



## Division 3 Playing Rules

March 19, 2012

### Preamble

The SCC League Division 3 competition aims to provide league cricket in a social environment.

Maintaining a good standard of play, etiquette, and adhering to the spirit of cricket, is essential in order to create an environment whereby Shanghai's cricket players can enjoy a fun, competitive game.

Clubs with multiple teams in different divisions are expected to operate their teams on a 1<sup>st</sup> XI, 2<sup>nd</sup> XI, 3<sup>rd</sup> XI basis, and the Shanghai Cricket Club reserves the right to take action against teams selecting regular 1<sup>st</sup> XI players for Division 2 matches and 2<sup>nd</sup> XI players for Division 3 matches.

The current version of the MCC's Laws of Cricket applies, as do the standard ODI playing conditions, unless otherwise stated herein.

### **1. Competition and Match Format**

- 1.1 Round robin format, with number of games according to schedule.
- 1.2 Points earned in each match shall count towards the league season table. At the end of the season finals will be played. The format being 2<sup>nd</sup> place vs. 3<sup>rd</sup> place in the preliminary final with the winner playing 1<sup>st</sup> in the grand final.
- 1.3 Each match consists of one innings of 20 six-ball overs per side with a new red 4-piece leather ball supplied by the Shanghai Cricket Club to be used upon the start of each innings.
- 1.4 The field shall be marked with an inner circle/oval, made by two inner circles 27.4m from each middle stump and linked with parallel lines. Standard ODI fielding restrictions apply during the first 5 overs, but there will be no additional batting or bowling power plays.
- 1.5 Drinks breaks are to be taken within the boundary line and should be limited to 3 minutes (the number of drinks breaks should be decided by both captains prior to the match).
- 1.6 If a team has less than 7 players at the start time, they shall be considered to have forfeited the game, with the other team being awarded 4 points.
- 1.7 Matches will start at the time indicated on the schedule. The toss shall take place ten minutes before the due start time. If one of the two captains has not arrived at this time, the toss shall automatically be awarded to the other side.
- 1.8 The Shanghai Cricket Club will administer the competition, its matches, and any disputes.
- 1.9 All games shall be played from both ends of the wicket unless it is agreed upon beforehand by both captains to play from only one end or if the teams are playing at Dulwich, in which case all overs must be bowled from the Schoolhouse end.



## Division 3 Playing Rules

March 19, 2012

### 2. Delayed or Interrupted Matches

- 2.1 For a match to be called off without teams arriving at the ground, both captains must agree at least one hour beforehand and both must notify the Shanghai Cricket Club, or a ban on playing from the venue provider is required. If one team fails to arrive the game is treated as a forfeit.
- 2.2 If prior to the start of the match, weather conditions are unfit to complete the first innings and a minimum of 10 overs for the second innings, the game will be considered abandoned and 2 competition points will be awarded to each team.
- 2.3 In the event of a rain interrupted match, and provided each team can face at least 10 overs, a result will still be achieved. The a result in a match delayed or interrupted by adverse conditions of weather, ground, light or other Good Cause beyond the teams' control, the following procedures apply:
- i) If the first innings is delayed or interrupted on one or more occasions, two overs shall be deducted from the original 40 for every six minutes (or part thereof) lost, i.e. one over deducted from each innings.
  - ii) The second innings shall consist of the same number of overs as the first. If the second innings is not completed for any reason, other than that of a result already being achieved, the game will be won by the team having the superior run rate (runs scored divided by overs faced), provided that the minimum 10 overs have been completed by each side.

When a result is not achieved due to weather, both sides shall be awarded 2 competition points but no bonus points. It should be highlighted that all weather affected games should be completed by the scheduled close of play.

### 3. Umpiring, Scoring and Discipline

- 3.1 All matches shall be officiated by a Shanghai Cricket Club approved neutral umpire. In the absence of SCC appointed umpires, the captain of the batting side is to nominate the umpires during his side's innings. It is the responsibility of the captain to ensure that his nominees are familiar with the Laws of Cricket and the SCC Rules. Both captain and player-umpire will be held responsible in any case of unfair conduct or negligence.
- 3.2 Individual teams are responsible for their scoring. If possible each team should provide a scorer for both innings, but if not possible the other innings should be copied at the end of play. It is in everyone's interests that the scorecards are accurate and legible, and the Shanghai Cricket Club reserves the right to deduct points from teams who supply unsatisfactory scorecards.
- 3.3 The umpire's decision is final, including with regards to the number of balls bowled per over.
- 3.4 All players are expected to uphold the rules and spirit of the game; captains are responsible for their teams' conduct on the pitch.
- 3.5 When only one umpire is appointed to stand by the SCC, the umpire at his/her absolute discretion may stand at both ends during the match, following consultation with both captains.



## Division 3 Playing Rules

March 19, 2012

3.6 Before the match, in the absence of umpires, captains shall agree on the clock or watch to be followed during the match.

### 4. Results and Points Scoring

4.1 Scorecards and results are required to be submitted to the Shanghai Cricket Club (email sent to [admin@shanghaicricket.com](mailto:admin@shanghaicricket.com)).

4.2 The team scoring the highest number of runs wins the match. If the scores are level the result is a tie. Four (4) points will be awarded to the winning team; two (2) points to each of the teams for a tie; zero (0) points for the losing team.

4.3 Bonus points are awarded as follows: for each run scored the batting team will receive 0.01 points; for each wicket taken the bowling team will receive 0.2 points.

### 5. Bowling & Batting restrictions

5.1 Bowlers are limited to bowl 4 overs maximum, or a maximum of one fifth of the total in a reduced overs game. All overs are limited to 10 deliveries. If after 10 balls the bowler has not completed a full over of 6 legitimate deliveries, then the umpire will award 4 extra runs to the batting team by signalling a boundary (credited to extras) and call the end of the over. This rule does not apply to the final over of the innings, which must be completed by the bowler and thus the bowler is required to complete 6 legal deliveries before the end of the innings can be called by the umpires.

5.2 If a batsman wishes to retire, on whatever score, it is at his discretion. He is then only permitted to bat again last in the batting order, unless he is hurt whilst batting, in which case he may return at the fall of the next wicket under the agreement of the umpire.

5.3 A batsman must retire after scoring 50 runs and can only return to the crease after all other batsmen in the team have been dismissed or retired having scored 50 or retired legitimately hurt.

5.4 In order to keep the game moving, the next batsmen in order is to act as square-leg umpire, and the following batsmen must be ready to walk on to the pitch at the fall of a wicket, i.e. for the first ball of an innings, the number three will act as square-leg umpire, and the number four must be padded up ready to replace the number three at the fall of a wicket, etc.

Incoming batsman, whether going in to bat or to act as square-leg umpire, must cross on the field of play with the outgoing batsman. 5 runs will be awarded to the bowling teams' total runs each time the batsmen do not cross on the field of play.

### 6. Extras

6.1 Wides and no balls shall be scored as one run, and re-bowled. There will be no free-hit after a front foot no-ball.



## Division 3 Playing Rules

March 19, 2012

6.2 Any additional runs, leg byes or byes scored are added to this. E.g. if a wide is bowled and the batsmen also run one run, 2 wides are scored; if the ball travels all the way to the boundary 5 wides are scored; if a no-ball is bowled, one no-ball is tallied plus whatever additional runs are scored by the batsmen.

6.3 No-balls shall be called in line with the normal laws of cricket, and in the following circumstances:

- i) If the bowler bowls a full pitch delivery above waist height, no-ball shall be called by the square-leg umpire.
- ii) If a bowler bowls a short-pitched delivery (defined as passing over the batsman's shoulder height in his normal stance), no-ball shall be called by the square-leg umpire.

### 7. Code of Conduct

#### THE PREAMBLE – THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

7.1 There are two Laws, which place the responsibility for the team's conduct firmly on the captain.

Responsibility of the captains - The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Player's conduct - In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

7.2 Fair and unfair play - According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

7.3 The umpires are authorised to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

7.4 The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

7.5 It is against the Spirit of the Game:



## Division 3 Playing Rules

March 19, 2012

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
- To appeal knowing that the batsman is not out
- To advance towards an umpire in an aggressive manner when appealing
- To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

### 7.6 Violence

There is no place for any act of violence on the field of play.

### 7.7 Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution towards this.

## 8. Home Team Responsibilities

The team whose name appears first in the fixture list is responsible for:

- Ensuring the ground is ready for use 15 minutes before play with pitch rolled out, wickets and bails in place, crease lines clearly marked, boundary clearly marked, score board in place etc. (through liaison with venue providers where necessary).
- Ensuring the ground and facilities are fully cleared and clean at the end of play.

## 9. Attire and Field

All players are required to wear white/cream shirts, shoes and trousers. There will be a 5 run penalty enforced by the standing umpire (added to the opposition's batting extras) for every breach of the dress code.

No drinks bottles or anything else to be left anywhere on the field of play, including behind the stumps, except for fielders equipment or drinks behind the wicket keeper. Should any of these be hit the usual 5-run penalty applies. If batsmen require water, one bottle can be held by the square-leg umpire. Any drinks taken outside of official drinks intervals must not delay the game; if they do, a 5-run penalty will be awarded to the opposition of the offending team.

There will be a 5 run penalty enforced by the standing umpire (added to the opposition's batting extras) every time an object is left on the field of play when a ball is bowled.

## 10. Smoking

Smoking is forbidden on the field of play at any time by any player or umpire. Note that Dulwich College bans smoking anywhere on their premises. Players in breach of this may be banned.



## Division 3 Playing Rules

March 19, 2012

### 11. Match Times, Breaks and Length of Innings

- 11.1 Matches will start at time indicated on the schedule. The toss shall take place at least ten minutes before the due start time. If one of the two captains has not arrived at this time, the toss shall automatically be awarded to the other side.
- 11.2 Each match should be completed within 3 hours; 1 hour 25 minutes per innings plus a 10-minute tea break between innings.
- 11.3 Drinks breaks, all within the boundary line, will be taken after the 10th. The number of drinks breaks can be reduced or increased at the captains' discretion to account for heat.
- 11.4 If, without good cause, the bowling side fails to complete 20 overs within the scheduled time, the innings shall be extended until 20 overs are completed and the second innings restricted to the number of overs completed at the scheduled time. An over in progress at the scheduled time shall count as a completed over.
- 11.5 During an innings, the umpires shall make allowance for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such Good Cause include, but shall not be limited to, the following: i) Injury to players of either side. ii) Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use. iii) Delays caused by the batting team, e.g. changes of equipment. Note: In instances of inclement weather, Rule 2.3 shall apply, NOT the provisions of Good Cause.
- 11.6 The umpires are to inform the captain of the fielding side and the batsmen when they are making a judgement of Good Cause and advise them of the time they have allowed. All Good Cause minutes will be tallied over the course of an innings. For every three minutes, or part thereof, lost in this manner, the bowling side will be given relief from one of the required number of overs to be bowled.
- 11.7 If the team batting first is all out and the last wicket falls at or after the scheduled interval time, the second innings shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval, and the over in which the wicket falls shall count as a completed over.
- 11.8 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs, except as provided for in 11.7.
- 11.9 The second innings shall consist of the same number of overs as the first (except as provided for in 11.8 above, or under Rule 2.3).
- 11.10 If the team fielding second fails to bowl the required number of overs within the allocated time without Good Cause, then the match shall finish (the over in progress at the scheduled time shall count as a completed over), and the batting team shall be awarded penalty runs as follows:

Over 20 – scored as batting team's highest scoring over of the innings

Over 19 – scored as batting team's second highest scoring over of the innings



## Division 3 Playing Rules

March 19, 2012

Over 18 – scored as batting team's third highest scoring over of the innings etc.

11.11 If the team fielding second fails to bowl the required number of overs by the scheduled or adjusted finish time on account of Good Cause, subject to light, ground and weather conditions, the finish time will be extended to compensate for the time lost. If an extension is not possible for any reason, the result of the match will be determined by Rule 2.3.

### **Appendix 1 – Scoring Guidelines**

The SCC Scoresheet Excel should be filled emailed to the SCC Administrator [admin@shanghaicricket.com](mailto:admin@shanghaicricket.com) by 7 pm of the Thursday following the match. A match report is required to be sent to the SCC Administrator by the winning team by 7 pm of the day following the match.

The Scoresheet Excel can be downloaded from the SCC website here:

<http://www.shanghaicricket.com/uploads/userfiles/SCC%20Scoresheet%20Excel.xlsx>

The scoring system is detailed at:

<http://www.ieccjapan.com/downloads/CricketScoringGuide.pdf>

The only differences will be Byes and Leg-Byes will not be recorded with triangles, but with a 'B' or 'L' respectively (easier to remember). The symbols used and other useful sections from this document will be included at the front of all the scorebooks for reference:

<http://www.ieccjapan.com/downloads/CricketScoringGuide-concise.pdf>

Also note that:

- It is every team's responsibility to carry a scorebook, and all scoring materials
- Scorer's must acknowledge EVERY umpire signal before play can resume

### **Appendix 2- Eligibility**

#### 1. Eligibility for Finals

All players must have played a minimum of 3 games for their team to play in the finals in any division.

#### 2. Appearances in a Division Leading to Ineligibility

2.1 Any player who has played 5 or more games in D1 cannot play in Division 2 at any stage in any capacity\*.

2.2. Any player who has played 5 or more games in D1 or D2 (combined or independently) cannot play in Division 3 at any stage in any capacity\*.

\*These players can only play as a 12th man, i.e. can field, but cannot bat, bowl or keep wicket at any stage.

#### 3. Clubs with Two Teams in the Same Division

Any club with more than one team in the same division must submit a complete list of players for each team. These players are not allowed to play for the other club in the same division at any point during the season including as 12th man.



## Division 3 Playing Rules

March 19, 2012

Note: It is very difficult to legislate for all scenarios; a club is entitled to appeal if it feels an ineligible player should, in the spirit in which these rules and the competition is intended, be permitted to play.