

PLAYING CONDITIONS

In these playing conditions, the figures in brackets refer to the variations for 2nd XI matches.

1. FIXTURES

- a. Each side shall play all other sides in their respective Division, twice during the season, unless the weather makes it impossible for an arranged fixture to take place. The fixtures shall be arranged by the General Manager and approved by the Management Board. All matches shall be played on the dates and at the venues designated in the published fixtures, unless agreed by the Management Board.
- b. In the event of a fixture being unfulfilled for anything other than climatic reasons, the match and 24 points will be awarded to the "non-offending" Club. In addition, 24 points will be deducted from the "offending" Club's 1st XI and 2nd XI. The "offending" Club shall, also, reimburse the "non-offending" Club for cost of teas and Umpires, when insufficient notice shall have been given to avoid such expenses.
- c. If a Club fails to fulfil a second fixture, during the same season, whether 1st XI or 2nd XI, it shall be expelled from the League, with immediate effect, and the results, to date, for both its 1st XI and 2nd XI, shall be expunged.
- d. In the interests of the League, Clubs are expected to field eleven players in its 1st XI, at all times, even if it leaves it's 2nd XI and 3rd XI short of numbers.

2. THE MATCH

- a. Matches shall start at 12.00 p.m. (12.30 p.m.) with the exception of matches denoted otherwise in the handbook. All timings are subject to adjustment, depending on the start time and timings in subsequent rules shall be adjusted by the amount by which the starting time is also adjusted.
- b. A 30 minute tea interval shall be taken between innings, unless weather conditions so dictate that it is appropriate, in the interests of time saving, to take tea during a weather break in the first innings. In this case, there shall be a 10 minute interval between innings, unless the tea break coincides with the end of an innings, when the 10 minute break and the 30 minutes tea break shall be concurrent.
- c. A team will be deemed to be late if less than seven members are present at the toss, not earlier than 30 minutes, nor later than 15 minutes, before the scheduled or re-scheduled time for the match to start.

- d. A team that is deemed to be late will forfeit the toss and the overs remaining, at the re-scheduled start time, will be divided equally between the two teams. The team claiming the toss will be deemed to have won the toss and points will be allocated according to Playing Condition 14.
- e. A match may not be cancelled without the consent of both Captains and any home team that cancels a match without offering the visitors an opportunity to view the conditions, for themselves, will be deducted 20 points.
- f. Normally, both teams must report to the ground before making a decision if conditions are fit for play. However, in the event of severe weather conditions, when there is no prospect of the match being played, the match may be called off, before the start, without the away team travelling, subject to the following conditions:
 - i. Captains of both teams agree.
 - ii. The weather forecast and the weather conditions are such that the state of the pitch and/or the outfield means that there would be no chance of the game starting by the latest time, allowable by the rules, even if the usual drying methods are employed.
 - iii. The ground is inspected and the decision confirmed by an independent Umpire. The General Manager will provide a geographically based list of Umpires for the Clubs to contact. The inspecting Umpire will be entitled to claim an attendance fee of £10.
 - iv. The Home Club must report the abandonment of the fixture, to the General Manager, immediately after the decision to abandon has been taken.
 - v. The Home Club must inform the appointed Umpires. Should they have cause to travel, they shall be entitled to claim the full attendance fee.
- g. If a dispute occurs, prior to, or on the day of the match, the away team retains the right to travel, to inspect the ground, for themselves, but they will be responsible for paying the full attendance fee of both appointed Umpires if the match is, subsequently, abandoned without a ball being bowled. If this option is taken, the home team must attend, pending an inspection by the appointed Umpires. If, subsequently, conditions are deemed fit and play commences, the Umpires will report the facts to the General Manager, who will, following discussion with the Chairman of the

Disciplinary Sub-Committee, impose a penalty of 20 points on the home team.

- h. If the decision to cancel is taken on the day before, or on the day of the match, and the away team has declined the invitation to view the conditions, for themselves, the appointed Umpires should be informed, immediately, and they should be paid the full attendance fee if caused to travel.
- i. All matches will be of 110 (100) overs play for the day. In an uninterrupted match, the duration of the first innings will be limited to 55 (50) overs, unless a declaration is made or the innings is completed earlier, based on 3 minutes & 30 seconds per over. The duration of the second innings will be limited to 55 (50) overs minimum, based on 3 minutes & 30 seconds per over.
- j. If a team batting first is dismissed or declares before their maximum overs allocation is completed, then any complete overs remaining will be available to both sides. The time allowed to bowl the new total of overs, in the second innings, shall be calculated in accordance with the overs chart, allowing 3 minutes 30 seconds per over.
- k. If a team is dismissed (or a declaration is made) and tea is not ready, a 10 minute interval between innings shall be taken and play shall continue for a minimum of 15 overs or 50 minutes, whichever is the longer, unless a result has been obtained earlier. In this instance, the tea interval shall be reduced to 20 minutes, in duration.
- l. No bowler may bowl more than 30% of the available overs in any innings. If, on resumption, in the second innings, a bowler has exceeded the new maximum number of overs, he shall not be allowed to bowl again, other than to complete an unfinished over. The Umpires will, prior to the start of the innings, or upon resumption of play, advise the Captains and Scorers of the maximum number of overs available per bowler. (Tables for the guidance of Umpires are available at the end of this section).
- m. The minimum over rate to be achieved by both sides will be 17 overs per hour and the following penalty point deduction shall apply if this is not achieved:-
 - 1st Occasion during the season – Warning from General Manager
 - 2nd Occasion during the season – One point deduction
 - 3rd Occasion during the season – Two point deduction
 - 4th Occasion during the season – Three point deductionIn the event of further reports, the points deduction will increase, e.g. on the fifth report, four further points will be deducted.

- n. Allowances will be made for unavoidable breaks in play which are of a duration of 3 minutes or more and confirmed to the fielding captain and the batsman at the wicket at the time of the delay. Breaks of less than 3 minutes are to be ignored and no allowances made. Batsmen are expected to cross on the field of play at the fall of a wicket.
- o. Three minutes will be allowed for each drinks interval, plus two minutes for each wicket that falls in an innings, up to and including the fall of the ninth wicket. There will be no allowance for the tenth wicket that falls, in either innings, or for any wicket taken, immediately before a declaration.
- p. The captain of the fielding side is, solely, responsible for his team's over rate. He may check the rate with the Umpires, at any time during the innings, but neither Umpire is obliged to inform him, unless they are requested to do so.
- q. Time allowance will not be subject to retrospective negotiation. The Umpires' decision will be final and there will be no right of appeal.
- r. In the event of a fielding side failing to achieve an average of 17 overs per hour, the Umpires shall advise the Captain that they will be notifying the General Manager via the Umpires' Report, completed at the conclusion of the match.
- s. There will be no penalty for slow over rates in any innings that lasts less than 40 overs (40 overs).

3. DELAYED OR INTERRUPTED STARTS

- a. In the event of bad weather causing a delayed start or an interruption, the total overs in the match shall be reduced by one for every 3 minutes & 30 seconds (or part thereof) of time lost. Guidance in the form of table and data is printed at the end of these playing conditions.
- b. Where the start of a match is delayed, due to inclement weather and the toss has not taken place, the number of overs available to each side shall be equal. This shall be calculated from the overs chart on a basis of one over per 3 minutes & 30 seconds of playing time assuming an 7.00 p.m. finish for a match starting at 12.00 p.m. (12.30 p.m.) with a 30 minute tea interval. If subsequent interruptions mean that there is insufficient time for the team batting second to receive a minimum of 25 overs, either captain may opt to continue the game to secure a win or gain further batting or bowling points. Should a win not be secured, the match shall be deemed to be abandoned.

- c. If rain falls after the toss but before the scheduled start, thus delaying the start, the team batting first will still be entitled to the full quota of overs agreed before the toss took place.
- d. No game may start unless a minimum of 50 overs (25 overs each side) is possible based on a countback of 3 minutes & 30 seconds per over from 7.00 p.m. No game may start after 3.55 p.m. (Minimum 50 overs plus 10 minute break between innings, assuming tea has already been taken).
- e. Where a match is interrupted, due to inclement weather, during the innings of the side batting first, they shall still be entitled to their full allocation of overs, agreed at the start of the game. The calculation for overs remaining shall be taken from the chart and will be proportional to the time left.
- f. Once the first innings is completed, the overs allocated to the team batting second, and the time allowed to bowl them, shall be calculated using the chart. This is subject to a maximum of 55 (50) overs or less if the team batting first were allocated less. Exceptions to this would be in the event of a first innings declaration or an innings completion in less than the allocated number of overs. Once the calculation has been made, the allocation shall be treated as a maximum, which shall not be exceeded even if time would allow.
- g. When the first innings has been completed, in less than the scheduled time allowed, and the second innings is suspended, due to poor weather or bad light, time "saved" from the first innings should be taken into account. In this instance, when play is suspended in the second innings, there will be no reduction of playing time until the expiration of the "saved" time from the first innings, e.g. if 15 minutes were "saved" in the first innings, there will be no overs reduction, in the second innings, until 15 minutes has expired.
- h. If play is suspended, in the second innings, and time has been "saved", in the second innings, the cut-off time remains the same as it was, when agreed by the Umpires at the tea interval.
- i. If play is suspended during an over, then when the remaining number of overs is calculated before a resumption of play, any balls not bowled in the incompleting over shall be added to the new number of overs.
- j. In all recalculations, the Umpires may adjust the targeted finishing time, which may include extending the deadline beyond 7.00 p.m. if the time has been lost for reasons other than ground, weather and light.

- k. In their calculations, the umpires shall aggregate all interruptions for bad weather and shall count all fractions of overs as completed overs. If it, subsequently, transpires that the target has been miscalculated, the original target will stand.
- l. If the first innings is interrupted for any reason, and time is lost, a target for a winning draw must be agreed by Umpires, Scorers and Captains before the second innings may commence. If it, subsequently, transpires that the target has been miscalculated, the original target will stand.
- m. If the second innings is interrupted, for any reason, play may not recommence until a revised target for a winning draw has been agreed between the Umpires, Scorers and Captains.

4. PITCHES

- a. Pitches must not be watered less than 48 hours before the start of a match.
- b. Each club shall provide leak-proof pitch covers of sufficient area as to cover the whole pitch, which shall be covered the night before the match and, if necessary, until the first ball is bowled, and whenever necessary, at any time before that, during the preparation of the pitch. The bowlers' run-ups and the pitches either side of the match pitch must also be covered by clubs in the Premier Division and Division One.
- c. The Management Board strongly recommends that, in the event of severe weather prior to a game, an area of 30 metres surrounding the pitch is completely covered, wherever possible.
- d. If there is rain after the toss is made, the pitch shall be fully covered under the supervision of the Umpires. Likewise, if play is suspended due to bad light, and there is the threat of rain, the pitch shall similarly be covered.
- e. Home clubs shall be responsible for the preparation, covering, re-covering and correct marking of the pitch and for setting up the wickets before the toss for the innings is made.
- f. Between innings, sweeping and remarking plus use of a roller, if required, shall be arranged by the home club. Failure to do so may result in a points deduction.
- g. For each match there shall be an area bounded by two semi-circles centred on each middle stump, each with a radius of 30 yards and joined by a parallel line on each side of the pitch. At the instant of delivery, a minimum of four fielders (plus the bowler and wicket keeper) must be within this area. In the event of an

infringement, the striker's end Umpire shall call and signal 'no ball' and the score shall be adjusted in accordance with Law 24. An extra delivery in that over shall be allowed as a consequence.

- h. All Member Clubs shall be equipped on their ground(s) with a working clock sufficient in size to be readily visible by players and umpires during the course of a League Match. Failure to do so may result in a points deduction.

5. BALLS

- a. A new Dukes County International 'A' ball, supplied to the Home Club, by the League, to ensure complete uniformity, shall be used at the commencement of each innings in all matches in the Premier Division, Division One, Division Two and Division Three (1st XI and 2nd XI); other species of ball will not be acceptable and failure to supply the correct balls to the Umpires, at the commencement of the match, may result in a points deduction.
- b. Home Clubs must ensure that a selection of at least six suitable spare balls, of varying ages and use, are available to the Umpires prior to the start of the match. The balls must be Dukes County International 'A', supplied by the League, and must be approved by both Captains prior to the start of the match. Once approved, they may not be changed under any circumstances and the selection of a spare ball from this stock, when the ball previously in use, is lost, shall be as directed by the Umpires.
- c. If the home side fails to provide new balls for the start of the match, it shall forfeit the toss. The team claiming the toss will be deemed to have won the toss and points will be allocated according to Playing Condition 14. If the side claiming the toss, elects to field, the match will be delayed until the new balls arrive. If the side claiming the toss, elects to bat, the match will start at the scheduled time and the fielding side shall bowl with used balls throughout the innings.

6. UMPIRES

- a. Umpires from the League list shall be appointed to officiate in 1st XI matches in the Premier Division, 1st Division, 2nd Division and 3rd Division. Such Umpires will each receive an allowance from the home club, the allowance to be decided by the Management Board at the start of each season.
- b. All Umpires should arrive at the ground, at least 45 minutes before the scheduled start of the game, to confirm the completion of team sheets and all local conditions. They should also oversee the toss and should take the field five minutes prior to the opening delivery of each innings.

- c. Umpires must wear a white coat/blouson, a white shirt, tie and dark trousers (black or navy blue). Coat/blouson and tie are optional, according to the weather, and a polo shirt may be worn, as an alternative, but, in all cases, both Umpires must be dressed the same.
- d. Where there is no Umpire present at the commencement of a 1st XI match, both sides should attempt, in the first instance, to find a suitable person to stand on their behalf. If this is not possible, a player from the batting side should stand at the bowler's end and another player from the batting side should stand at square leg. If the match commences late, because there is no umpire present at the start, the playing hours may be extended to cover the delay, e.g. if a match commences 10 minutes late, then all timings for intervals and completion of innings shall be put back by 10 minutes.
- e. In the Premier Division (2nd XI) Clubs must provide a non-playing Umpire for all matches. Failure to do so will result in a three point penalty for each default, provided that no fine shall be imposed on the first occasion of any default in any season.
- f. In 2nd XI matches in Divisions One, Two and Three, where only one Club provides a non-playing Umpire, the Umpire will be expected to take on his usual role (i.e. alternating between the striker's end and non-striker's end) and payment will be the responsibility of the Club for whom he is standing. However, Captains may agree, before the start of the game, that it is appropriate for the non-playing Umpire to stand at the bowler's end throughout, as long as the Umpire is in agreement, and the Club without an Umpire agrees to contribute towards the cost, providing that the cost does not exceed £15.00.
- g. Umpires shall ensure that, when necessary, sightscreens shall be moved by the batting side.
- h. Umpires are asked to notify the General Manager of any match which is late starting.
- i. In the event of an infringement of the playing condition wherein a fielding team fails to maintain a rate of 17 overs per hour, Umpires are instructed to make allowances for unavoidable breaks in play which are of a duration of 3 minutes or more. Umpires shall allow two minutes for each wicket taken in an innings, up to and including the fall of the ninth wicket but there shall be no allowance for the tenth wicket that falls, or for any wicket taken, immediately before a declaration. Time taken for drinks intervals shall also be allowed but must not exceed three minutes.

- j. Clubs must pay the Umpires fees before the commencement of the match. Fees are an attendance fee and must be paid even when no play is possible. In the event of an Umpire standing alone, he shall receive $1\frac{1}{2}$ x the normal match fee.
- k. Umpires must see that, on the conclusion of an innings, the game is resumed, punctually, within 30 minutes.
- l. Umpires must see that, when the last over is commenced, it shall always be completed, unless the match is already won. Umpires shall arrange for a signal to be given by the scorers, from the scoreboard, immediately the winning run is scored.
- m. A game may not commence if it is raining at the scheduled start time, unless both Captains agree to start.
- n. If the players leave the field at any time, during the game, because of rain, the game may not continue until the rain has stopped, unless both Captains agree to start.
- o. Umpires should only enter players' dressing rooms at the invitation of the Captain.
- p. Cricket bats should only be measured at the request of the opposing Captain and should be measured when the batsman comes to the wicket.
- q. The protected area of the pitch, which must be protected from damage by a bowler, shall be regarded by the Umpires as the area contained by an imaginary line five feet from the popping crease and parallel to it, and within two imaginary and parallel lines drawn down the pitch from points, on that line, one foot on either side of the middle stump.
- r. Umpires are instructed to apply a consistent interpretation with regard to the Wide Ball, in order to prevent negative bowling wide of the wicket. 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 should normally be standing at the crease, the Bowler's end Umpire shall call and signal "Wide ball". As a guide, any ball passing on the off side, sufficiently wide of the batsman to prevent contact with the normal striking portion of the bat shall be called wide. On the leg side, a ball landing clearly outside the line of leg stump, going further away and passing outside the batsman shall be called wide.

- s. If, after pitching, a ball passes or would have passed over shoulder height of the striker standing upright at the crease, the Umpire at the bowler's end shall indicate to the bowler and the striker that he is allowed only one such ball per batsman, per over. If the bowler repeats the action, the Umpire shall call and signal "No ball" and invoke the procedure as laid down in Law 42.7. In addition, any ball, after pitching, which passes or would have passed over the head of the batsman, standing upright at the crease, the Umpire should call and signal "No ball".
- t. Any high full pitched ball (regardless of its pace) which passes or would have passed over waist height of the striker, standing upright at the crease, shall be called and signalled No ball by the umpire at the bowler's end. In addition, if this high full pitched ball is fast, it shall be deemed dangerous and unfair and the umpire at the bowler's end, in addition to the call and signal of No ball, will adopt the procedures of Law 42.7. If the umpire considers that a high full pitch, which is deemed to be dangerous and unfair, as defined in Law 42.6 (b) was deliberately bowled, then the caution and warning prescribed in Law 42.7 (c) shall be dispensed with. The umpire shall call and signal No ball, direct the captain, when the ball is dead, to take the bowler off, forthwith, and complete the procedure laid down in Law 42.7 (c).
- u. In the event of the striker's end Umpire failing to call and signal "no ball" when the fielding restrictions have been breached, or when Law 41.5 has been breached, immediately the ball becomes dead, the striker may draw the matter to the attention of the Umpire. If the striker's end Umpire is able to verify the breach, he shall call and signal "no ball". If the striker's end Umpire is unable to verify the breach, he shall confirm that the events of the delivery shall be unchanged.
- v. Fitness of ground, weather and light. Law 3 shall apply.
- w. Except as specified herein, the Laws of Cricket (2000 Code 4th Edition - 2010) shall apply.
- x. The penalty runs provided for in Law 42, The Laws of Cricket (2000 Code 4th Edition - 2010) shall not apply in matches where there is no Umpire appointed by the Management Board.

7. SCORERS

If any club fails to provide a scorer (non-playing) for a 1st XI match, they will be deducted three points for each default, provided that no fine shall be imposed for the first two occasions of default in any season.

8. TEAM SHEETS

Before the toss for innings, each Captain must nominate his players who may not, thereafter, be changed without the consent of the opposing captain.

- a. The nominated players must be set out on a team sheet which is presented to the umpires and signed by them prior to the scheduled start of the match.
- b. Captains, wicket-keepers, contracted players, overseas players and players under the age of 19 years must also be indicated.
- c. At the end of the match, the team sheet shall be signed by both Captains, who should also confirm which team won the toss and complete the match scores and result.
- d. The team sheet shall be sent by the home side, by post (faxes will not be accepted) to reach the General Manager, no later than Tuesday morning, immediately after the game. The team sheet must also be sent to the General Manager when no play is possible. Failure to submit any result sheet will lead to a three point deduction and a £25 fine.

9. UMPIRES REPORTS

Umpires are to mark the quality of the pitch and facilities, report on the conduct of the match and a failure by any team to meet the required over-rate, as well as any other matter they deem relevant, in the manner prescribed by the cricket sub-committee. The form should be returned, by post, to reach the General Manager, no later than Tuesday morning, immediately after the game.

10. CAPTAINS' REPORTS

After every match, including those with little or no play, at all, the Umpires must be assessed by each Captain on the form provided, which shall be sent by the home side, by post (faxes will not be accepted) to reach the General Manager, no later than Tuesday morning, immediately after the game. Failure to submit the form will lead to a three point deduction and a £25 fine.

11. CLOTHING

White clothing must be worn in all League matches and it is recommended that advertising insignia regulations comply with those required by ECB for the First Class game. Details are available from the ECB website.

12. TEAS

- a. The home side shall provide teas for the away side, free of charge.
- b. A separate tea table **MUST** be laid for Umpires and Scorers, who should not be expected to queue or help themselves to tea, which should be available on the table, as soon as the first innings is completed.

13. REPORTING RESULTS

See procedure laid down on pages 159 to 162 of this Handbook.

14. LEAGUE TABLES

The results of all matches played shall be tabled in League form on the following points basis.

- a. for the winning side that wins the toss and elects to field
= 20 (including bonus points)
- b. for the winning side in all other instances
= 24 (including bonus points)
- c. for a tie = 8 each side (plus bonus points)
Points for a tie may only be claimed when the side batting second has been dismissed.
- d. for a loss = 0 (plus bonus points)
- e. for a winning draw in an uninterrupted match when both sides receive the same number of overs
= 10 points (plus bonus points) awarded to the side batting first, when the score of the side batting second is less than, or equal to, 80% of the score of the side batting first.
= 8 points (plus bonus points) awarded to the side batting first, when the score of the side batting second is more than 80% of the score of the side batting first.
- f. for a winning draw in an uninterrupted match when both sides do not receive the same number of over, i.e. when the side batting first has declared
= 10 points (plus bonus points) awarded to the side batting first, if the score of the side batting second is less than, or equal to, 80% of the average runs per over, scored in the first innings.
= 8 points (plus bonus points) awarded to the side batting first, if the score of the side batting second is more than 80% of the average runs per over, scored in the first innings.

- g. for a winning draw in an interrupted match when both sides do not receive the same number of overs, due to an interruption after the match has commenced
 - = 10 points (plus bonus points) awarded to the side batting first, if the side batting second fails to score more than 80% of the average runs per over, scored in the first innings, provided that, at least, 25 overs have been bowled in the second innings.
 - = 8 points (plus bonus points) awarded to the side batting first, the side batting second scores more than 80% of the average runs per over, scored in the first innings, provided that, at least, 25 overs have been bowled in the second innings.
 - = 8 points (plus bonus points) awarded to the side batting second that earns a winning draw, due to a faster run rate.
- h. for a draw where average run rates per over are equal
 - = 5 each side (plus bonus points)
- i. for a losing draw = 2 (plus bonus points)
- j. for an abandoned game with some play
 - = 5 each side (plus bonus points)
- k. for an abandoned game with no play = 5 each side

Bonus points will be awarded as follows:

- i. Bowling side = 1 point up to a maximum of 4 points awarded at 3, 5, 7 and 9 wickets.
- ii. Batting side = 1 point up to a maximum of 4 points awarded at 120, 160, 200 and 240 runs.
- l. In a match where a positive result is not obtained because of adverse weather conditions:
 - i. Provided the last over due in the match has been bowled (regardless of any overs that may have been lost for previous interruptions), then the result will be a draw with bonus points, if applicable, in accordance with the match rules set out above.
 - ii. If the side batting second has not received more than 25 overs (unless there is a result earlier), then 5 points are due to each side for an abandoned match plus any bonus points which may have been earned.
 - iii. If the side batting second receives more than 25 overs, but the last over due in the match has not been bowled, then the match will be classed as abandoned as a draw. Each side

shall retain its bonus points plus points for a winning or losing draw.

- iv. If a match is abandoned without a ball being bowled, each side receives 5 points.
- m. In reduced over matches:-

If a win is not secured, the result shall be based on the side with the higher overall scoring rate based on:-

 - i. team declared - runs divided by overs received.
 - ii. otherwise - runs divided by overs allocated.
- n. Teams will be ranked in a League Table according to the number of points awarded.
- o. In the event of two or more sides finishing equal on points with each other, then in order to ascertain their respective finishing positions in their respective Divisions, both generally and for the purpose of promotion and relegation, the position shall be determined in the following manner.
 - i. The side or sides with the most number of wins shall be placed higher.
 - ii. If there are still two or more sides with an even number of points in equal position then the side with the most number of ties shall be placed higher.
 - iii. If there are still two or more sides with an even number of points in equal position then their position shall be decided by the result of the matches played between each other in that season, i.e. the side which obtained the highest number of points in the matches shall be placed the higher.

MATCH DAY REQUIREMENTS

Ground Preparation

The ground, which includes the outfield, surrounds and the pitch should be fully prepared in readiness for the start of the match. Boundaries should be clearly marked with either a rope or white line. If a white line is used, markers should also be provided. Sightcreens should be aligned and, in accordance with the laws, be **outside** the boundary. On grounds where it is not possible to place a sightscreen outside the boundary, the rope or white line should be placed inside the sightscreen, always leaving sufficient room for the screen to be moved for a bowler over or round the wicket.

The scoreboard should be clean, tidy and ready for use.

The pitch should be correctly marked in accordance with the Laws.

Facilities and Equipment

Both Players and Umpires dressing rooms should be clean and tidy. In the Umpires room there should be two new match balls (provided by the Home team), six spare balls of varying degrees of usage, together with bails (including spares) and bowler's markers.

A copy of the League Playing Conditions should be available.

Before the Start

Clubs must pay the Umpires attendance fees before the commencement of the match. Fees are an attendance fee and must be paid even when no play is possible.

Umpires should meet with Captains and receive their written team lists 30 minutes before the scheduled start of the match. At this meeting, agreement will be reached regarding any local rules, drinks breaks etc.

In the case of a delayed start, the new amount of overs to be played, interval changes, etc. will be finalised (see Playing Conditions).

After the Match

Make sure that result sheets are agreed between Umpires and Scorers, and signed.

Both Captains to complete and sign Umpires Report Form.

Result to be telephoned to The Sunday Mercury (1st XI's) and Central Results Service (1st XI's and 2nd XI's).

Scorecards to be published on play-cricket.com by the home side by 5.00pm on the Monday following the match and verified by the away side by 5.00pm on the Tuesday following the match (48 hours later in the case of matches played on a Bank Holiday Monday).

Post Match Result Sheet and Captains Report to General Manager of the League, by First Class Post, to reach him no later than 48 hours after the completion of the match.

GUIDELINES FOR UMPIRES TO CALCULATE THE MAXIMUM NUMBER OF OVERS THAT A BOWLER IS PERMITTED TO BOWL

Overs in an Innings	Max Overs per Bowler	Overs in an Innings	Max Overs per Bowler
55	x 30% = 16.5 (17)	40	x 30% = 12.0 (12)
54	x 30% = 16.2 (17)	39	x 30% = 11.7 (12)
		38	x 30% = 11.4 (12)
53	x 30% = 15.9 (16)	37	x 30% = 11.1 (12)
52	x 30% = 15.6 (16)		
51	x 30% = 15.3 (16)	36	x 30% = 10.8 (11)
		35	x 30% = 10.5 (11)
50	x 30% = 15.0 (15)	34	x 30% = 10.2 (11)
49	x 30% = 14.7 (15)		
48	x 30% = 14.4 (15)	33	x 30% = 9.9 (10)
47	x 30% = 14.1 (15)	32	x 30% = 9.6 (10)
		31	x 30% = 9.3 (10)
46	x 30% = 13.8 (14)		
45	x 30% = 13.5 (14)	30	x 30% = 9.0 (9)
44	x 30% = 13.2 (14)	29	x 30% = 8.7 (9)
		28	x 30% = 8.4 (9)
43	x 30% = 12.9 (13)	27	x 30% = 8.1 (9)
42	x 30% = 12.6 (13)		
41	x 30% = 12.3 (13)	26	x 30% = 7.8 (8)
		25	x 30% = 7.5 (8)

**1ST XI GUIDELINES FOR UMPIRES & CAPTAINS FOR
MATCHES WHICH ARE DELAYED AT THE START DUE TO
POOR WEATHER CONDITIONS**

Minutes Lost	Overs Remaining	Minutes Lost	Overs Remaining
3 ¹ / ₂	109	108 ¹ / ₂	79
7	108	112	78
10 ¹ / ₂	107	115 ¹ / ₂	77
14	106	119	76
17 ¹ / ₂	105	122 ¹ / ₂	75
21	104	126	74
24 ¹ / ₂	103	129 ¹ / ₂	73
28	102	133	72
31 ¹ / ₂	101	136 ¹ / ₂	71
35	100	140	70
38 ¹ / ₂	99	143 ¹ / ₂	69
42	98	147	68
45 ¹ / ₂	97	150 ¹ / ₂	67
49	96	154	66
52 ¹ / ₂	95	157 ¹ / ₂	65
56	94	161	64
59 ¹ / ₂	93	164 ¹ / ₂	63
63	92	168	62
66 ¹ / ₂	91	171 ¹ / ₂	61
70	90	175	60
73 ¹ / ₂	89	178 ¹ / ₂	59
77	88	182	58
80 ¹ / ₂	87	185 ¹ / ₂	57
84	86	189	56
87 ¹ / ₂	85	192 ¹ / ₂	55
91	84	196	54
94 ¹ / ₂	83	199 ¹ / ₂	53
98	82	203	52
101 ¹ / ₂	81	206 ¹ / ₂	51
105	80	210	50

1ST XI GUIDELINES FOR UMPIRES & CAPTAINS FOR MATCHES WHERE A RECALCULATION IS REQUIRED

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
3 1/2	1	73 1/2	21	143 1/2	41
7	2	77	22	147	42
10 1/2	3	80 1/2	23	150 1/2	43
14	4	84	24	154	44
17 1/2	5	87 1/2	25	157 1/2	45
21	6	91	26	161	46
24 1/2	7	94 1/2	27	164 1/2	47
28	8	98	28	168	48
31 1/2	9	101 1/2	29	171 1/2	49
35	10	105	30	175	50
38 1/2	11	108 1/2	31	178 1/2	51
42	12	112	32	182	52
45 1/2	13	115 1/2	33	185 1/2	53
49	14	119	34	189	54
52 1/2	15	122 1/2	35	192 1/2	55
56	16	126	36	196	56
59 1/2	17	129 1/2	37	199 1/2	57
63	18	133	38	203	58
66 1/2	19	136 1/2	39	206 1/2	59
70	20	140	40	210	60

**2ND XI GUIDELINES FOR UMPIRES & CAPTAINS FOR
MATCHES WHICH ARE DELAYED AT THE START DUE TO
POOR WEATHER CONDITIONS**

Minutes Lost	Overs Remaining	Minutes Lost	Overs Remaining
3 ¹ / ₂	99	91	74
7	98	94 ¹ / ₂	73
10 ¹ / ₂	97	98	72
14	96	101 ¹ / ₂	71
17 ¹ / ₂	95	105	70
21	94	108 ¹ / ₂	69
24 ¹ / ₂	93	112	68
28	92	115 ¹ / ₂	67
31 ¹ / ₂	91	119	66
35	90	122 ¹ / ₂	65
38 ¹ / ₂	89	126	64
42	88	129 ¹ / ₂	63
45 ¹ / ₂	87	133	62
49	86	136 ¹ / ₂	61
52 ¹ / ₂	85	140	60
56	84	143 ¹ / ₂	59
59 ¹ / ₂	83	147	58
63	82	150 ¹ / ₂	57
66 ¹ / ₂	81	154	56
70	80	157 ¹ / ₂	55
73 ¹ / ₂	79	161	54
77	78	164 ¹ / ₂	53
80 ¹ / ₂	77	168	52
84	76	171 ¹ / ₂	51
87 ¹ / ₂	75	175	50

**2ND XI GUIDELINES FOR UMPIRES & CAPTAINS FOR
MATCHES WHERE A RECALCULATION IS REQUIRED**

Minutes Lost	Overs Lost	Minutes Lost	Overs Lost	Minutes Lost	Overs Lost
3 1/2	1	63	18	122 1/2	35
7	2	66 1/2	19	126	36
10 1/2	3	70	20	129 1/2	37
14	4	73 1/2	21	133	38
17 1/2	5	77	22	136 1/2	39
21	6	80 1/2	23	140	40
24 1/2	7	84	24	143 1/2	41
28	8	87 1/2	25	147	42
31 1/2	9	91	26	150 1/2	43
35	10	94 1/2	27	154	44
38 1/2	11	98	28	157 1/2	45
42	12	101 1/2	29	161	46
45 1/2	13	105	30	164 1/2	47
49	14	108 1/2	31	168	48
52 1/2	15	112	32	171 1/2	49
56	16	115 1/2	33	175	50
59 1/2	17	119	34		