

The Business Assistance (NW) Liverpool and District Cricket Competition

Rules for 1st, 2nd and 3rd XI Knockout Competitions - 2009

1. Draws

- (a) The draws for each competition will be on an open and not a regional basis.
- (b)
 - (i) The final of the 1st XI knockout (qualified by the name of a sponsor, if applicable) will be played on the first Sunday in September.
 - (ii) The final of the 2nd XI knockout (the Chester Cup) will be played on the second Sunday in September.
 - (iii) The final of the 3rd XI knockout (the Embee Trophy) will be played on the third Sunday in August.
 - (iv) The dates will be as above unless agreed otherwise by the Management Committee and the venues (grounds of one of the participating teams) will be determined when the draws for the competitions are made.

2. Fixtures

- (a) Dates will be laid down by the Management Committee for the playing of matches in each round. If matches cannot be completed by the dates laid down, an automatic 7 day extension (i.e. Monday to Sunday) will apply. If a result should not be obtained on the final day of the extension period, and the captains do not agree to the option contained in Rule 7(c) below, it will be necessary to toss a coin to decide the winner. In exceptional circumstances, a joint application for an extension supported by both clubs should be submitted to the Management Committee for consideration.
- (b) Each home team will offer the opposition three dates for ties, up to and including the semi final, the first date of which must provide at least eight days notice. These dates will include a minimum of two Sundays.
- (c) It is the responsibility of the home team captain to advise the Honorary Fixtures and Results Secretary and the Appointments Secretary of the MCCA of the date and details of each fixture.
- (d) 1st and 2nd XI Knockout matches should be played on the member club's main ground in accordance with Constitution Rule 9(a)(iii).
- (e) A club failing to raise a team and subsequently unable to fulfil the fixture, will not be entered in the following season's competition and will lose one third of any agreed sponsorship monies. The Management Committee decision will be final in the event of exceptional circumstances prevailing.
- (f) The Sunday dates as arranged by the League Cricket Conference for the semi final and final of the President's Trophy Competition shall be kept clear of all L&DCC 1st XI League and/or Knockout Cup fixtures.

3. Players

- (a) Playing Regulation 7 will apply to all matches.
- (b)
 - (i) Only regular bona fide playing members as registered with their club and the L&DCC will be eligible to play in the competition. A bonafide member is defined as a member who has been formally accepted as a member by the committee of that club and who has fulfilled the subscription requirements for the current season.
 - (ii) A player, although he be a bona fide member of a club represented in this competition but playing for another club in another Saturday or Sunday League, Association or Competition etc., shall not be considered eligible at any time.
 - (iii) No player will be allowed to play for more than one club in a season in this competition.

- (c) A player selected to play for the L&DCC's Representative XI in the League Cricket Conference President's Trophy quarter final or later round or the North West Colts Trophy semi final or final will not be allowed to play in a 1st, 2nd or 3rd XI Knockout or rearranged league fixture on the same day.

2nd XI Knockout:

- (d) A player who has played more 1st XI than 2nd XI league and knockout matches for his club up to any round will not be eligible for participation in the round in question (e.g. if a player has played ten matches, six in the 1st XI [4 league and 2 knockout], he will not be eligible).

3rd XI Knockout:

- (e) A player who has played more 1st and/or 2nd XI than 3rd XI league and knockout matches for his club up to any round will not be eligible for participation in the round in question (e.g. if a player has played ten matches, six in the 1st XI and/or 2nd XI [4 league and 2 knockout], he will not be eligible).

2nd and 3rd XI Knockouts:

- (f) In the event of a player playing for his club in two matches over a weekend at different levels, only the first match will count towards knockout qualification.
- (g) Matches played for his club in another Saturday or Sunday League, Association or Competition etc., (with the exception of the Merseyside and Southport Cricket Alliance) or its knockout competitions will not be considered for qualification in this competition.
- (h) If a player changes clubs within the L&DCC during the season, the number and category of matches played for any previous club in that season will be taken into account in assessing qualification for his new club.
- (i) For the purpose of this rule, a match will be defined as one in which a minimum of one ball has been bowled. If a match has been abandoned without a ball being bowled, it will not come into consideration for a player's qualification.

4. Umpires

1st XI Knockout:

- (a) Playing Regulation 8 will apply to the appointment of, reimbursement of expenses for, marking of and ground reporting by the umpires for all matches. For the final, travelling expenses will be paid by the L&DCC.
- (b) The umpires are responsible for ensuring all matches commence at the appointed time in accordance with Knockout Match Conditions 6(a)(i) unless advised otherwise by a member of the Management Committee.

2nd XI Knockout:

- (c) (i) Teams may request the MCUA to appoint umpires in the first two rounds.
- (ii) If the MCUA does not appoint the umpires, each team will appoint a competent umpire for the first two rounds. The MCUA will then appoint umpires for the third round, semi finals and final.
- (iii) The MCUA umpires' travelling expenses will be paid by the clubs BEFORE the start of the match, with the exception of the final when they will be paid by the L&DCC.

3rd XI Knockout:

- (d) (i) Each team will appoint a competent umpire for the first three rounds. The MCUA will then appoint umpires for the semi finals and final.
- (ii) The MCUA umpires' travelling expenses will be paid by the clubs BEFORE the start of the match, with the exception of the final when they will be paid by the L&DCC.

5. Tea interval

The tea interval of 30 minutes duration will normally be taken between innings. If tea has been taken at some other time, such as during a stoppage for rain, the interval between innings will not exceed 10 minutes. A tea interval taken during a stoppage for rain must be designated and entered on the scoresheet.

6. Match conditions

- (a) (i) Matches will commence at 1:30 pm with the possible exception of the final, and will consist of one innings per side with each innings being limited to 45 six ball overs in the Business Assistance Knockout Trophy and Chester Cup and to 40 overs in the Embee Trophy.
- (ii) Playing Regulation 3 - **Balls**, will apply to all matches.
- (iii) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings (3 hours for 45 overs in an uninterrupted innings of the Business Assistance Knockout Trophy and Chester Cup and 2 hours and 40 minutes in an uninterrupted innings of the Embee Trophy), play will continue until the required number of overs have been bowled. Unless otherwise determined by the umpires, the team batting second will 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 will count as a completed over.
- (iv) The umpires will 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 from bowling the required number of overs by the scheduled time for the cessation of the first innings.

Example: In the first innings, if the 44th over commences after the 3 hour limit, the 45 overs will be completed (unless side is all out) but the second innings will be limited to 43 overs.

- (b) Each captain can insist that both teams assemble at the venue for a ground inspection to be made prior to the start of the match. The decision as to whether the ground or weather and/or light conditions are fit for play will rest with the umpires appointed by the MUA who will be the sole judges both before the start of the match and throughout.
- (c) (i) If playing time is lost due to ground or weather conditions, either before play or during the first innings, the overs remaining for play will be rearranged so that each side bats for the same number of overs. This shall be calculated by deducting 1 over for every full period of 4 minutes to be deducted equally from each side.
- (ii) If playing time is lost due to ground or weather conditions during the second innings, the overs remaining in that innings will be based upon a reduction of one over for every 4 minutes lost, ignoring any fractions.
- (d) Each team must bowl 10 overs to ensure a result, unless the second innings is reduced in length through a slow over rate [6(a)] or, the side batting second scores enough runs to win the match in 10 overs or less.
- (e) Should suspension of play prevent the team batting second from receiving its full quota of overs, the overall run rate of the side batting first must be exceeded by the side batting second provided that 10 or more overs have been bowled and the side batting second has not lost wickets as follows:

more than 2 wickets	10 overs received
more than 3 wickets	10.1-15 overs received
more than 4 wickets	15.1-20 overs received
more than 5 wickets	20.1-25 overs received
more than 6 wickets	25.1-30 overs received
more than 7 wickets	30.1-35 overs received
more than 8 wickets	35.1-45 overs received
more than 8 wickets	35.1-40 overs received (Embee Trophy)

If the side batting second loses more wickets (than set out in the table above) before it reaches the total number of runs required, then the game ends on the fall of the next wicket, with the side batting first winning the match, irrespective of the scoring rates e.g.:

- (i) If 10 overs are to be received the game ends at the fall of the 3rd wicket, if the total number of runs required has not been reached.
 - (ii) If 33 overs to be received the game ends at the fall of the 8th wicket, if the total number of runs required has not been reached.
 - (iii) The match is over when either the adjusted total of required runs has been scored or the mandated number of wickets has fallen or the defined number of overs has been bowled. The mandated number of overs does not have to be bowled irrespective once the required number of runs has been scored or wickets have fallen ie the total runs required could be scored in less than the minimum number of overs.
- (f) The (2000 Code 2nd Edition - 2003) MCC Laws of Cricket will apply with the following exceptions:

(i) **Bowlers' overs limit**

- (a) If a match starts as a 45 over match, no bowler may bowl more than 9 overs (or if a match in the Embee Trophy starts as a 40 over match, no bowler may bowl more than 8 overs); this allowance will not be reduced if the number of overs is subsequently reduced. If the start of the match is delayed and both teams are restricted to less than 45 overs (or to less than 40 overs in the Embee Trophy), no bowler may bowl more than a fifth of the total overs allowed except when the number is not divisible by five. Up to four bowlers may then bowl one extra over (e.g. in a 32 over match, two bowlers may bowl 7 overs with a maximum of 6 overs for other bowlers.) These allowances will not be reduced if the number of overs in the second innings is subsequently reduced.
- (b) If a bowler is unable to complete an over, the remaining balls will be bowled by another bowler, such part of an over being counted as a full over so far as the replacement bowler's over limit is concerned.

(ii) **Restriction on field placements**

At the instant of delivery, a minimum of four fieldsmen (plus the bowler and wicketkeeper) must be within an area bounded by two semi-circles, one centred on each middle stump (each with a radius of 30 yards) and joined by parallel lines, one on each side of the pitch. In the event of an infringement, the striker's end umpire will call and signal 'no ball'. The fielding circle should be marked by painted white dots at five yards intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

(iii) **Wide ball**

Umpires are instructed to apply a very strict and consistent interpretation in regard to Law 25.1 in order to prevent negative bowling wide of the wicket.

(iv) **No ball**

Umpires will call and signal 'no ball' if the ball pitches and passes, or would have passed, over head height of the striker standing upright at the crease.

7. Result

- (a) The winning side will be as follows:
 - (i) The side which scores the most runs.
 - (ii) If the scores are level, the side which has lost the lesser number of wickets.
 - (iii) If still equal, the side with the higher scoring rate over the first 25 overs of its innings, or over the first 10 overs in a match restricted by virtue of Rule 6(c) above.

- (iv) If still equal, the side which has lost the lesser number of wickets during the first 25 overs of its innings, or over the first 10 overs in a match restricted by virtue of Rule 6(c) above.
 - (v) If still equal, the side with the higher scoring rate over 20 overs, 15 overs, 10 overs and then reducing by 1 over progressively should be considered until a result is obtained.
- (b) (i) In the event of weather conditions preventing the team batting second from receiving a full quota of overs, Rule 6(e) will apply.
- (ii) In the event of the team batting first being all out or declaring its innings closed in less than its full quota of overs, the calculation of its run rate will be based on the full quota of overs to which it would have been entitled (ie 45 overs unless in a match restricted by virtue of Rule 6(c) above) and will apply only where a team batting second has not had the opportunity to bat for the agreed number of overs.
- Example:** a total of 225 from 40 overs (in a 45 over match) has a scoring rate of 5.000 not 5.625 runs per over.
- (iii) If the team batting second is unable to bat for 20 overs due to weather conditions, the match will be replayed within the time limit in accordance with Rule 2(a) above. Should this not be possible, if the captains agree and in order to avoid the toss of a coin (see Rule 2(a) above), the match will be decided by a 'bowl out'.
- (c) The 'bowl out' will be organised thus:
- (i) The umpires will be in charge and their decision will be final.
 - (ii) Five players from each team will bowl two over arm deliveries, each delivery alternately with a member of the other team, at a wicket (conforming to Law 8) from a single stump pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9).
 - (iii) The side which bowls down the wicket (as defined in Law 28.1[a]) the most times will be the winner. If the scores are level, the same players will bowl alternately, in the same order as before, one ball each to achieve a result on a 'sudden death' basis.
 - (iv) The captains will inform the umpires of the names of the players of each side and of the order in which the players will bowl.
 - (v) The same suitably acceptable ball (not a new one) will be used by both sides.
 - (vi) Hits from 'full tosses' and 'no balls' will not be allowed but will count as a ball bowled as will a 'wide ball', therefore extra balls will not be allowed.
 - (vii) If the original match has started, then the five players nominated to take part in the 'bowl out' must be chosen from the eleven players selected to play in the match.
 - (viii) No player will be allowed to stand in front of or behind or tend the wicket in any way in order to act as a 'target' for the bowlers.
 - (ix) If, owing to circumstances, it is impossible to carry out the 'bowl out' on a grass pitch, an artificial surface may be used.
 - (x) As a last resort, if circumstances make the 'bowl out' impossible, the captains will toss a coin to decide the winner.
- (d) In the event of a team defaulting on a fixture in this competition for an unacceptable reason or playing an ineligible or unregistered player, the match will be awarded to its opponents.

8. Scorers

- (a) Each club will appoint a competent scorer for each match. Failure to provide competent scorers for both 1st and 2nd XI Knockout matches will result in a fine of £20.00 being imposed in respect of each failed appointment.

- (b) The scoreboard will indicate the number of the over in progress at all times except at the start of the 'last hour' in a league match when the number will revert to '1' and thereafter show the over in progress of the minimum 20 overs.
- (c) The home team's scorer will be responsible for completing all details of the score sheet within half an hour of the end of the match for signing by the umpires.

9. Telephoning of results to Fixtures and Results Secretaries

- (a) Each home team captain/scorer will be responsible for telephoning the respective Fixtures and Results Secretary **before 9:00 pm** on the evening of a match with:
 - (b) the line score together with number of overs bowled;
 - (c) the winner of the toss;
 - (d) brief details, giving scores over 30, 3 wickets or more, main partnerships, hat tricks etc.
 - (e) it will still be necessary to telephone the details even if a match was conceded, abandoned or if there was no decision.
 - (f) failure to telephone by the required time will result in the home team's club being fined the sum of £5.00.
- (g) Each member club is also responsible for ensuring that the result and full scorecard of each home league fixture is recorded on *ldccco.play-cricket.com* following the weekend's results. Failure to comply (thus affecting other member clubs with regard to up to date statistical information) will result in a fine of £5.00 being imposed on each occasion and the total withdrawal (at the discretion of the Management Committee) of ECB Funds.

10. Scoresheets

- (a) Scoresheets will be provided by the Honorary Fixtures and Results Secretary.
- (b) Each home team captain in all matches is responsible for ensuring that:
 - (i) the scoresheet is posted as soon as possible after the match in question using first class mail in order that it be received by the respective Fixtures and Results Secretary before 5:00 pm on the Wednesday following the match.
 - (ii) a completed sheet is submitted even if a match has been abandoned or conceded during play.
- (c) Failure to comply with the above will result in the home club being fined the sum of £5.00 and a further £5.00 if a sheet is received more than a week after the deadline.
- (d) All clubs are responsible for providing any information regarding matches played, as the Honorary Secretary may require from time to time, for the purposes of maintaining the records of the Committee and resolving complaints and disciplinary issues.