

# The Bridging Finance (NW) Liverpool and District Cricket Competition

## Rules for 1st, 2nd and 3rd XI Knockout Competitions - 2010

### 1. Draws

- (a)
  - (i) In the Bridging Finance (NW) Knockout and Chester Cup, groups of four are drawn so as to allow one team from each of the Premier, First and Second Divisions to be included. Group matches will be played on the first three Saturdays of the season.
  - (ii) Prior to the Group draw, two Group numbers will be drawn to select the two Group winners who will play off for a place in the quarter finals on a set date.
  - (iii) The quarter finals, semi final and final ties will be pre drawn.
- (b) The draw for the Embee Trophy will be on an open and not a regional basis.
- (c)
  - (i) The final of the 1st XI knockout (qualified by the name of a sponsor, if applicable) will be played on the second Sunday in September.
  - (ii) The final of the 2nd XI knockout (the Chester Cup) will be played on the first Sunday in September.
  - (iii) The final of the 3rd XI knockout (the Embee Trophy) will be played on the second 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 a 'bowl-out', 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) Once the date of an L&DCC Knockout Cup match has been agreed by two clubs (by whatever process of negotiation) the home team captain or the appropriate club representative shall post this fixture on *play-cricket* and confirm with an e-mail or letter to the away club (copied to the Fixture Secretary) advising of the date and details of the fixture. Once this has taken place the match then takes on the status of any fixture in the Handbook, i.e. it is fixed. Reserve dates shall only be a matter for discussion in the event of the agreed date being lost to weather, such loss being covered by 2(g) below.
- (d) 1st and 2nd XI Knockout matches should be played on the member club's main ground.
- (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.
- (g) 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 when appointed by the MCUA who will be the sole judges both before the start of the match and throughout.

### 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.
  - (iv) Category 3 (non-exempt) players are not allowed to play in the L&DCC KO competitions at all in 2010.
- (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 Cricket Competition and the Southport and District League) 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 such expenses 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 such expenses 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. 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.

## **7. Telephoning of results to Fixtures and Results Secretaries**

- (a) Each home team captain/scorer will be responsible for telephoning the Fixtures and Results Secretary within 8 hours of the scheduled start of the match - **before 9:00 pm** with:
  - (i) the winner of the toss;
  - (ii) the line score together with number of overs bowled;
  - (iii) the playing time for each innings; and
  - (iv) brief details, giving scores over 30, 3 wickets or more, main partnerships, hat tricks etc.
- (b) it will still be necessary to telephone the details even if a match was conceded, abandoned or if there was no decision.
- (c) failure to telephone by the required time will result in the home team's club being fined the sum of £5.00.
- (d) it is unnecessary to submit scoresheets to the Results Secretary but clubs may still prefer to enter their match details on a scoresheet for record purposes. A suitable sheet can be downloaded from the Bridging Finance (NW) L&DCC website.

## 8. Match conditions

### (a) General

- (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 Bridging Fiance (NW) Knockout Trophy and Chester Cup and to 40 overs in the Embee Trophy.
- (ii) Playing Regulation 3 - **Balls**, will apply to all matches.

### (b) Length of Innings

#### (i) **Uninterrupted matches** (i.e. matches which are neither delayed nor interrupted)

1. Each team will bat for 45/40 overs unless all out earlier. If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and Clause 8(c) will apply.
2. If the team fielding second fails to bowl 45/40 overs, by the scheduled time for the cessation of the second innings, the hours of play shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Clause 8(c) will apply.

#### (ii) **Delayed or interrupted matches**

1. To constitute a match, a minimum of 10 overs (20 overs in quarter-finals, semi-finals and final) has to be bowled to the side batting second, subject to the innings not being completed earlier.

#### (iii) **Delay or interruptions to the innings of the team batting first**

- 1.1 When playing time has been lost (see above) the revised number of overs to be bowled in the match shall be based on a rate of 4 minutes per over in the total time available for play. When calculating the length of remaining playing time available for the match the duration of the interval between innings will be taken into account.
- 1.2 Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
- 1.3 In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.
- 1.4 The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. (Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half).
- 2.1 The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- 2.2 A fixed time will be specified for the commencement of the interval and also the close of play for the match, by applying a rate of 4 minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play and the duration of the interval will be taken into account.
- 2.3 If this calculation produces a close of play time that is earlier than the original time for cessation of play, then one additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly.

- 2.4 If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.
- 3.1 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed, and Clause 8(c) shall apply. In all reduced overs matches both teams will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Clause 8(c) only - they do not influence the recalculated number of overs or the scheduled close of either innings.

(iv) **Delay or interruptions to the innings of the team batting second**

- 1.1 When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4 minutes per over in respect of the aggregated lost playing time.
- 1.2 However, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- 1.3 Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

(c) **Over Rate Penalties**

- (i) All sides are expected to be in position to bowl the first ball of the last of their 45/40 overs within 3 hrs playing time. In the event of them failing to do so, the full quota of overs will be completed and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match.
- (ii) If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second.
- (iii) All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- (iv) If the innings is terminated before the scheduled or re-scheduled cut off time, no over rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.
- (v) The Umpires shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpires are jointly responsible for informing the fielding Captain, the batsman and his Colleague of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway. (For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.)
- (vi) Over rate penalties apply only to innings of 15 overs or more duration.

(d) **Declarations**

- (i) 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.

(e) **Restrictions on the placement of fielders**

- (i) At the instant of delivery, there may not be more than 5 fielders on the leg side.
- (ii) In addition to the restriction contained in clause 8(e)(i) above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.
- (iii) The following fielding restrictions shall apply:
  - (a) Two semi circles shall be drawn on the field of play.
  - (b) 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 continuous painted white lines 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 7 inches (18 cm) in diameter.
- (iv) During the first 15 overs of either innings (known as Powerplay Overs) only three fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- (v) During the non-Powerplay Overs (normally 16 to 45, 16-40 in Embee Trophy), at the instant of delivery, no more than 5 fielders shall be permitted outside the fielding restriction area referred to above (i.e. 4 fielders (plus bowler and wicketkeeper) within the area outlined in 8(e)(iii) above.
- (vi) In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall not be reduced.
- (vii) At the commencement of the match and the 15 Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle prior to the call of 'Play'.

(f) **Number of overs per bowler**

- (i) No bowler may bowl more than nine overs (eight in an Embee fixture), however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. after 16 overs, rain interrupts play and the innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl 7 overs and three bowlers can bowl 6. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.
- (ii) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the uncompleted over.
- (iii) If a bowler breaks down and is 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.
- (iv) The number of overs bowled by each individual bowler shall be indicated on the scoreboard from the commencement of an innings (provided that this facility is available).

(g) **Law 24.12 - No Ball – Penalty**

- (i) Law 24.12 will apply except that the penalty for a No Ball will be 2 runs.

(h) **Free Hit following a Foot Fault No Ball**

- (i) In addition to 8(g) above, the delivery following a no ball called for a foot fault (Law 24.5) 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.
- (ii) For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball even if the delivery for the free hit is called wide ball.
- (iii) Field changes are not permitted for free hit deliveries unless there is a change of striker.

(i) **Law 25 - Wide Ball**

- (i) 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.
- (ii) A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.
- (iii) In 1st XI matches, any delivery adjudged as having passed through at (or wider than) a distance of 3 feet of the middle stump should be called a Wide Ball. Creases (white lines) shall be marked 3 feet either side of the middle stump parallel to the return creases and between the popping and bowling creases. A diagram can be downloaded from the Bridging Finance (NW) L&DCC website.

(j) **Short Pitch Bowling**

- (i) L&DCC Playing Condition 8 (c) (iii) shall apply.

**9. The Result**

(a) **No interruptions during play**

When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. The following will apply:

- (i) In the event of level scores in a Group match, no account shall be taken of wickets lost and each team will be awarded one point. (See 9(c) below).
- (ii) In the event of level scores in a quarter final, semi final or the final, the team losing the lesser number of wickets will be the winner.
- (iii) In the event of level scores in a quarter final, semi final or the final, if the result cannot be decided by (ii), the winner shall be the team with the higher score after 15 overs, or if still equal after 14 overs, or if still equal after 13 overs, etc.

(b) **Interruptions after start of match**

- (i) 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 10 overs, 20 overs in quarter finals, semi finals and final), 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) |

- (ii) 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 match ends on the fall of the next wicket, with the side batting first winning the match, irrespective of the scoring rates, e.g.:
  - (a) If 10 overs are to be received the match ends at the fall of the 3rd wicket, if the total number of runs required has not been reached.
  - (b) If 33 overs to be received the match ends at the fall of the 8th wicket, if the total number of runs required has not been reached.
- (iii) 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, (20 overs in quarter finals, semi finals and final), the result shall be decided as in (ii) above.
- (iv) In the event of level scores in a quarter-final, semi-final or the final no account shall be taken of wickets lost and the Captains may, if circumstances (outdoors or indoors) permit, agree (in case of disagreement the Umpires shall decide) to the following form of '**bowl out**' contest to achieve a result:
  1. Five players from each side will bowl over arm two deliveries each at a wicket and from a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9).
    - (i) the first bowler from Team A will bowl two deliveries, then
    - (ii) the first bowler from Team B will bowl two deliveries, then
    - (iii) the second bowler from Team A will bowl two deliveries, etc.
    - (iv) the side which bowls down the wicket (as defined in Law 28.1) most times shall be the winner.
  2. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis (the order in which the bowlers bowl in the sudden death may differ from the first stage of the bowl out).
  3. If circumstances make the bowl out impossible, the match shall be decided by the toss of a coin.
  4. The following shall also apply in respect of 'bowl-outs':
    - (i) 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.
    - (ii) 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.
    - (iii) 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.
    - (iv) Each side will appoint a wicket keeper to stand behind the wicket but out of reach of the stumps.
- (v)
  - (i) In a Group match, if it is not possible for both teams to receive the minimum of 10 overs necessary to constitute a match, the match shall be declared No Result and each team shall be awarded 1 point.
  - (ii) In a quarter-final, semi-final or the final, if it is not possible for both teams to receive the minimum of 20 overs necessary to constitute a match, the match shall be decided by as described in 8(b)(iv) above.

(c) **Group Points System**

- (i) Each team will play every other team in its Group. Two points will be awarded for a Win, one point for level scores or No Result and no points for a Loss.
- (ii) In the event of level scores in a Group match, no account will be taken of wickets lost and each team will be awarded one point.

(d) **Separating Teams on Equal Points**

- (i) When teams have both equal points and equal wins in the same Group, the teams will be ordered according to which team achieved the most points in the match played between them and, if equal, the team with the most number of wins within the Group; or, if still equal, on the total number of wickets lost in the match played between them, followed by the toss of a coin by the L&DCC Management Committee to achieve a result.

(e) **Team Defaulting on a Fixture**

- (i) 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.