by two semi circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch. In the event of an infringement, the square leg umpire shall call 'No Ball'.

3.3 The fielding circle shall be marked with white plastic or rubber (not metal) discs measuring seven inches in diameter. It is the responsibility of the home team to ensure that the discs are in place prior to the start of the match.

4. SCORING OF POINTS

4.1 The winners of a match receive 15 points, irrespective of whether they batted first or second.

4.2 The losers of a match receive between 0 and 9 points depending on the margin of their defeat.

The allocation of points is as follows:

Defeat between	Defeat by	Points
1 and 9 runs	1 wicket	9
10 and 19 runs	2 wickets	8
20 and 29 runs	3 wickets	7
30 and 39 runs	4 wickets	6
40 and 49 runs	5 wickets	5
50 and 59 runs	6 wickets	4
60 and 69 runs	7 wickets	3
70 and 79 runs	8 wickets	2
80 and 89 runs	9 wickets	1
90 and more runs	10 wickets	0

4.3 Both sides will also receive bonus points for bowling with one point being awarded for every 2 wickets taken. Maximum bowling points will be 5 either for all 10 wickets or when a side is 'all out'. In the event of the side batting first declaring; only the points earned for wickets taken will be awarded.

4.4 In the event of the scores being level, each side receives 12 points plus any bonus points for bowling.

4.5 In the event of a match not being completed due to the weather, it will be classed as 'abandoned' and each side receives 10 points. There will be no bowling bonus points.

4.6 In the event of a team failing to fulfil a fixture, they will be deemed to have lost the match and will receive no points. They will also incur a penalty deduction of 5 points (paragraph 11.3). Their opponents shall be awarded 20 points.

5. NOTIFICATION OF RESULTS

5.1 The League will support the service provided by the play-cricket.com website and all match results will be input via this facility on which the League tables and League statistics will also be maintained.

5.2 All member clubs shall appoint an administrator to be a point of contact for the League's Results Secretary and to be responsible for all match results on each local website.

5.3 The home team in any match shall be responsible for the input of the result to its website by 12 noon on the Sunday following the game.

5.4 Similarly, the full scorecard for a match, other than a cancellation, shall be input by 12 noon on the Tuesday following the game.

5.5 The away side shall review the result and scorecard which has been input and shall either confirm that the information is correct or shall duly correct the information, as necessary by 12 noon on the Wednesday following the game.

5.6 All member clubs are expected to keep their database of players and squads updated on a weekly basis and to ensure all its results and scorecards are correct with regard to scores, named personnel and performance details.

5.7 When 'advertising/reporting' the results of matches, care needs to be taken at all times on opinions expressed to the press and on local websites. All reports must be in writing and must keep in mind the 'Spirit of Cricket' and must not lead to accusations of bringing the League or any member club/player into disrepute.

6 CONCEDED FIXTURES

6.1 If a team is unable to fulfil a fixture commitment, it shall ensure that its opponents and the League's Results Secretary are advised of that fact no later than 12 noon on the Thursday of the week in which the match is to be played. It is the club cancelling the fixture's responsibility to ensure that any messages are received and acknowledged. It is not sufficient to leave messages on mobile phones or answer phones.

6.2 In order to enable contact to take place, it is the responsibility of all clubs to ensure that at least 3 current sets of contact details are displayed on their play-cricket web site page. Reasonable representations for any

compensation by the non-offending team will be considered by the League, provided that their contact details were available. The offending club shall be liable for any expenses incurred by the other club involved to a maximum amount of £100.

7. CRICKET BALLS

7.1 The balls to be used for all League matches are those approved and provided by the League and shall be common across all divisions.

7.2 A new ball shall be taken at the start of each innings and shall be provided by the bowling side.

8. THE COVERING OF PITCHES

8.1 Pitches may be covered at any appropriate time.

9. TEAS

9.1 The home team will provide a suitable tea for consumption and will charge the opposition no more than £45 for this facility.

10. PENALTIES

10.1 Failure to give timely notice of match result and or any team which fails to comply with all the requirements on the notification of results (contained within paragraph 5) shall, on each occasion, incur a 5 point penalty deduction.

10.2 Failure to fulfil a fixture commitment shall, in addition to any other administrative penalty, incur a 5 point penalty deduction.

10.3 Slowness of play in 92 over match - a side that fails to bowl the overs in the prescribed time, after any allowance made by the umpires shall have points deducted as follows;

- | | |
|--------------------------------------------------|--------------|
| a) More than 2hrs 45 minutes but less than 3 hrs | one point |
| b) Between 3hrs and 3hrs 15minutes | two points |
| c) More than 3hrs 15 minutes | three points |

10.4 Slowness of play in 80 over match - a side that fails to bowl the overs in the prescribed time, after any allowance made by the umpires shall have points deducted as follows;

- | | |
|----------------------------------------------------------------|--------------|
| a) More than 2hrs 20 minutes but less than 2hrs and 35 minutes | one point |
| b) Between 2hrs and 35 minutes and 2hrs and 50 minutes | two points |
| c) More than 2hrs and 50 minutes | three points |

11. DISCIPLINE

11.1 Clubs undertake to abide by the Voluntary Code of Conduct.

11.2 Clubs undertake to abide by the League Disciplinary Procedure

11.3 Should there be any apparent conflict between the League Constitution, Code of Conduct and playing conditions, the League Constitution shall prevail.

12. CONDUCT AND BREACHES OF THE CONSTITUTION

12.1 The Management Committee shall have the power to take appropriate action against individuals or member clubs in the event of misconduct or breaches of either the Constitution or the Playing Conditions of the League.

12.2 These powers shall include, but shall not be limited to, the imposition of fines, the suspension of players, the deduction of points, the awarding of matches to the opposition, and the relegation of an offending Club.