



## Division 2 Playing Rules

June 27, 2016

### Preamble

The SCC League competition aims to provide the highest possible standard of competitive cricket. Maintaining a high standard of play and etiquette, as well as adhering to the Spirit of Cricket, is important to continue attracting the best players in Shanghai to the competition, and also to allow the Shanghai Cricket Club's representative team to compete with other regional representative teams.

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 2nd 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 Game points earned in each match shall count towards the league season table; bonus points earned in each match shall only be used to determine team standings in the event of a tie on the ladder. At the end of the season finals will be played as advised in the official SCC draw.
- 1.3 Each match consists of one innings of 30 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. If the inner circle is not marked, the umpires will advise players whether they are within an appropriate distance of the wicket. During the first 8 overs a maximum of two players are allowed to field outside the inner field, and two players must be in catching positions. For the remaining overs, a maximum of five players are permitted outside the inner circle. There are no powerplay overs in SCC competitions.
- 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 fewer than seven players at the start time, they shall be considered to have forfeited the game, with the other team being awarded 3 points. The SCC will fine teams that fail to show up for a scheduled match without informing the opposing captain and the SCC that they will not be able to play as scheduled. The deadline for informing the opposing captain and the SCC is 6 pm on the Friday before the scheduled match. The RMB 2000 fine must be paid



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prior to any further scheduled club matches (in any division); no teams in any division from the offending club will be permitted to play until the fine has been paid.

- 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 competition, matches and any disputes will be administered by the Shanghai Cricket Club; any disputes should follow the procedures outlined in the SCC code of conduct.
- 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.

### 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 Secretary 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 15 overs per team, the game will be considered abandoned and 1 competition point will be awarded to each team.
- 2.3. In the event of a rain interrupted match, and provided each team can face 15 overs as outlined in 2.2, a result will still be achieved. Note that overs a team has been penalised count towards the minimum required for a match. The 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 number of overs for every eight minutes (or part thereof) lost, i.e. one over deducted from each innings, so that both innings have the same number of overs
  - ii. If the second innings is delayed or interrupted on one or more occasions, one over shall be deducted from the original number of overs for every four minutes (or part thereof) lost. The revised target will be based on the run-rate of the team batting first.
  - iii. 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 a minimum of 15 overs have been completed by each side. If there is an overs penalty, the run rate required will be based on the target and overs after the penalty is applied.
  - iv. The maximum overs per bowler will be adjusted (APPENDIX 1)
  - v. The fielding restrictions will be adjusted (APPENDIX 2)
- 2.4 When a result is not achieved due to conditions, both sides shall be awarded 1 competition point. It should be highlighted that all weather affected games should be completed by the scheduled close of play unless an extended finish



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time is available and approved by the official umpire (or both captains if there is no official umpire).

- 2.5 The official umpire (or umpires) is the sole judge of conditions.
- i. It is not necessary, or allowed, for one team to appeal against the conditions (rain, light, pitch or outfield).
  - ii. When conditions have changed from the start of a match, the umpire will not allow the match continue if the ground or weather conditions are unfair to one team, or when the conditions are unsafe.
  - iii. If at any time the official umpire (or umpires) determines that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart.
  - iv. The decision as to whether conditions are so bad as to warrant such action is one for the umpire(s) alone to make. The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous.
  - v. Teams should be prepared to restart on 3 minutes notice, unless the umpire has announced a later inspection or resumption time. When the umpire is satisfied that conditions have improved enough for play to resume, this shall be announced to both team captains. It is the responsibility of captains to be in a position to hear any such announcements. Failure to restart within three minutes of the announced time will lead to an overs penalty of one over per 4 minutes (or part thereof), or, when an infringing team has completed its batting innings, penalty runs and overs as outlined in 11.10.

### 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.



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- 3.5 When only one umpire is appointed to stand by the SCC, the umpire should stand at both ends during the match.
- 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 [results@shanghaicricket.com](mailto:results@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. Three (3) points will be awarded to the winning team; one (1) point to each of the teams for a tie; zero (0) points for the losing team.
- 4.3 The result must be decided before teams leave the ground, and any disputes raised with the opposition and the umpire should be done at that time.

### 5. Bowling & Batting restrictions

- 5.1 Bowlers are limited to bowl 6 overs maximum, or a maximum of one fifth of the total in a reduced overs game (see Appendix 2).
- 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 Runners are not allowed in the case of an injury that occurs during the match.
- 5.4 Incoming batsmen, 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.
- 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 Deliveries which land off the concrete pitch or artificial grass are to be called wide if they do not come back into play. If the ball deviates to strike the bat, batter, or wicket, it should be called a no ball.
- 6.4 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.



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- 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.
- iii. As outlined in 6.3 for deliveries coming into play from off the pitch

NOTE: An official umpire standing at the bowler's end may overrule a call of no-ball made by a player-umpire standing at square leg.

### 7. Code of Conduct

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:

- 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



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- 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.

### 7.8 SCC Code of Conduct

All games played in SCC competitions are subject to the SCC Code of Conduct and the penalties therein.

## 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 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.

## 10. Smoking

Smoking is forbidden on the field of play at any time by any player or umpire.

## 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.



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- 11.2 i) It is the responsibility of both teams to ensure the spirit of the game, so each match is completed within the allotted time, and that the 10-minute turn around of the innings is met. Allotted time in D2 is 2 hours, 10 minutes per innings.  
ii) If one team is not ready to start or resume the match at the allotted time, they will be penalised at the rate of one over removed from their batting innings for every four minutes (or part thereof) they are late.  
iii) If the team bowling first completes the innings early, by completing the overs or by dismissing the batting side, they may claim that time as part of the innings break, up to a maximum of 20 minutes. In the event of inclement weather or poor light, the umpire may deny them this time.
- 11.3 Drinks breaks, all within the boundary line, will be taken after the 15th over, or if a wicket falls during these overs. 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 30 overs within the scheduled time, the innings shall be extended until 30 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. If the match must finish within the allotted time, this will mean a reduction in overs for both teams as per rule 2.3. If the match can be extended, the time added for good cause will be added to the time allowed to bowl the overs and complete the innings.
- 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 30 overs, the team batting second shall be entitled to bat for 40 overs, except as provided for in 11.7, above.
- 11.9 The second innings shall consist of the same number of overs as the first (except as provided for in 11.7 above, or under Rule 2.3).



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- 11.10 If the team fielding second fails to bowl the required number of overs, without Good Cause, within the allocated time, 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 30 (or final allotted over in a reduced game) - scored as batting team's highest scoring over of the innings

Over 29 – scored as batting team's second highest scoring over of the innings

Over 28 – 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.



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### Appendix 1 – Reduction of Fielding Restrictions

Number of overs	Length of Fielding Restrictions in Overs
15-16	4
17-20	5
21-24	6
25-27	7
28-30	8

This applies in either innings.

### Appendix 2 – Number of Overs per Bowler

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over in each bowler's limit, as in the table below.

#### REDUCTION OF OVERS PER PER BOWLER

overs	Maximum per bowler	overs	Maximum per bowler	overs	Maximum per bowler
15	3	20	4	25	5
16	1x4, others 3	21	1x5, others 4	26	1x6, others 5
17	2x4, others 3	22	2x5, others 4	27	2x6, others 5
18	3x4, others 3	23	3x5, others 4	28	3x6, others 5
19	4	24	5	29	6

NOTE – this applies to either innings, and if a bowler has exceeded the maximum before the new restrictions, their extra overs should be deducted from the bowlers getting over 1/5 of the overs. (e.g. if the innings is reduced to 22 overs and one bowler has already bowled 6 overs, all others should be limited to 4 overs).



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### **Appendix 3 - Eligibility**

#### 1. Eligibility for Finals

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

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

2.1 Any player who has played 4 or more games in D1 cannot play in Division 2 at any stage in any capacity\*.

2.2 Any player who has played 4 or more games in D1 or D2 (combined or independently) cannot play in Division 3 at any stage in any capacity\*. The penalty for playing an ineligible player except as 12th man is forfeiture of the match.

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

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.