



# British Tamil Cricket League

## LEAGUE PLAYING CONDITIONS 10

*Players and officials encouraged to read & understand the BTCL Playing Conditions in full.*

*Laws of cricket shall apply. All other variations included in the League Playing Conditions.*

*(<https://www.lords.org/mcc/the-laws-of-cricket>)*

## Document history

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# CONTENTS SUMMARY

KEY FACTS .....	6
1 GENERAL .....	11
2. FIXTURES.....	11
3. CORRESPONDENCE .....	12
4. STRUCTURE OF THE LEAGUE .....	13
5. MEMBERSHIP .....	13
6. LEAGUE ENTRY FORM & FEE.....	14
7. FINES AND POINTS REDUCTION.....	14
8. PLAYER REGISTRATION .....	15
9. MATCHDAY .....	18
9.1 NOMINATION OF PLAYERS.....	18
9.2 DURATION OF MATCH (SEE SECTION 9.9 FOR INTERRUPTED MATCHES DUE TO WEATHER).....	18
9.3 START TIMES.....	19
9.4 LATE STARTS.....	19
9.5 WALK OVER .....	19
9.6 LATE ARRIVAL OF A PLAYER.....	20
9.7 LESS THAN 11 PLAYERS.....	20
9.8 OVER RATES .....	20
9.9 INTRODUCING POWER PLAY.....	22
9.10 PITCH - "AREA TO BE PROTECTED" .....	22
9.11 MATCHES AFFECTED BY ADVERSE WEATHER/GROUND CONDITIONS .....	22
9.12 FACILITIES .....	23
9.13 FAIR PLAY ASSESSMENT .....	25
9.14 MATCH BALLS .....	25
9.15 FIELDING RESTRICTIONS .....	26
9.16 GROUND & FACILITIES REPORTING AND INSPECTION .....	27
9.17 GENERAL.....	28
9.18 QUALITY OF MATCH DAY FOOD .....	28
9.19 UMPIRES AND SCORERS .....	28
9.21 NO BALL/WIDE BALL .....	31
9.22 OFFENSIVE LANGUAGE BY PLAYER/UMPIRE.....	33
9.23 PHYSICAL VIOLENCE OF PLAYER(S)/UMPIRES.....	33
10. SCORE SHEET UPDATE.....	33

<b>11. POINTS SYSTEM.....</b>	<b>33</b>
11.1 <i>General.....</i>	33
11.2 <i>Promotion and Relegation.....</i>	34
<b>12. LEAGUE AWARDS.....</b>	<b>34</b>
12.1 <i>Annual Award Ceremony.....</i>	34
12.2 <i>Awards Selections.....</i>	34
12.3 <i>Division Awards.....</i>	34
12.4 <i>Individual/Team Awards.....</i>	35
12.5 <i>Merit Prizes.....</i>	35
12.6 <i>Social Media.....</i>	35
<b>13. ECB SAFE HANDS POLICY.....</b>	<b>36</b>
<b>APPENDIX.....</b>	<b>37</b>
APPENDIX A – RUN RATE.....	37
B. <i>Net Run Rate.....</i>	37
C. <i>Final RUN Rate.....</i>	37
APPENDIX B - ECB HELMET & FAST BALL DIRECTIVES FOR YOUNG PLAYERS.....	37

## Key Facts

### General

1. All matches start at 13:00hrs.
2. Member clubs have the responsibility to register only eligible players in their team. Breach of player registration rules is subject to disciplinary action by the BTCL disciplinary committee. BTCL accepts the player's registration application in good faith. All clubs must update the registered player with current legible photos.
3. A team can register a maximum of 30 players. Only 15 players chosen by the team will be listed for awards.
4. A team can register up to **TWO** "non-home" players, however, only **ONE** "non-home" player can play in a match.
5. Any club's fielding two or more teams are only allowed a maximum of two interchangeable home players. Under 19 home players can be moved within their club teams without any restrictions. **THIS IS NOT APPLICABLE TO "non-home" PLAYERS.**
6. If an ineligible player took part in a match and his appearance in the field is proven, the following penalties are applicable. The team violating the rule will get 20-point penalty (no bonus points will be counted either) and the opposition will be awarded the game (20 points).
7. If a walkover occurs during the last 2 matches of the season, then the points reduction (-20 points per game) accumulated in the **last 2 matches** will be carried over to the next season.
8. In accordance with law 6.2, if the pitch is deemed unsafe to play, the umpire reserves the right to cancel the match at any point of the game (whether prior or during). It is the home team's responsibility to make sure the pitch is fit for play as per section. The match will be regarded as **forfeited** and the away team will receive winning points and the home team will receive no points. If this occurs for the second time the home team will be deducted 20 points.

9. The home team's responsibility is to make sure all appropriate markings (boundary, creases, 30 yards etc...) are clearly visible for the game to begin. Otherwise, the match will be regarded as forfeited and the away team will receive winning points and the home team will receive no points. If this occurs for the second time the home team will be deducted 20 points.
10. A match cannot be cancelled before 10 am (or before 9 am in September)
11. If play cannot begin within **THREE HOURS** of the scheduled start time, the match will be regarded as abandoned (5 points each team).
12. Each captain shall provide a list of the names containing 11 players and the nominated 12th man in Play-Cricket to the opposing team captain before the toss. No players (including the nominated 12th man) may be changed after the toss without the consent of the opposing team captain.
13. If a team is unable to present a minimum of 7 players dressed and ready to play after the scheduled start time, they will lose one over for every 4 minutes of the delayed start. And if it continues for 60 minutes from the scheduled start time then the match will be regarded as a walkover to the opposition.
14. While uploading the scorecard electronically the team must enter the correct number of players playing from both teams. Failure to do so will result in reduction of points.
  - a. All results including **complete scorecard** must be submitted in Play Cricket by midnight on the Monday following the game. Scorecard will be locked at 00:01 on Tuesday following the game. Any issues with the scorecard must be reported to the results secretary by Wednesday midnight. After that no scorecard information can be amended.
15. Fair play assessment will be updated by umpires. This may lead to a deduction in points.
16. Unless otherwise specified, infringement of any of the League playing conditions renders the Member Club responsible is liable to a minimum of 2 points reduction.

17. Teams with players under the **age of 19 should notify the League Welfare Officer (LWO).**  
Captains of those teams require cricket specific DBS checks. For more details check county websites or contact LWO.
  
18. Interrupted matches should use the Duckworth Lewis Stern calculator in Play-Cricket. Please follow the below link  
<https://play-cricket.ecb.co.uk/hc/en-us/articles/360000280645-In-Game-Duckworth-Lewis-Calculator-PCS->
  
19. Teams from the same club that play in the same division will not be allowed the two interchangeable players as specified in section 5 above, except **U19 players where transfers are allowed without restrictions.** Their fixture should be played at the beginning of the season. Their fixture should be the 1<sup>st</sup> match of the season with 2<sup>nd</sup> fixture as the 1<sup>st</sup> game after the season midpoint.
  
20. A runner for the batsman is not permitted.
  
21. 15 Yards rules not applied.
  
22. Umpire fee of £70 (single umpire) & £60/umpire (two umpires), shared equally by teams  
[Agreed in SGM 10<sup>th</sup> April 2022]
  
23. In accordance with law 6.2, an umpire's word is final in all instances of a match.



**ICC power-play rules applied (see Section 8)**

1. Premier Division
2. Super Division (Division I)
3. Champions Division (Division II)
4. Legend Division (Division III)
5. Conference Division (Division IV)
6. Community Division (Division V)
7. Challenge Division (Division VI)
8. Classic Division (Division VII)
9. Platinum Division (Division VIII)

❖ 40 overs each side. Excellent ground condition (mandatory). Grounds with sightscreen, 30 yards circle marks and scoreboards are mandatory. Play shall commence without the criteria, but points deducted by BTCL-COM based on fair play assessment uploaded by the umpire officiating the match.

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## **1 GENERAL**

- 1.1** The League playing conditions represent how the cricket matches are conducted by the British Tamils Cricket League (BTCL). If required, these conditions can be amended by BTCL on the request of Member Clubs (See BTCL Constitution for the definition of Member Clubs). The following procedures will be adopted where an amendment to a League playing condition is requested:
- 1.2** If an amendment is proposed by Member Clubs – at least a third of the Member Clubs are required to make a formal request in writing to the management committee of BTCL (hereafter referred as BTCL-COM) specifying the proposed amendments including the reason for requesting an amendment.
- 1.3** BTCL-COM will consider and decide whether to put forward a proposed amendment for comments to all Member Clubs.
- 1.4** If an amendment is proposed by BTCL-COM – to agree on the proposed amendment and circulate as specified in paragraph 1 (d) below.
- 1.5** The proposed amendments to League playing conditions will be circulated to Member Clubs 15 working days prior to an Annual/Special General Meeting (Proposed Meeting) for comments.
- 1.6** Member Clubs are required to respond with comments 10 working days before the Proposed Meeting.
- 1.7** The amendment will be agreed upon at the Proposed Meeting.
- 1.8** Extraordinary General Meeting – in an extraordinary situation BTCL-COM can call upon an emergency meeting (usually within 5 days) to agree a change in playing condition.
- 1.9** Annual General Meeting (AGM) will be held on 3<sup>rd</sup> Sunday in January every year.
- 1.10** A Special General Meeting (SGM) will be held on 1<sup>st</sup> Sunday in April every year.
- 1.11** There will be a fine of £50 for the member clubs if they failed to attend the AGM /SGM

## **2. FIXTURES**

- 2.1** All fixtures will be arranged by BTCL-COM, who shall issue a draft list of fixtures to all Member Clubs.
- 2.2** Any issues relating to the draft fixtures list must be advised to BTCL-COM by Member Clubs within 10 working days of receiving the list in writing after discussion with the opponent team. If BTCL-COM considers the reason for a change request as appropriate, then a change will be made.
- 2.3** The last two matches of the season cannot be moved and the last match for all teams of any division to be played on the same day.

**2.4** Matches not played cannot be re-arranged. BTCL cricket season begins on the first Sunday in May until 31<sup>st</sup> August (excluding lowest division matches). By this time all the league matches must be played.

**2.5** If a team plays in any other tournament or matches, they must inform the league, after agreement with opponents before 31<sup>st</sup> March.

**2.6** Teams from the same clubs can play in the same division but they should be treated as 2 separate clubs. Therefore, Player transfers are not allowed, except U19 home players where the transfer is allowed without restrictions. Their fixtures should be played at the beginning as the 1<sup>st</sup> match of each half of the season.

**2.7** The clubs with two or more teams, for the last 2 games during the season player movement **NOT ALLOWED** playing in their lower-division or upper-division. They should play where they are originally registered. This rule does not apply to U19 players.

### **3. CORRESPONDENCE**

**3.1** Correspondence relating to the League organisation or any other item should be sent to the General Secretary. Items requiring a response must be sent by letter or email. The League on its part will answer such correspondence within 10 working days under normal circumstances, after receiving the letter or email. All Member Clubs must provide the league with a current and valid postal & email address.

<u>League Correspondence</u>	<u>Our Bankers</u>
British Tamils Cricket League (BTCL) 14 Elm Road Chessington Surrey KT9 1AW Fax: 020 8150 5667 Email address: secretary@btcluk.com	Barclays Bank Account Number: 53469379 Sort Code: 20-24-61 Account Name: British Tamils Cricket League  All cheques should be made payable to the British Tamils Cricket League

#### Match Day - Contacting BTCL Committee Member during the Match

**3.2** Make the playing conditions detailed and self-explanatory as much as possible to avoid the need for calling BTCL during the games.

**3.3** No contact available with BTCL during a game.

**3.4** If there were issues, BTCL to be contacted after the game.

**3.5** Umpires to be consulted as much as possible to resolve any issues.

#### **4. STRUCTURE OF THE LEAGUE**

- 4.1** The league consists of a premier, first, second, third, fourth, fifth, sixth, seventh & eighth divisions. BTCL-COM is empowered to add more divisions within the league.
- 4.2** BTCL-COM may amend the league or division titles to incorporate words or symbols on the request of any of BTCL's sponsors before or during the cricket season.
- 4.3** A division shall have a maximum of eight Member Clubs except for the lowest divisions. BTCL-COM is empowered to take the decision on the number of clubs in the lowest division and submit to member clubs' approval if there are concerns raised by the member clubs.
- 4.4** Each Member Club in the League shall have one home, and one away fixture against each team within their division (except lowest division).
- 4.5** The BTCL-COM empowers the Secretary to decide on matters related to promotion/relegation and requesting member clubs to prove eligibility of players playing in that league. Refusal to cooperate with the Secretary will be referred by the Secretary to the BTCL-COM, who shall take the necessary steps to resolve the matter.
- 4.6** The fixtures will be arranged by BTCL-COM. The venue's grounds (booked by the member clubs) will be approved by the BTCL-COM.
- 4.7** Any new clubs or teams joining the league would be placed in the bottom division of the league.
- 4.8** If a club withdraws from the league before the start of a new season, the next club in line from the following division will be promoted. (Note: Season Starting date is defined as the end of 1<sup>st</sup> player registration window).
- 4.9** If a club withdraws from the league during an active season, every match the club played and would have played will be made void. The points for those matches will be made zero either in advance or retrospectively.
- 4.10** A team should play 50% of their scheduled matches, if not they will be disqualified and they must start from the bottom of the league the following year.
- 4.11** Teams from the same clubs that end in the same division can opt to move one of the teams to the next division lower at their discretion. [Refer 2 (f) for their fixture arrangements].

#### **5. MEMBERSHIP**

- 5.1** New member clubs are urged to join the league before 15<sup>th</sup> February. BTCL-COM has the right to reject the membership of a new club if it considers inappropriate to run the league successfully.
- 5.2** Existing clubs are urged to pay all outstanding payments and subscriptions for the following year by 31<sup>st</sup> January. (Failure to do so will lead to point's reduction, 20 points per match).

**5.3** Annual Membership fees will be determined by BTCL-COM and will be announced to all Members of BTCL. To encourage new clubs to join in league BTCL-COM empowered to lower new membership fees.

**5.4** Member clubs must pay any outstanding payments to grounds authorities by 31<sup>st</sup> December. Failing to do so will be subject to disciplinary proceedings. This will lead to the club relegated to lower division or expelled from league membership.

**5.5** Member Clubs can merge, subject to BTCL-COM approval, with similar community clubs to field a stronger team to promote community cricket. Member clubs must confirm this in writing before the Special General Meeting, usually held on the last Sunday in March. A review will be carried by BTCL-COM whether the merger is in the best interest of the BTCL (community cricket league).

## **6. LEAGUE ENTRY FORM & FEE**

**6.1** If the teams fail to pay the fee by 31<sup>st</sup> January, there will be 5 points and a £100 penalty.

**6.2** If a team pays 50% of the fee as a deposit (which is non-refundable) there will be no penalty points but there will still be a £50 penalty.

**6.3** If the team has not paid by 31<sup>st</sup> March, there will be an additional £100 penalty (i.e., 5 points and £200 penalty).

**6.4** If the team has not paid by the start of the season, they would be deemed to have withdrawn from the league. The next club in line from the following division will be promoted. (Note: Season Starting date is defined as the end of 1<sup>st</sup> player registration window).

**6.5** All new teams must pay the full fee at the time of the application.

## **7. FINES AND POINTS REDUCTION**

**7.1** Unless otherwise specified, infringement of any of the League playing conditions renders the Member Club responsible liable to a minimum of 2 points reduction. These infringements shall be referred to as totting up offences. BTCL-COM empowered to act against any infringement of league playing conditions.

**7.2** Member Clubs' attention is also drawn to the following. The League considers each Member Club must provide the League each year with:

**7.3** All challenge trophies must be returned to the League by 31<sup>st</sup> August. In case of loss of the challenge trophy, the teams need to pay £250.

**7.4** Failure to provide any of these items by the date shown will result in a fine of £50. Any fine not paid within 10 days shall be doubled. If it remains unpaid for a further 10 days it will be trebled, and so on until final settlement.

**7.5** Unsatisfactory ground quality and facilities lead to a £50 fine with a 5-point reduction.

**7.6** The clubs must take the responsibility of booking the grounds. The match will be regarded as forfeited if the grounds are not booked and the scheduled match is not played as per the fixtures.

## **8. PLAYER REGISTRATION**

**8.1** A team can register a maximum of 30 players.

**8.2** A team can register up to **TWO** non-home players BUT only **ONE** non-home player is allowed to play in a match.

**8.3** A Sri Lankan Tamil player who has the right of stay in the UK should be considered as a “Home player”.

**8.3.1** Any UK born “Tamil” player who is U21 at the start of the season will be treated as a home player

**8.4** A non-Sri Lankan Tamil player, who has the right of stay in the UK should register as an overseas player for the first two years. In his third year, he will become a home player (evidence may be requested by the BTCL-COM).

**8.5** A player can play under the category of “home player”, by providing proof in the form of his passport or parents’/grand parents’ passports (to show that he is of Sri Lankan Tamil by birth). If passport evidence is not forthcoming, other evidence may be considered at the discretion of BTCL-COM.

**8.6** If one of the two registered overseas players had not played in the season, he can be replaced with another overseas player during the registration period.

**8.7** Any club's field two or more teams are only allowed a maximum of two interchangeable home players. This is only applicable if the teams are playing in separate divisions. Under 19 home players can be moved within their club teams without restrictions however the teams must inform League Welfare Officers about their participation in the open age games.

**8.8** All Member Clubs must register at least 13 players before 31<sup>st</sup> March. The second registration window starts on 15<sup>th</sup> May and ends on 15<sup>th</sup> June.

**8.9** Any incoming (new) Sri Lankan Tamil player in possession of the right to UK residency, to be able to register and play any-time during the season with 7 days’ notice to the registration team (the incoming player should not already be registered with any of the BTCL Clubs).

**8.10** Player transfer from one club to another club must receive consent from the player and registration will require contact details of the player to consider moving to verify the process. Any irregularities subject to disciplinary action will lead to a reduction in points or financial penalties.

**8.10.1** In the event of a pre-registered BTCL player is transferring his registration to a new club within the BTCL league, it is the responsibility of the new club that he is enlisting in to ensure that his eligibility criteria are fully compliant.

- 8.11** A club shall be allowed to register non-home players during 2<sup>nd</sup> registration period under the following circumstance:
- 8.12** If a club has not registered any non-home players or has only registered 1 non-home player during the 1<sup>st</sup> registration.
- 8.12.1** If a registered player has not played any matches during the first half of the season, then the club shall be allowed to register another non-home player during the 2<sup>nd</sup> registration window.
- 8.13** Players in the second registration slot will only be allowed to play on or after 1<sup>st</sup> July. Transfer and removal in the second registration period allowed under the following criteria for the home players. (Overseas players only)
- 8.13.1** External and Internal transfers will be allowed if a registered player did not play a single match for the season. (*External transfer: Between clubs; internal transfer: Club with two teams can transfer players if the player did not play a single match for the season*).
- 8.13.2** If a player registered for the 'A' team of the club, but only played for the 'B' team of the club during the 1<sup>st</sup> half of the season, the club can transfer the player from the 'A' team to the 'B' team during the 2<sup>nd</sup> transfer window and vice versa.
- 8.13.3** Player removal allowed if the player did not play a single match for the season.
- 8.14** Non-home player's registration will be scrutinised according to BTCL policy and if BTCL-COM feels any irregularity in the registration process, then they have the right to reject without providing detail.
- 8.15** During the registration, the BTCL-COM has the right to ask for proof to establish the player's origin and immigration status.
- 8.16** Only acceptable proofs of the players are as follows:
- 8.16.1** Original passports (not copy) OR
- 8.16.2** UK driving licence (with photo)
- 8.17** If the above is not attainable, BTCL requires a United Kingdom Border Control Photo ID. After submitting the proofs BTCL-COM may require an interview with the player to establish the status of the player.
- 8.18** Captains/Managers shall be responsible for uploading all newly registered player photographs onto the BTCL official web. (File size less than 1MB, 300 X 300 pixels; see below for the quality)
- 8.19** The following details must be entered while registering a player,  
First name, Surname, Club Name, Date of Birth, Player Stats,  
Home/Non-Home Player, Age Group: Pro/U19/U15  
Short names, nicknames only accepted when it is provided with a full name. If the BTCL-COM feels the provided details are incorrect, registration will be declined.



**8.20** It is the responsibility of the member clubs to identify their player's eligibility to play in the community cricket league. BTCL will act in good faith by accepting the player's registration when it is first made. If later proved that the clubs played with ineligible players, then this will be subject to disciplinary action. If an ineligible player took part in a match and his appearance in the field is proven, the following penalties are applicable. If the team violated the playing condition wins, then 40 points will be deducted, and if the violated team loses, then 20 points and any bonus points earned in that match will be deducted. If a player is reported to have been registered incorrectly, Executive Committee will fully investigate that report and if the reported ineligibility is proven, all the matches that the ineligible player had played in the ongoing season will be penalised. 20 points per each game he had played and any bonus points that the team earned in those matches will be deducted. If a player found guilty for wrongly registered at ANY POINT in the season, all the matches he played will be penalised (if the player played at the winning side, then -40, losing side -20). This condition will apply to all the existing and new registered players. All the Clubs please make sure all your registered players are correctly registered within the player registration rules.

**8.21** Member club's manager will be given a choice to select the appropriate name that should be displayed on the public website.

**8.21.1** Photo Size and Quality: UK Passport size photos with clear background (**No trees behind, No caps, No sunglasses, and No hats**). Registration with poor quality photos will be rejected.

**8.21.2** If a Club would like to go into an agreement with a sponsored home category player, then BTCL will accept that agreement for a nominal fee of £20. That player will not be allowed to play in any other BTCL clubs during that agreement period.

**8.21.3** Teams with players under the age of 18 should notify the League Welfare Officer (LWO). Captains of those teams require cricket specific DBS checks. For more details, check county websites or contact LWO.

**8.22** None registered players playing in matches:

**8.22.1** There will be a 40-point penalty in the current year and a further 20-point penalty for the following year for the offending team.

**8.22.2** No losing bonus points will be awarded either if the offending team loses.

**8.22.3** The opposition team (to the offending team) will be awarded a win.

**8.22.4** The statistics of the offending team players will stand.

**8.22.5** The matter must be reported to the BTCL committee with 72 hours of the match day.

**8.23** Two overseas players playing in a match breach the BTCL rule Proposal to AGM.

**8.23.1** Breaching the BTCL rules and disciplinary action

## **9. MATCHDAY**

### **9.1 Nomination of Players**

**9.1.1** Each captain shall provide a list of the names containing 11 players and the nominated 12th man in writing to the opposing captain before the toss. No players (including the nominated 12th man) may be changed after the toss without the consent of the opposing captain.

**9.1.2** Captains/Managers are encouraged to check the BTCL website and take a print out of players and identify their team for the match day. A player not registered with BTCL shall not play in the game. (See section 7 for player registration).

**9.1.3** The captains should provide the team list to the umpire & opponent team.

**9.1.4** A runner for the batsman is not permitted.

### **9.2 Duration of Match (see section 9.9 for interrupted matches due to weather)**

**9.2.1** All divisions shall play a match of 80 overs maximum and 40 overs minimum.

**9.2.2** Minimum 20 over's must be played by each team. Otherwise, the match shall be deemed as abandoned (5 points for each team).

**9.2.3** The side batting first will take up a maximum of half the allotted overs.

**9.2.4** A tea interval, not exceeding 30 minutes, will normally be taken between innings. It can be taken earlier or later, if circumstances make either a sensible option, but only at the umpires' discretion.

**9.2.5** The fielding Captain shall agree on drinks intervals with the Umpires prior to the start of each innings. A maximum of 5 minutes will be allowed for each drink break, players may take drinks at the boundary edge at the end of the over or fall of wicket or suspension in play but must be ready when the bowler is ready to deliver the ball. This will be dealt with under Law 41.9 Time wasting by the fielding side and Law 41.10 Batman wasting time. Time for agreed drinks intervals shall be excluded when calculating any time remaining.

**9.2.6** The maximum number of overs bowled by any bowler [England and Wales Cricket Board (ECB) rules apply for players under 19] may not exceed one-fifth of the total to be bowled by his side, assuming the innings runs its full length. If a bowler breaks down and is unable to complete an over, another bowler shall bowl the remaining balls of that over. Such part of an over shall count as a full over to both bowlers but only one in a total number bowled in the innings.

### 9.3 Start Times

9.3.1 All matches start at 13:00 hrs. But in September matches start at 12:30 hrs. Teams must notify the fixture secretary regarding the late start. This is only allowed if the ground authorities scheduled afternoon ground handover time is different from BTCL scheduled start time. If the starting time (or rescheduled time) is different from the scheduled starting time, then this will be displayed on the website grounds venue.

9.3.2 The umpire must be present at the game by 12.30 pm.

9.3.3 Coin toss at 12:45 pm.

9.3.4 A team unable to present a minimum of 7 players dressed and ready to play for the coin toss will automatically lose the toss.

9.3.5 The match starts at 1 pm.

### 9.4 Late Starts

9.3.6 Punctuality is essential. A Member Club responsible for a late start or delay in restarting after tea will incur the minimum reduction in points. This is also a 'totting up' offence.

9.3.7 Educate the umpires to work with captains to finish the overs in the allotted time.

9.3.8 If a team is unable to present a minimum of 7 players dressed and ready to play after the scheduled start time, they will lose one over for every 4 minutes of the delayed start. And if it continues for 60 minutes from the scheduled start then the match will be regarded as a walkover.

9.3.9 If play cannot begin within **THREE HOURS** of the scheduled start time, then the match will be regarded abandoned (5 points for each team).

9.3.10 If play can commence before 4 pm (i.e., within 3 hours of the start time), the number of over's will be reduced as per playing conditions:

9.3.10.1 A 20-20 game must be played for the game to be official.

9.3.10.2 The delay must be due to unavoidable circumstances such as weather interruption, the ground being handed over late etc.

### 9.5 Walk Over

9.5.1 If a team fails to present a minimum of 7 players after 60 minutes from the start of the scheduled time, then the opponent team is awarded the game and the match is considered as a walkover. The winning team is awarded 20 points and opposition will be deducted 20 points as penalty. If a walkover is given due to unavoidable or exceptional circumstances such as accidents, evidence should be attached within 48 hours. i.e., video, photo, or document supporting the incident.

9.5.2 BTCL considers walkovers at the end of the season very seriously and will implement tighter control to avoid such events.

9.5.3 If a walkover occurs during the last 2 matches of the season, then the points reduction accumulated in the last 2 matches will be carried over to the next season. This will be -20 points per match.

## **9.6 Late Arrival of a Player**

9.6.1 A player who arrives 60 minutes after the scheduled start of the game can only take part as a substitute.

9.6.2 When a player arrives after the match has started but within the 60 min cut off time the following will apply:

**9.6.2.1 Fielding Side:** The Player will not be allowed to bowl until he has been on the field of play for an equivalent number of completed overs that had been bowled prior to him appearing on the field of play.

**9.6.2.2 Batting Side:** The Player will not be allowed to bat until he has been present at the ground for an equivalent number of completed overs that had been bowled prior to his arrival (except on the fall of the 5th wicket in the event of batting side fielding only 7 players). The onus is on the captain of the batting side to show the umpires that the player has arrived.

9.6.3 If the late arrival player is proven unregistered, then report the matter to the BTCL committee within 72 hours of the match day.

**9.6.3.1 Condition 1:** if the winning team disqualifies losing teams will be considered as winners (penalty points will apply to the offending team)

**9.6.3.2 Condition 2:** if the losing team disqualified penalty points will apply

## **9.7 Less than 11 Players**

9.7.1 A minimum of 7 players constitutes a team.

## **9.8 Over Rates**

9.8.1 All Member Clubs must bowl their allotted overs within 3 hours, except where either team declares, or an innings is completed in fewer than the allotted overs.

### **Over rate penalties**

9.8.2 All sides are expected to bowl the first ball of the 40<sup>th</sup> over within 3 hours of start time. In the event of them failing to do so, the full quota of overs will be completed, but the batting side will be credited with 6 runs for every whole over that has not been bowled (within the 3 hours). This will apply to both innings of the match. If the side batting second is credited with

runs in this way and this consequently takes their score past the side batting first, then the match shall be deemed to be won by the side batting second. Any remaining overs need not be bowled. All penalties in this regard will be imposed immediately.

**9.8.3** If the innings is terminated before the scheduled or rescheduled cut off time. No over-rate penalty shall apply. If the innings is suspended, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

**9.8.4** The Umpires shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is suspended by the weather, of the scheduled time for that innings. The Umpires shall make allowances for any occurrence beyond the control of the fielding side which slows down the overall over rate. Batsmen will normally be expected to cross on the field of play at the fall of a wicket. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation.) In addition, and for over-rate penalties only, in all reduced over's matches the fielding team will be given a one over leeway.

**9.8.5** Over-rate, penalties apply only to innings of 20 overs or more duration.

**9.8.6** The penalties in this paragraph are the only penalty for a slow over-rate.

#### **Responsibility of Captains**

**9.8.7** The captain is responsible for all aspects of the conduct of his side including over rates. If the Umpires feel that their advice in this matter is being wilfully ignored, the captain of the fielding team may find his name included in the Umpires' report for possible disciplinary action.

#### **On-field sanctions under Law 42**

**9.8.8** Should the Umpires invoke the procedure for on-field sanctions under Law 42, the time for the closure of the innings shall be extended by an equivalent period to the time taken for those procedures to be invoked.

**9.8.9** In the event of them failing to do so, the full quota of over's 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. If the side batting second is credited with runs in this way and consequently, takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or rescheduled cessation time for the innings.

**9.8.10** Over-rate penalties apply only to innings of 20 overs or more duration.

**9.8.11** Umpires will be the judges of any extenuating circumstances.

9.8.12 At the 3rd offence (of a team), the matter will be referred to the disciplinary committee.

## 9.9 Introducing Power Play

9.9.1 The power play has been introduced for all divisions. Field restrictions are:

9.9.1.1 Power play 1 (Over's 1 to 8): No more than 2 fielders shall be permitted outside the 30-yard circle.

9.9.1.2 Power play 2 (Over's 9 to 32): No more than 4 fielders shall be permitted outside the 30-yard circle.

9.9.1.3 Power play 3 (Over's 33 to 40): No more than 5 fielders shall be permitted outside the 30-yard circle.

## 9.10 Pitch - "Area to be protected".

9.10.1 The area of the pitch, which must be protected from the bowler, will be regarded by the umpires as the rectangle formed by two imaginary lines 5ft in front of and parallel to each popping crease and two more imaginary, parallel lines drawn one foot either side of the centre of the middle stumps.

9.10.2 Bowler running onto the protected area after delivering the ball, batsman running between wickets using the protected area and fielders entering the protected area are contravened to the law. Two cautions will be issued to involved parties and the third time bowler will be asked to stop bowling and for the batting side, this will be regarded as no runs. Penalty 5 runs will be awarded by the officiating umpires. All parties involved will be reported to the league.

## 9.11 Matches Affected by Adverse Weather/Ground Conditions

9.11.1 No match can be cancelled due to adverse weather or ground conditions within the **THREE HOURS** before the scheduled start time.

9.11.2 If the away team chooses this option (a) and there is no play, they must pay both umpires' expenses and at least half the cost of the tea.

9.11.3 Away team can insist on all parties being available to start at the scheduled time if they feel cancellation is unreasonable.

9.11.4 If play cannot begin within **THREE HOURS** of the scheduled start time, then the match will be regarded abandoned (5 points for each team).

9.11.5 In these circumstances, the umpires are the sole judges as to whether or not conditions are fit for play.

**9.11.6** If the groundsman or grounds authority cancels the grounds reasoning safety and pitch condition, then BTCL requires an email confirming the cancellation from the groundsman or authority who manages the ground.

**9.11.7** If adverse weather delays the start of a match or during the innings for more than 15 minutes umpires will deduct over's as follows:

**9.11.7.1** Up to 21 minutes - 3 overs each side.

**9.11.7.2** 28 minutes - 4 overs each side.

**9.11.7.3** 35 minutes - 5 overs each side and so on (i.e., further deductions of one over per side for every seven minutes or part thereof) down to a minimum of 20 overs per side. This applies to all divisions. However, see point (d) above.

**9.11.8** Weather affected match results shall be determined based on the Duckworth-Lewis method (as directed by BTCL – See point (j) below) provided that the teams played a minimum of 20 overs.

**9.11.9** If bad light stops play under any circumstances DL method applies to adjudicate the winner, provided that the teams played minimum over's criteria.

**9.11.10** Interrupted matches: Interrupted matches should use the Duckworth Lewis Stern calculator in Play-Cricket. Please follow the below link <https://play-cricket.ecb.co.uk/hc/en-us/articles/360000280645-In-Game-Duckworth-Lewis-Calculator-PCS->

## **9.12 Facilities**

### **9.12.1 Covers**

**9.12.1.1** Member Clubs must use covers to completely or partially protect the pitch during inclement weather, in order to allow play to start and/or resume. As per Law 10.2.1, the whole pitch and a minimum of 4 ft. /1.22 m beyond it at each end shall be covered.

**9.12.1.2** Member Clubs must use covers if adverse weather causes a delayed start to a match or if there is an immediate interruption of play. Umpires must report any Member Club failing to do so.

### **9.12.2 Sight Screens**

**9.12.2.1** Unless otherwise dispensed from the league, all Member Clubs must have a sight screen at each end. Where any screen is on the field of play it must be roped off so that it is completely beyond the boundary.

**9.12.2.2** The batting side captain must delegate people to move sight screens as required during that innings if requested to do so by the fielding side captain.

**9.12.2.3** Sight screens are compulsory for Premier division and Division 1.

### **9.12.3 Local Conditions**

**9.12.3.1** Member Clubs must post clear notices in the away team and umpires' changing rooms, detailing any local conditions under which matches are to be played. The captain of the home team is responsible for explaining these in the pre-toss discussion with the umpires and the away team captain.

**9.12.3.2** Members of the batting side must search for any lost balls during play.

**9.12.3.3** Power installed and adequate toilet facilities if possible.

**9.12.3.4** The home club is responsible to ensure distraction is avoided from both players and spectators.

### **9.12.4 Pitches**

**9.12.4.1** Must have strong grass roots, be free from weeds, moss, stones or other foreign bodies, flat and even and have evidence of rolling. In addition, the pitch must have been prepared by either a professional groundsman or appointed representatives who have the necessary skill and equipment to do so.

**9.12.4.2** It is the home team's responsibility to make sure pitch markings are clearly visible for the game to begin. The home team must take every possible to ensure the pitch is in a playable condition. Failure to do so will result in the match being awarded to the away team and the home team will receive no points. If this occurs for a second time, the home team will be deducted 20 points. Home team should readily provide evidence of pitch bookings or any form of proof to the BTCL-COM in the event of any breach. The umpires are the sole judges of whether the pitch is playable or not. Both teams must abide by the umpire's decision. Play can continue under protest, if needed, and the BTCL-COM must be notified with 48 hours.

**9.12.4.3** The umpire could cancel the match considering the safety and pitch condition. The teams must play a minimum of 10 overs before taking any decision based on the pitch condition. If the umpire deems an unsafe pitch before 10 overs, he can stop the play.

### **9.12.5 Outfield**

**9.12.5.1** Must be free from stones, glass, or other foreign bodies, free from bare patches and evenly cut without excessive grass cuttings.

**9.12.5.2** There must also be a clearly defined boundary. Minimum 65 yards and maximum 90 yards measured from the centre of the pitch.



**9.12.5.3** For power play divisions, 30 yards circle apply (see 8.12 section C).

**9.12.5.4** If a ground is permitted by BTCL to have less than 65 yards, then the 30 yards circle may be reduced proportionally with the agreement of two captains and umpires before the start of the match.

#### **9.12.6 Scoreboard**

**9.12.6.1** Must be covered and protected from the weather with easily accessible numbers (electronic or manual).

**9.12.6.2** The score box must be easily seen from the field of play and adequate visibility available to the scorers.

**9.12.6.3** The score box must be kept in a clean and tidy condition and be safe in all aspects.

**9.12.6.4** Drinks are to be provided to scorers during the drink's interval in each innings.

**9.12.6.5** A scorer from both teams must be available at all matches and given reasonable training to carry out his/her tasks.

#### **9.13 Fair Play Assessment**

**9.13.1** To encourage and reward fair play, BTCL has introduced a fair play assessment system; umpires will be evaluating each team on a match-by-match basis on the following criteria:

**9.13.1.1** Punctuality

**9.13.1.2** Timekeeping

**9.13.1.3** Player's behaviour

**9.13.1.4** Facilities

**9.13.2** Points deducted on a match-by-match basis, based on a fair play card uploaded by the umpire officiating the match.

#### **9.14 Match Balls**

**9.14.1** All the league teams must use BTCL balls.

**9.14.2** All Division Member Clubs must use the cricket balls provided by the British Tamils Cricket League.

**9.14.3** Ball cost will be included in the membership.

**9.14.4** BTCL to approach our old supplier Dukes for this year.

**9.14.5** If the match ball is lost in the power play stage a new ball can be used to replace it. Home team responsible to replace the ball (i.e., the cost or ball).

## 9.15 Fielding Restrictions

**9.15.1** At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

**9.15.2** Two semi-circles shall be drawn on the field of play by home teams. 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 (see 9.9 (e) outfield criteria). The ends of each semicircle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The fielding restriction area should be marked by 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

**9.15.3** The following fielding restrictions shall apply for all Divisions:

### Fielding restrictions

No of players	Power play 1 (1 to 8 over's)		Power play 2 (9 to 32 over's)		Power play 3 (33 to 40 over's)	
	Inside 30 yards	Outside 30 yards	Inside 30 yards	Outside 30 yards	Inside 30 yards	Outside 30 yards
11	9	2	7	4	6	5
10	9	1	7	3	6	4
9	9	0	7	2	6	3
8	8	0	7	1	6	2
7	7	0	7	0	6	1

**9.15.4** Power Play has been introduced for all divisions. Refer condition 9.7 field restrictions.

**9.15.5** In circumstances when the number of overs of the batting team is reduced, the number of Power Play overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match where the number of overs of both teams is reduced. The number of overs regarding the restrictions shall be in accordance with the following table. If on resumption after a delay the number of over's has been exceeded, this shall take effect immediately.

Innings Duration	Power Play 1	Power Play 2	Power Play 3
40	8	24	8
39	8	23	8
38	8	23	7
37	8	22	7
36	7	22	7
35	7	21	7
34	7	20	7
33	7	20	6
32	7	19	6
31	6	19	6
30	6	18	6
29	6	17	6
28	6	17	5
27	6	16	5
26	5	16	5
25	5	15	5
24	5	14	5
23	5	14	4
22	5	13	4
21	4	13	4
20	4	12	4

## 9.16 Ground & Facilities Reporting and Inspection

**9.16.1** Team captains, scorers, or a club official deputised for that purpose, will be responsible for advising the League through a questionnaire provided whether the required standards are met on grounds visited under match day conditions.

**9.16.2** Member Clubs that fail to meet acceptable standards, when all such reports are considered, will be required to improve their ground to the required standard, within a time specified by the BTCL-COM.

**9.16.3** The Member Club or Member Clubs concerned will also be subject to a minimum of two spot checks by at least two members of BTCL-COM to ensure the improvements have been made.

**9.16.4** Grounds must be booked within the M25 area.

**9.16.5** Recreation ground rules – Applicable to those teams who play on a council grounds. Normally the council prepares the pitch on a Wednesday. In case of rain after Wednesday and before Sunday the Lines and marks may get fully or partially washed off. If the umpire decided that the pitch is fit enough to play and applied BTCL playing condition both clubs must play a minimum of 10 overs. Umpires' decisions shall be final and there cannot be any arguments with the umpire, both captain's should ensure that both teams comply with umpire's decision.

### **9.17 General**

**9.17.1** In the event of rain delaying or interrupting a match, the home team is responsible for making every effort to make play possible.

**9.17.2** Teams must not take the field before the umpire(s) at the start of the match or after any interval.

**9.17.3** All players, including substitutes, must wear conventional cricket clothing when taking part in the game. Captains are wholly responsible for enforcing this.

**9.17.4** Excessive appealing – Follow MCC rules - Appendix B.

### **9.18 Quality of Match Day Food**

**9.18.1** Always include a vegetarian option.

**9.18.2** Away team to inform the home regarding any special dietary requirements (veg, halal etc.).

**9.18.3** In SGM on 10<sup>th</sup> April 2022, clubs voted that teams should bring their own tea. Where grounds require the teams to buy tea with them, the opposition must provide tea for their home game.

### **9.19 Umpires and Scorers**

**9.19.1** All clubs must fill in complete details for their own club Scorecard must include nominated 12<sup>th</sup> man if required details with full names; otherwise, it will be treated as incomplete. Failure to submit will result in three points being deducted from the offending team. Incomplete scorecards will result in a deduction of 2 points.

- 9.19.2** Teams that fail to provide a scoreboard, 30-yard circle and boundary markers will be deducted points for each offence in the match concerned.
- 9.19.3** Clubs that fail to provide hot tea or facilities to have tea will be deducted 2 points per match.
- 9.19.4** Umpire(s) must wear appropriate dress code to maintain the standard of the game (all umpires should wear BTCL or ECB approved uniforms).
- 9.19.5** BTCL should provide a standard team card and scorecard to the umpire.
- 9.19.6** Member Clubs should pay one umpire each.
- 9.19.7** If only one umpire is present, he will officiate at the bowling end throughout, receiving a normal fee the Member Clubs will share the cost.
- 9.19.8** The BCTL shall be responsible for providing the umpire/s. It shall be the responsibility of the home club to ensure that the umpire's fees are paid before the toss, the cost being shared by both clubs.
- 9.19.9** If the umpire fee is not paid on the day, the disciplinary committee will act.
- 9.19.10** If an umpire travels to the ground and play does not take place, then the full fee must be paid by the teams.
- 9.19.11** If both Member Clubs agree that a match is to be cancelled due to inclement weather the home club must inform both umpires of the cancellation no later than three hours before the scheduled start.
- 9.19.12** The umpire must advise the Secretary within 48 hours from the match concerned of:
- 9.19.12.1** A delay in resuming play after tea because of non-payment of an umpire.
  - 9.19.12.2** All late starts and unusual incidents not in the best interests of the league
  - 9.19.12.3** Clubs with less than one sightscreen
  - 9.19.12.4** Teams taking longer than the permitted time for the innings.
  - 9.19.12.5** Member Clubs with less than two sight screens unless they have dispensation from the league.
  - 9.19.12.6** Teams who do not provide a scorer for the whole game.
  - 9.19.12.7** Teams who have less than 11 players.
  - 9.19.12.8** Unmarked or incorrectly marked creases.
  - 9.19.12.9** Late payment of Umpires.
  - 9.19.12.10** A copy of any disciplinary report must be sent [secretary@btcluk.com](mailto:secretary@btcluk.com)
- 9.19.13** Umpire(s) shall arrive at the ground no less than 30 minutes before the scheduled start of the match.
- 9.19.14** Umpire(s) must inform the home team captain without delay if they are going to be late. Teams to report the incident to BTCL.

- 9.19.15** If umpire (s) arrives late for a match, reduce the number of overs of the game (same as weather affected). Teams to report the incident to BTCL.
- 9.19.16** Umpires to work with captains to finish the overs in the allotted time
- 9.19.17** If a player umpire (i.e., from the batting side) as a leg umpire then he can only provide his verdict on the following instances:
- 9.19.17.1** Run out
  - 9.19.17.2** Stumped out
- 9.19.18** A player umpire may always assist the main umpire but not to interfere with the decision of the main umpire under any circumstances (except see above).
- 9.19.19** As leg umpires constantly change, it will be up to the league umpire to brief the leg umpire each time they change.
- 9.19.20** Umpire(s) shall not allow persistent interference from batting team members (including playing umpire) as advisors or refreshment providers. Umpire(s) shall call for a maximum of TWO drinks break unless otherwise agreed based on weather condition or player's condition.
- 9.19.21** Umpire(s) to complete the checklist provided by BTCL. This includes but not limited to; the number of players, starting time, teatime, when play completed, whether ID cards checked by captains etc.
- 9.19.22** Umpire(s) shall NOT check player IDs but provide evidence in player registration issues.
- 9.19.23** New umpire rating to identify the best umpires in the league.

### **Absence of Umpire**

- 9.19.24** In event of no panel umpire available, both teams can agree and use their player or non-player umpires (This is at their own discretion). Once agreed and any disputes arising from using their own umpires in the middle of the game, then the match will be considered abandoned, and 10 points will be awarded for each team.
- 9.19.25** If the teams did not or could not agree on playing without the league umpire, 10 points will be awarded for each team (as an abandoned game due to umpire not being present).
- 9.19.26** If any wrongdoing is proven, BTCL reserves the right to take disciplinary action against the offending team(s) or individual(s).
- 9.19.27** Spirit of Cricket by ECB rules should be adhered to and understood in this scenario.
- 9.19.28** Due to the umpire's absence, BTCL takes the responsibility and allows both teams to reschedule the match to a non-league date. In terms of the ground cost, BTCL will offer 50% of the cost (maximum £100). Another 50% of the cost should be shared equally by the home and away team (25% each). Home team responsible for arranging the ground.

### **Bribing an Umpire**

**9.19.29** If any wrongdoing is proven, BTCL reserve the right to take disciplinary action against the offending teams or individuals.

**9.19.30** Spirit of Cricket by ECB rules should be adhered to and understood in this scenario.

### **If Umpire is found unfit to officiate**

**9.19.31** In case BTCL receives 3 complaints from member clubs in a season, the umpire will be banned by BTCL on proof. When the first complaint is received, BTCL should investigate with both home and away teams.

## **9.20 The Bowling of Fast Short Pitched Balls (The Bouncer)**

**9.20.1** Law 41.6 is amended to read as follows:

**9.20.1.1** A bowler shall be limited to two fast short-pitched balls per over. The Umpire at the bowler's end will make it clear to both the bowler and the batsmen at the wicket when such delivery within this limit is bowled. This ruling shall apply even though the striker has made the ball with his bat, person, or equipment.

**9.20.1.2** A fast short-pitched ball is defined as one that passes or would have passed over the height of the batsman standing upright at the crease. The Umpire shall call and signal no ball on each occasion the limit is exceeded. In addition, the Umpires will adopt the procedures of Law 41.6

**9.20.1.3** In addition, a ball that passes above head height, which prevents the batsman from being able to hit it with his bat by means of a normal cricket stroke, shall be called no-ball. For the avoidance of any doubt, any fast short-pitched delivery that is called a no-ball under these playing conditions shall also count as one of the fast short-pitched deliveries in that over.

## **9.21 No Ball/Wide Ball**

**9.21.1 No Ball – bowling of high full pitched balls**

**9.21.1.1** Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair,

whether or not it is likely to inflict physical injury on the striker, and shall be called No Ball (see other No ball interpretation on Laws of Cricket).

Note Medical definition of waist - The part of the human trunk between the bottom of the rib cage and the pelvis.

**9.21.1.2** A penalty of one run shall be awarded instantly on the call of No Ball. A No Ball shall not count as one of the over.

**9.21.1.3** No Ball (Free Hit) – applies to the main umpire call only. Free Hit following any delivery following a no ball shall be a *free hit* for whichever batsman is facing it. Field changes are not permitted for *free hit* deliveries unless there is a change of striker or unless the no-ball was called for an infringement of the fielding regulations, in which case the field may move to the minimum necessary to make the new field legal. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards. The batsman cannot be out caught, stumped, or bowled but can be run out. The Free-Hit rule does not apply for any other no-ball, i.e., over the hip).

## **9.21.2 Wide Ball**

**9.21.1.1** If the bowler bowls a ball, not being a No Ball, the umpire shall adjudge it a Wide if according to the definition in (c) below, in his opinion, the ball passes wide of him standing in a normal guard position.

**9.21.1.2** The ball will be considered as passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal cricket stroke.

**9.21.1.3** BTCL umpires are instructed to apply very strict and consistent interpretation in regard to this law in order to prevent negative bowling wide of the wicket. Any offside delivery shall be judged in accordance with (a) and (b) above. Any leg-side delivery which passes the leg side of the striker and misses the leg stump shall be called a Wide.

**9.21.1.4** The umpire *shall not* adjudge a delivery as being a Wide:

**9.21.1.4.1** If the striker by moving, either; causes the ball to pass wide of him, as defined in (c) above, or, brings the ball sufficiently within his reach to be able to hit it with his bat by means of a normal cricket stroke.

**9.21.1.5** If the ball touches the striker's bat or person.

**9.21.1.6** The ball does not become dead on the call of Wide Ball.

**9.21.1.7** A penalty of one run shall be awarded instantly on the call of Wide Ball.

**9.21.1.8** A Wide shall not count as one of the over.



## **9.22 Offensive Language by Player/Umpire**

**9.22.1** Follow ECB guidelines and umpires to enforce this. Any evidence will be used to identify persistent offenders (applies to both players and umpire behaviour).

## **9.23 Physical Violence of Player(s)/Umpires**

**9.23.1** Follow ECB guidelines and umpires to enforce this.

**9.23.2** Police intervention may be needed.

## **10. SCORE SHEET UPDATE**

**10.1** BTCL IT team is continuously upgrading the system and these requirements may differ according to system changes . Any changes in requirement will be notified to all the member clubs by the IT Secretary / Secretary.

## **11. POINTS SYSTEM**

### **11.1 General**

**11.1.1** Points will be awarded considering the whole season games are played by the teams as follows:

**11.1.1.1** The winning team shall receive 20 points.

**11.1.1.2** The losing team shall receive 1 batting point for every 40 runs scored with a maximum of 5 batting points. *(For interrupted matches the calculation is based on the number of overs played. E.g.: If the team plays 32 overs, then for every 32 runs 1 point will be provided as losing point up to a maximum of 5 points).*

**11.1.1.3** The losing team shall receive 1 bowling point for every 2 wickets taken (maximum of 5 points).

**11.1.1.4** In the event of a tied match where both sides have scored the same number of runs then each side shall be awarded 10 points.

**11.1.1.5** In the event of two or more sides finishing with an equal number of points then, their final positions will be decided on a net run rate basis (see appendix A).

**11.1.1.6** The walkover team will be penalised by a deduction of 20 points and the opposition team will gain 20 points.

**11.1.1.7** If a walkover occurs during the last 2 matches of the season, then the points reduction accumulated in the last 2 matches will be carried over to the next season.

**11.1.1.8** If the match is abandoned, then both teams receive 5 points (except for clause 9.19.24, in which case 10 points will be awarded to each team)

**11.1.1.9** The bowling side will get full bowling points (5 points) if they get the opposition all out even though the batting side has less than 11 players.

## **11.2 Promotion and Relegation**

**11.2.1** Generally, Two Member Clubs will be promoted and relegated throughout the divisions each season. This is based on the accumulated points published on the League website.

**11.2.2** BTCL-COM has the right to change the promotion and relegation criteria if it feels necessary to keep the maximum clubs playing in any division.

**11.2.3** If a club withdraws from the league before the start of a new season (before 31<sup>st</sup> March), the club next in line from the previous year league table will be promoted.

**11.2.4** If a club withdraws from the league during an active season, every match the club played and to be played will be made void. The points of those matches will be made zero either in advance or retrospectively.

**11.2.5** A team should play 50% of their scheduled matches, if not they will be disqualified and they have to start from the bottom of the league in the following year.

**11.2.6** If any clubs failed to pay the grounds fee, umpire fees or any other fees shall not be considered for promotion or other league awards. These clubs will be relegated to lower division or removed from the league.

## **12. LEAGUE AWARDS**

### **12.1 Annual Award Ceremony**

**12.1.1** The award ceremony for the league will be followed by the completion of the season. BTCL-COM will decide on the venue & date and empower to select an appropriate name for the ceremony.

### **12.2 Awards Selections**

**12.1.1** Awards selections are based on a recorded entry on BTCL official website and clubs must take responsibility to check the league tables and individual performance on BTCL official website. After a specified date all the scores will be made final and no amendments will be allowed.

### **12.3 Division Awards**

**12.3.1** Each division in the league awarded two awards:

**12.3.1.1** Challenge cup

**12.3.1.2** Prize money

**12.3.2** The above awards are presented to champions and runners-up in the league. BTCL-COM is empowered to decide on prize money and the number of trophies awarded in the league. If required, BTCL-COM will award other clubs in the league for good performance.

**12.4 Individual/Team Awards**

**12.4.1** From time to time the league will announce team and individual awards based on merits. Following individual awards has been identified, but not limited to, by the league. BTCL-COM may change the title and number of awards.

**12.4.1.1** Best Bowler in Division - highest aggregate of wickets in League matches only.

**12.4.1.2** Best Batsman in Division - highest aggregate of runs in League matches only.

**12.4.1.3** Best All-Rounder in Division - selected by batting and bowling performances.

**12.4.1.4** Junior Player of the Year - most outstanding junior performance.

**12.4.1.5** Fair Play Award - determined by umpires.

**12.5 Merit Prizes**

Guidelines for 2022 listed below. BTCL-COM decision shall be final

Batting		Bowling	
All division	400 runs or more	All divisions	30 wickets or more

**12.6 Social Media**

**12.6.1** Any social media or any other medium will result in disciplinary action by BTCL.

**12.6.2** Develop a social media policy for teams and players.

**12.6.3** Minimum 7 players to be present to receive awards (applies to 1st,2nd & 3rd).

**12.6.4** Failure to attend the event, additional four ticket prices will be charged to the club (applies to 1st, 2nd & 3rd), unless a valid reason is submitted with evidence.

**12.6.5** Trophies will not be given to clubs if they fail to attend the presentation night.

**12.6.6** Failure to return the returnable trophies to BTCL will lead to a fine.

### 13. ECB SAFE HANDS POLICY

13.1 The League has adopted the ECB Safe Hands Policy in total in order to pursue safe environments for young and disadvantaged people within the League's Member Clubs.

<https://www.ecb.co.uk/safeguarding>

13.2 Unless otherwise specified in the BTCL playing condition, the generally accepted laws of cricket shall apply. <http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/>

Also, refer to the changes in law <http://playerbehaviour.ecb.co.uk/#/>

## **APPENDIX**

### **APPENDIX A – RUN RATE**

#### **A. Run Rate**

Total Runs /Total number of over's, e.g., a team batted first and all out in 25 overs in 35 overs match then, the total number of over's is 35, not 25.

For teams batting second and reaching their target in 26 overs, then the total number of over's is 26.

#### **B. Net Run Rate**

If the team batting first scored 210 runs in 35 overs, the run rate is 6, suppose the second team scored 175 all out in 32.4, their run rate is 5.4.

The NET RUN RATE for the team that batted first is +0.6, and the second team is -0.6.

Should the team batting second managed to reach their target (211 runs) in 34.4 overs, and then their run rate would be 6.134.

The net run rate in this instance would be, the team batted first is -0.134 and the second team get +0.134

#### **C. Final RUN Rate**

Total net run rate /number of matches (abandoned and un-played or walkovers will not be counted)

E.g., If a team total net run rate is 28.07 and played 12 matches.

The final run rate is  $28.07/12=2.2558$

### **APPENDIX B - ECB Helmet & Fast Ball Directives for Young Players**

#### **A. ECB Helmet Directive**

The ECB Helmet Safety directives for young players up to the age of 18 years will apply to all matches within the league. Captains are required to ensure that young players wear a helmet when batting and when standing up to the stumps when keeping wicket.

#### **B. ECB Fast Ball Directive**

The ECB Fast bowling directives for young fast bowlers up to and including the under 19 age group will apply to all matches within the league. In those matches to which panel umpires have been appointed, it is the responsibility of each captain to inform the umpires, prior to the start of the match, the names and relevant age group of any fast bowlers under the age of 19; Age groups are based on the age of the player at midnight on 31<sup>st</sup> August in the year preceding the current season Captains are required to ensure that any fast bowler under the age of 19 does not exceed the ECB directives for a maximum over's and the minimum rest periods (See below). Panel umpires will monitor these requirements:

#### **C. Age Max Overs Per Spell Max Over Per Day**

Up to U13 & U14 & U15 & U16 & U17 & U18

#### **D. Fielding Directive**

- No young player in the U15 age group or younger shall be allowed to field closer than 8 yards (7.3m) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.
- For players in the U13 age group and below the distance is 11 yards (10 metres).
- These minimum distances apply even if the player is wearing a helmet.
- Should a young player in these age groups come within the restricted distances the umpire.
- Must stop the game immediately and instruct the fielders to move back.
- In addition, any young player in the U16 to U18 age group, who has not reached the age of 18 must wear a helmet and, for boys, an abdominal protector (box) when fielding within 6 yards (5.5 metres) of the bat, except behind the wicket on the offside. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.
- These fielding regulations are applicable to all cricket in England and Wales. Age groups are based on the age of the player at midnight on 31<sup>st</sup> August in the year proceeding the current season.