

MORRANTS CHILTERN CRICKET LEAGUE (MCL)

PLAYING RULES 2021 WLD MATCHES

Unless stated otherwise within these playing rules the MCC Laws of Cricket (2017 Code – 2nd Edition published in 2019), the Spirit of Cricket and ECB Directives shall apply to the Marrant Chilterns League.

In the event of any match situation arising which is not specifically covered within these rules, the League Executive Committee (executive) shall have the power to deal with it as it sees fit. Executive decisions in the interpretation of these rules shall be binding and final on all parties.

1. Chilterns League Divisions

- 1.1 Each team shall play every other team in their division on a home and away basis during the regular league season.
- 1.2 Matches will commence on the first Saturday in May.
- 1.3 The first 5 and last 4 games, as originally scheduled, will be played to Win/Lose rules and the middle 9 games will be played to Win/Lose/Draw rules. If matches are rearranged by mutual consent they will be played under the originally scheduled format.
- 1.4 There will be one match of each format against every team in the division.
- 1.5 All matches (i.e. both W/L & W/L/D) will have a maximum duration of 90 six ball overs. (See also Rule 9).

2. PITCH PREPARATION

- 2.1 The home team is responsible for preparing the pitch and outfield.
- 2.2 The home team must ensure that wood shavings or sawdust are available for the fielding team in wet conditions.
- 2.3 The boundary must be marked with a continuous white line or rope. If a white line is used, flags must also be used to mark the boundary.
- 2.4 The pitch must not be rolled within 30 minutes of the start of any match or during the match.
- 2.5 Artificial pitches are not to be used without prior permission from the executive.
- 2.6 Covers will be used as necessary. The home captain must inform the visiting captain, before the game starts, if covers are not available.

3. THE PLAYERS

- 3.1. The Marrant Chilterns League is recreational cricket and no player may receive remuneration of any sort for playing.
- 3.2. Players recorded on the [Play-Cricket.com](https://www.play-cricket.com) database of the club, prior to a match, will be regarded as a 'bona fide' playing member of the club. The team sheet for the match should be completed prior to the match. Players not recorded on Play-Cricket, or reported on scorecards and not linked to the club's squad on Play-Cricket will be considered ineligible players.
- 3.3. No player may play for more than two clubs in the League in any one season, with only one change of club being allowed. A player, having played in the current season may move clubs immediately, providing that the secretary of the first club is made aware and has no acceptable objection. The Hon. Fixture Secretary must be informed and the club playing the transferring player must have permission from the Hon. Fixture Secretary before he can play. Seven days must be allowed from informing the Hon. Fixture Secretary to receipt of written permission. No transfer will be allowed after 31st July of the current season.
- 3.4. On receipt of the *transfer request*, the Hon. Fixture Secretary will confirm with the club from which the player is transferring, by email, that there are no behavioural, financial or other impediments to prevent the transfer to the MCL member club.
- 3.5. Bona fide players within a club may move freely between their club teams during the regular season. In the last four matches of the season a club 2nd XI may play a maximum of one player who has made more than four appearances for the 1st XI during the previous six matches.
- 3.6. No player shall be allowed to be registered with more than one club at the same time.
- 3.7. The executive has the power to decide on any player's eligibility to play in the MCL.
- 3.8. Any team fielding an ineligible player will receive 0 points from the match and be deducted 30 penalty points. Their opponents will receive 35 match points. If there is second (or more) transgression the executive may take whatever action they deem necessary.
- 3.9. Any ban or suspension imposed on a player, club officer or official by the MCL will also apply to all other Leagues in England & Wales.
- 3.10. MCL will support any such ban or suspension imposed by other Leagues and Competitions managed under the auspices of the England & Wales Cricket Board, (ECB), or the International Cricket Council, (ICC).

4. SUBSTITUTES & RUNNERS.

- 4.1 Substitute fielders are allowed in accordance with MCC Law 24. A substitute fielder cannot bowl, act as captain, or bat. He can keep-wicket (with the umpires' permission. This last point is a fairly recent change in the Law).
- 4.2 Substitute batsmen are not allowed.
- 4.3 Runners for batsmen are allowed in accordance with MCC Law 25.

Please Note: These last two are often different in some other forms of cricket. We are using the official MCC version of the Laws.

5. UMPIRES & SCORERS

- 5.1 All MCL teams are expected to nominate a competent umpire, preferably one who has done an ECB ACO Umpires Course.
- 5.2 Umpires will be expected to be ready to meet with the captains not later than 30 minutes before the scheduled start of the match to receive the team cards.
- 5.3 Umpires will conduct pre-match activities, including supervising the Toss.
- 5.4 Umpires shall be on the field of play 5 minutes before the starting time.
- 5.5 In the event of only one appointed umpire being available, that umpire is under no obligation to stand at both ends.
- 5.6 If the only umpire available agrees to stand at both ends, a 'player/umpire' from the batting team shall stand as square leg umpire to carry out all the normal square leg umpiring duties.
- 5.7 Umpires will be expected to remain at the ground for 30 minutes after the conclusion of the match, to meet with the captains and to sign the Home Scorebook or agree the Digital Scorebook as being an accurate record of the match.
- 5.8 Each club is expected to provide a competent scorer for a league match.
- 5.9 The home team must provide tables and chairs for scorers and a visible scoreboard

6. TEAM CARDS

- 6.1 Both captains must provide, to the umpires, a completed and signed ECB Team Card before the toss. The card must identify any player who has not reached the age of 18 on the date of the match and show the specific age group of any player who is in the Under 19 age group or younger. (See also Rule 3.2)
- 6.2 Captains are responsible for including correct and **full** names of all players who take any part in any match on all scorecards to ensure accuracy of team and player statistics. (See also Rule 3.2)
- 6.3 Umpires are to ensure that the match record, Scorebook, or e-version, includes the named players from the Team card. Once this has been verified by the Umpires the Team cards may be discarded.

7. START

- 7.1 Matches shall commence at 13:00 (1:00 pm.)
- 7.2 The Start Time of a match may be changed by agreement between the captains and provided the appointed officials are notified.
- 7.3 The home team must pitch the wickets at least 30 minutes before the start time, weather permitting.
- 7.4 The captains or a nominated member of the team, shall toss for the choice of innings on the field of play, no later than 15 minutes before the scheduled start of the match. Failure to comply with this requirement results in the forfeiture of the Toss by the defaulting team.
- 7.5 The umpires shall inform the scorers of the result of the Toss.
- 7.6 Any team not having the minimum 8 players ready to start the match at 1:00pm shall, at the discretion of the executive, lose points. No match can start unless both teams have the minimum of 8 players ready to play. Any team failing to have at least 8 players ready to start a match by 1:30pm shall be deemed to have scratched and the penalties set out in Playing Rule 13 shall apply.

8. MATCH BALLS

- 8.1 The home club shall provide 2 new 'League Approved' match balls and a minimum of 6 spare balls of various wear and tear to the Umpires before the Toss. Please note: Dukes balls are the League Approved make of ball.
- 8.2 A new ball must be used at the start of the 1st innings.
- 8.3 A new ball must be provided for the start of the 2nd Innings, but the fielding captain has the choice of starting with either the new ball or the ball in use at the end of

the first innings. The Umpire will inform the batsmen and scorers when the new ball is taken, at the start of, or at any time during the 2nd innings.

9. OVERS

- 9.1 All matches have a maximum duration of 90 six ball overs.
- 9.2 The team bowling first may bowl for a maximum of 47 complete overs. Any unused complete overs from the 1st innings will be transferred to the 2nd innings
- 9.3 For a result to be achieved a match cannot commence, or re-start, if fewer than 40 overs can be completed (a minimum of 20 overs per side) in the available time, unless a result is achieved earlier.
- 9.4 Teams are expected to bowl at a rate of at least 15 overs per hour.
- 9.5 No Bowler shall be allowed to bowl more than 25% of the overs available at the start of the innings, up to a maximum of 12 overs. This maximum shall not be reduced in rain affected matches once the innings has commenced. Note: three bowlers may bowl 12 overs and the remaining 9 overs by one or more bowlers.
- 9.6 ECB Directives for Fast Bowling for Junior Players shall be observed at all times regardless of maximum overs stated in Rule 9.7.

10. GROUND, WEATHER AND LIGHT

- 10.1 The umpires shall be the sole judges as to the fitness of the ground, weather and light.
- 10.2 The umpires shall decide whether the conditions are suitable for the match to start or to re-start after a break or interval. If the umpires cannot agree between themselves, play shall not start.
- 10.3 When the umpires decide that conditions are not fit for play during the 1st innings, *and after* 30 minutes of “accumulated stoppages”, two overs shall be deducted for every complete 8 minutes lost – one over from each innings.
- 10.4 Interruption to playing time in the 2nd innings, *and after* 30 minutes of “accumulated stoppages” (including the stoppages from the 1st Innings) will result in a 1 over deduction for every complete 4 minutes of playing time lost, including time required to restart the match.
- 10.5 In the event of a delayed start or any interruption in play, the umpires shall record the time of the stoppage and the re-start time, and accumulated stoppage time, (including the time required to re-start the match), and shall be responsible for informing **both captains** and the scorers of:
 1. Any overs deducted, (if applicable)
 2. Overs and part-overs remaining, to complete the match.

- 10.7 If tea or a drinks break is taken during a stoppage, the time taken shall not count as part of the stoppage.
- 10.8 Following a delayed start, a decision must be made by 16:00 (4.00 pm) at the latest to start play, unless the Captains have agreed earlier to cancel the match. Then the match shall be 20 overs per team (minimum).

11. CANCELLATION, CONCEDED AND ABANDONED MATCHES

- 11.1 In extreme weather conditions, league matches may be cancelled prior to 1:00pm on Saturday, providing that both captains (or their nominated representatives) agree. Results must be posted on Play-Cricket in accordance with Rule 18. If no agreement can be reached both teams must attend the match as normal.
- 11.2 In the event of a club with more than one team in the League only being able to field one team, the 1st XI match shall take priority. Any club scratching a 1st XI League fixture whilst on the same date fielding a full 2nd or 3rd XI will, subject to executive discretion, have all 2nd or 3rd XI points deducted for that date.
- 11.3 Fines for Scratching Matches
Any team scratching a match will be fined £40. These fines will be administrated by the Hon. Treasurer and credited to the affected club at the end of the season.
- 11.4 An abandoned match is one in which play has started, and due to the circumstances cannot be completed, or has lasted less than the required minimum number of complete overs for that match, *without a result being achieved*.

12. INTERVALS

- 12.1 Tea will normally be taken at 4.00 pm. Tea shall be provided, free of charge, by the home club. With the agreement of both Captains the Tea interval may be forfeit or taken at any time by agreement of the captains, who shall inform the umpires.
- 12.2 The Tea interval is up to 20 minutes. The break between innings is 10 minutes. Where the Tea interval is taken between innings, the interval shall be 30 minutes.
- 12.3 Where the first innings is closed with 13 or more complete overs remaining, and Tea is not ready, the interval between innings — 10 minutes — should be taken, and the 2nd innings commence. The side batting second should receive a minimum of 10 complete overs before Tea.
- 12.4 In the event that the 2nd innings does start before tea, when the tea interval is taken it shall be 20 minutes.
- 12.5 One drinks interval is permitted during each innings. The umpires and captains may exercise discretion and agree to 2 or 3 drinks intervals in particularly hot weather. A drinks interval should be no longer than five minutes.

13. POINTS

13.1 Points shall be awarded as follows:

Win 35 points

Tie 20 points

Winning Draw 10 points plus and bonus points

The Winning Draw is awarded to the team with the greater runs.

Losing Draw 0 points plus bonus points

The Losing Draw is awarded to the team with the lesser runs irrespective of any differential in overs faced.

Loss - 0 points plus batting, bowling bonus points

Cancelled match – 10 points

Abandoned match – 10 points plus any bonus points earned

Bonus points to be awarded as follows:

Side batting first (irrespective of toss result):

1st innings: 1 point for first 100 runs, and for each additional 25 runs
(maximum 5 points)

2nd innings: 1 point for every 1 Wicket (maximum 9 points)

Side batting second (irrespective of toss result):

1st innings: 1 point for every 2 Wickets (maximum 5 points)

2nd innings: 1 point for first 100 runs, and for each additional 25 runs
(maximum 5 points) plus:

Chasing a target >95% of 1st innings score = 5 points

>90% of 1st innings score = 4 points

>85% of 1st innings score = 3 points

>80% of 1st innings score = 2 points

>75% of 1st innings score = 1 point

Summary of maximum points available:

Win: 35 points

Tie: 20 points

Winning draw: 24 points

Losing draw: 15 points

Loss: 15 points

Cancelled: 10 points

Abandoned 24 points

14. TIE:

14.1 A tied match is defined as a match in which the runs are equal when the side batting second has lost all available wickets.

15. LEAGUE POSITIONS

League positions shall be determined using the criteria set out below in the following order:

- a. The team with the most points
- b. The team with most wins
- c. The team with fewer losses
- d. The team with the most runs / wickets lost
- e. The team with the least runs conceded per wickets lost

In the unlikely event of two teams still being equal after criteria a. to e. above have been applied, the Executive Committee shall have the power to arrange a play-off match as below:

1. The match will be played on the 3rd Saturday in September of the same season.
2. It will be played on a neutral ground.
3. The match will be of 45 overs per side with the limit of 9 overs per bowler.
4. The team scoring the most runs will be deemed the winner. In the event of a drawn match with scores finishing level the team losing least wickets shall be deemed the winner.
5. In the event of a tied match or runs and wickets being equal, the team batting first shall be the winner.
6. In the event of a play-off, all players shall have represented the club in at least 3 league matches during the season and in the event of a 2nd XI playoff, shall have played in at least 3 2nd XI matches during the season.
7. A neutral ground and neutral umpires will be provided.
8. All things still being equal, each side will bowl 11 balls at 3 stumps with each player bowling 1 ball each. The team striking the stumps most times will be the winner. Bails will be used. If a winner is still not decided, the toss of a coin shall determine the winner.

16. PROMOTION & RELEGATION

16.1 Promotion to the CMB Premiership will normally be one team from the MCL and one team from the Mid Bucks League. Promotion and relegation between the MCL divisions will usually be two up and two down. In certain unavoidable circumstances the executive shall, at their discretion, alter these terms.

16.2

- i. No club shall have two teams in the same division. The first eleven will have priority in matters of promotion and relegation
- ii. The bottom two teams in each division shall be relegated excepting the bottom division.
- iii. The top two teams in each division, from division two down, shall be promoted.
- iv. If a team is due to be relegated but has a team in the division below, it shall not be relegated.
- v. If a team is due to be relegated and its next lower team is due to be promoted to the division its higher team played in the previous season, both teams will remain in the division they played in during the current season.
- vi. If a team finishes in the relegation positions but has a team in the division below, the Executive Committee shall have the authority to relegate as follows
 - 1) To relegate the third bottom team, provided it does not have a team in the division below.
 - 2) If the third bottom team cannot be relegated, the fourth bottom team shall be relegated.
 - 3) No team finishing above fourth from bottom shall be relegated.
- vii) If a team finishes in the promotion positions but has a team in the division above, the Executive Committee shall have the authority to promote as follows
 - 1) To promote the third from top team provided it does not have a team in the division above.
 - 2) If the third from top team cannot be promoted, the fourth from top team shall be promoted.
 - 3) No team finishing lower than fourth from top shall be promoted.

16.3 Relegation from the CMB Premier League will usually be for the two teams finishing at the bottom of the league and will be to either Chilterns Division One or Mid Bucks Division One, depending on the team's original membership.

17. MATCH RECORD

It is the responsibility of the HOME Captain, (or nominated representative) to ensure that the HOME match scorebook or digital record is accurate and completed at the end of the match.

This is the record that should be agreed by the umpires as a true record of the match AND is the record that will be used in the event of a dispute or any report to the executive.

The match scorebook or digital record MUST include:

The result

Accurate Start and Finish time for each innings of the match

The family name and the given name of ALL the nominated players taking part in the match, even if they did not bat.

Batting statistics

Bowler statistics

Catches and Stumpings

18. REPORTING THE MATCH

Although the task may be delegated, it is the responsibility of the HOME Captain to ensure that the match scorecard is accurately recorded and subsequently reported via www.play-cricket.com by the appointed time, i.e. The summary result must be posted by 11.00 hours on the Sunday following the match. The full match score card should be completed by 17.00 hours on the Monday following the match, including confirmation. (Remember to change X to a Tick).

This includes matches that are conceded, cancelled by either side, or abandoned due to inclement weather.

The Away Captain is required to verify and validate the match report by 17:00 hours on the Tuesday following the match, including confirmation. (Remember to change X to a Tick).

Each missed deadline by either Captain will result in a 5 points penalty.

Any queries or disputes must be reported by e-mail to the Hon. Fixture Secretary no later than 22:00 hours (10:00 pm) on the Tuesday following the match.

19. APPEALS, DISPUTES AND QUERIES

Any club having a Penalty imposed shall have the right of appeal to the League Secretary within 7 days of notification of the penalty being imposed.

20. DISCIPLINE CODE

The executive for the MCL expects the highest level of performance and player behaviour as outlined in the Discipline Code and the MCC Spirit of Cricket — see separate league documents.

Notes

Maximum overs per bowler

Overs Available at the start of the innings.	Maximum overs per bowler.
45 or more	12
41 – 44	11
37 – 40	10
33 – 36	9
29 – 32	8
25 – 28	7
21 – 24	6
Less than 21	5

ECB Directive for young fast bowlers.

Age	Maximum Overs per Spell	Maximum Overs per Day
Up to 13	5	10
U/14 & U/15	6	12
U/16, U/17, U/18, U/19	7	18

ECB Safety Guidance on the Wearing of Cricket Helmets by Young Players

In February 2000 the England and Wales Cricket Board (ECB) issued safety guidance on the wearing of helmets by young players up to the age of 18.

In brief, the guidance recommends that:

- Helmets with a faceguard or grille should be worn when batting against a hard cricket ball in matches and in practice sessions
- Young players should regard a helmet with a faceguard as a normal item of protective equipment when batting, together with pads, gloves and, for boys, an abdominal protector (box)

Safety Guidelines on the wearing of helmets by young players must be enforced.

There are no permissible exceptions to this directive in The Chilterns League, i.e. all players up to the age of 18 must wear a helmet as in the guidelines printed in this handbook.