LCF Knock Out Cup Competition 2018

Playing Conditions

All matches are to be played under the Laws of Cricket, except as otherwise provided for in these rules, and in accordance with the ECB Code of Conduct.

ECB Helmets and Fast Bowling Guidance

1. All players under the age of 18 must wear helmets as per ECB guidance. Written parental consent will not be accepted as a reason not to adhere to this regulation which applies to all LCF Competitions.
2. All players under the age of 19 must adhere to the guidance laid down in the ECB Fast Bowling Directives.

Duration

1. Normal hours of play will be 1.00pm – 7.10pm (Except for the final), or, with the agreement of both captains this may be amended to 2.00pm - 8.10pm.
2. Each innings shall be limited to 45 six ball overs.
3. The close of play shall be agreed by both captains and umpires prior to the toss for choice of innings.
4. If prior agreement is reached to start later than 1.00pm, the number of overs per innings must not be reduced to a figure below 45 overs.

Interval

The tea interval shall be 30 minutes, between the innings in an uninterrupted match. Should there be an interruption or delay, the length of the interval shall be agreed mutually between the umpires and both captains as long as the interval is not more than 30 minutes, or less than 10 minutes.

Additional Hour

Subject to ground, weather and light, in the event of play being suspended for any reason other than normal intervals, the playing time shall be extended by the amount of time lost up to a maximum of one hour.

- If the scheduled start time of the match is after 1.00pm this condition will NOT apply.

Rolling of the Wicket

Rolling of the wicket is permitted, but must not take place after the toss has been made - Law 9.
Rolling of the wicket can take place during the Interval for a maximum of 7 minutes at the request of the batting captain. The umpires are responsible for making sure this rule is adhered to.

Length of Innings

In uninterrupted matches each team shall bat for 45 overs unless all out earlier.

1. All sides are expected to be in position to bowl the first ball of the last over of their 45 over within 2 hours 50 minutes playing time. If the team fielding first fails to bowl the required number of overs by the scheduled time for the close of the first innings, play shall continue until the required number of overs has been bowled. Unless otherwise determined by the umpires, the team batting second shall only have available to it the number of overs bowled by the scheduled stoppage time of the first innings. The over in progress at the scheduled close time shall count as a completed over.
2. The interval shall be of full 30 minutes duration and the innings of the team batting second shall start thereafter. If the team fielding second fails to start its final allocated over by the scheduled close of the match it shall continue to bowl the full allocated number of overs but the batting side shall receive an additional 6 runs for each over not started at that time. If the penalty runs added under this provision take the team batting second beyond the total required for victory, the game will be over at that point. It is the responsibility of the captain to ensure that his team bowls their allocated overs within the playing time.
3. If the team batting first is all out, and the last wicket falls at or after the scheduled time for the commencement of the interval, the innings of the team batting second shall, subject to the discretion of the umpires as provided in 2), be limited to the same number of overs bowled to the team batting first at the scheduled time of the interval. The over in which the last wicket falls shall count as a complete over.
4. If the team batting first is dismissed in less than 45 overs, the team batting second shall be entitled to bat for 45 overs, except as provided in 2).
5. If the team bowling second fails to bowl 45 overs, or the rescheduled number of overs as provided for in 3). Or 5). by the scheduled cessation of the second innings, the hours of play shall, subject to ground, weather and light be extended until the required number of overs have been bowled or a result achieved.

Bad Weather

1. If bad weather delays the start of the match, or play is suspended during the first innings, the number of overs will be re-arranged so that each team bats for the same number of overs. This shall be calculated by deducting 2 overs for every full period of 7 Mins 30 Secs, to be deducted equally from each side.
2. If play is suspended during the second innings, 1 over shall be deducted for every full period of 3 Mins 45 Secs.
3. Each team must bowl 10 overs to ensure a result, unless the second innings is reduced in length through a slow over rate (rule – Bowling 5.) or the side batting second scores enough runs to win the match in 10 overs or less.
4. Captains and Umpires are reminded that they must agree on the covering of the pitch before the toss is made. Every effort must be made to protect the pitch before and during the match.

Bowling

1. A 'New' Grade 'A' Cricket Ball made in England must be used at the start of each innings. Each club is to bowl with its own ball.
2. In an uninterrupted match no bowler may bowl more than 9 overs.
3. If the start of a match is delayed and both teams are restricted to less than 45 overs, no bowler may bowl more than one fifth of the total overs allowed except when the number of overs is not dividable by five. Up to 4 bowlers may then bowl one extra over. E.g. at 32 overs, 2 bowlers may bowl 7 overs maximum for the other 6 overs.
4. If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings (2 hours 50 minutes for 45 overs), play shall continue until the required number of overs has been bowled.
5. Unless otherwise determined by the umpires, the team batting second shall only have available to it the number of overs that it bowled by the scheduled time for the cessation of the first innings. The over in progress at the scheduled cessation time shall count as a completed over.
6. The umpires shall have the discretion to increase the number of overs to be bowled by the team bowling second if both of them agree that events beyond the control of the team bowling first (including time wasting by the team batting first) prevented that team bowling the required number of overs by the scheduled cessation of the first innings.

Unfair Play

Law 41 will be applied in full with the addition of the following regarding **Dangerous and Unfair Bowling**

In addition to Law 41.6 the following regulations shall apply:

1. Any delivery, after pitching, which is clearly over the head of the striker standing upright at the crease, will be called No Ball. (Law 21.10)
2. A bowler shall be limited to one fast short pitched ball per over. (The Umpire at the bowler's end shall make it clear to both the bowler and the batsman when such a delivery has been bowled).
3. A fast short pitched ball is defined as a ball which passes or would have passed above the shoulder of the batsman standing upright in the crease.
   If this limit is exceeded the Umpire at the bowler's end shall call and signal "No Ball" on each occasion.
4. If the bowler exceeds his limit of short pitched deliveries in an over not only must the Umpire call "No Ball" but he must invoke the procedures of Law 41.6 in regard to cautioning the bowler indicating that this is a first and final warning.
5. If a bowler is "No Balled" a second time in the innings for the same offence the Umpire shall direct the captain of the fielding side to suspend the bowler immediately from bowling.

Restriction on Placement of Fielders

1. 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 of the semi-circles shall be 30 yards (27.43 metres). The semi circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by a continuous white line or 'dots' at 5 yard (4.57 metres) intervals. Each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7inches (18cm) in diameter.
2. At the instant of delivery, there may be no more than 5 fielders on the leg side.
3. The first 10 overs of each innings will be a compulsory power play.
4. Only two players are allowed outside the 30 yard circle for the first 10 overs at the instant of delivery.
5. After the compulsory overs have been completed, at the instant of delivery there must be 4 fieldsmen plus the wicket keeper and bowler within the 30 yard (27.43metre) outer circle.
6. In circumstances when the number of overs of the batting team is reduced, the number of power play overs shall be reduced in accordance with the following table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
7. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

Innings Duration	Powerplay Overs
10-15	3
16-20	4
20-25	5
26-30	6
31-35	7
37-40	8
41-43	9
44-45	10

Match Result

1. The side with the highest aggregate score will be the winners.
2. If the scores are equal at the end of the match, the side losing the least number of wickets shall be declared the winners.
3. If the number of wickets lost is still equal. The scoring rate on the first 30 overs (20 overs, 10 overs, 9 overs and then reducing by one over) should be considered until a result has been realised.

Interrupted Matches

4. In an interrupted match where the number of overs has had to be reduced, a result can only be achieved only if both teams have batted for at least 10 overs unless one of the teams has been all out in less than 10 overs or unless the team batting second scores the runs to win in less than 10 overs.
5. If, due to suspension of 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 (minimum of 10 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing. This will be calculated by using Duckworth Lewis Stern (DLS) Method in all rounds using Play-Cricket Scoring App/Scoring.
6. If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 10 overs or reached their target as calculated by the relevant method within the set number of overs), the result shall be decided by DLS Method in all rounds using the Play-Cricket Scoring App/Scoring Pro.
7. If a result cannot be achieved based on the above. Both teams, if free, can re-arrange for another date which could include a Midweek 45 Overs, or a Midweek (Min 20 Overs) game.
8. If a result cannot be achieved based on any of the above and where there is no other date on which to play the game, a bowl out (outdoors or indoors) will take place to achieve a result.

It is the responsibility of the host club to make sure that the Play-Cricket Scoring 'App/Pro' is available and that the 'Par Score' is clearly displayed on the scoreboard during the 2nd Innings prior to each over starting.

Both Teams/Umpires/Scorers need to familiarise themselves with how the 'App' works in the event of rain delays.

Bowl-Outs

If a match cannot be completed as above and both teams agree, then a bowl out using the following procedure can be used to determine the winning team:

The Umpires shall be in sole charge and their decision shall be final.

- Five players from each team, in the order nominated to the umpires, will each bowl two fair over-arm deliveries at a wicket and from a wicket (conforming to Law 8, e.g. including bails) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9).

- If the original match has started, the five cricketers to take part in the 'bowl-out' must be selected from the 11 players named on the team sheet.

- If there has been no play in the original match (i.e. the toss has not taken place), the five cricketers may be selected from any of the players in the squad as registered on Play-Cricket.

- The captains will toss a coin and the winner will decide which team bowls first.

- One umpire will stand at the bowlers end to adjudge 'no balls', the other will stand at square leg to remake the wicket and check the position of a wicket-keeper, he will also look for no balls (bowlers action) and for the ball pitching prior to the stumps.

- Each team will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

- The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval.

- If a bowler bowls a 'no ball' it will count as one of his two deliveries but will not count towards the score of the team. A fair delivery must pitch before reaching the wicket and only bounce once.

- The first bowler from 'Team A' will bowl two deliveries, then the first bowler from 'Team B' will bowl two deliveries, then the second bowler from 'Team A' will bowl two deliveries, etc.

- The team which bowls down the wicket (as defined in Law 29.1) most times shall be the winner.

If the scores are equal, the other players from each team will bowl, in the order nominated to the umpires, one ball each alternately to achieve a result on a 'sudden death' basis.

If circumstances make the bowl out impossible, the match shall be decided by the toss of a coin.

Straight after all games the winning team is responsible for notifying Paul Bryson (LCF Club and Community Cricket Manager) by text or email, and for putting the FULL scorecard onto Play-Cricket within 48Hrs. The losing team needs to verify the scorecard as being correct by ticking the appropriate area.

In the event of any disagreement, the decision of the LCF Chairman and/or Paul Bryson (LCF Club and Community Manager) shall be final.

The LCF Recreational Cricket Sub-Committee shall have the power to amend the Playing Conditions and Guidance Document from time to time.

Wide Ball

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

The following criteria should be adopted as a guide to Umpires:

- ❖ If the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a 'normal cricket stroke' both from where he is standing and from where he would normally be standing at the crease, the Umpire should call and signal 'wide'.

No Ball

1. Law 21.15 will apply except that the penalty for a no ball will be 2 runs.

Free Hit after a No Ball

1. The delivery following a no ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.
2. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the free hit is called wide ball.
3. Field changes are not permitted for free hit deliveries unless there is a change of striker.
4. The Umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

Bowler Breaking the Wicket in Delivering the Ball

1. Law 21.6 (The Finn Rule) will apply throughout the Competition.