

**Aylesbury & District
Midweek Cricket League**
(Founded 1974)

2017 Season

Members' Handbook

President: Malcolm Saunders

League website: www.admcl.co.uk
Email: info@admcl.co.uk

Affiliated to the Bucks Cricket Board

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Introduction

Welcome to the Aylesbury and District Midweek Cricket League's 2017 season.

This annual handbook brings together all the information that clubs should need to ensure the smooth running of the League this year: fixtures, dates, contact details and rules.

There are a number of changes to and rationalization of the Constitution, Rules for 2017 and Age Group Regulations, listed in full on pages 5 – 16. The Junior and Senior rules are split and the constitution amended in line with the decision taken at the AGM.

Please note that the dates shown on the website are Play by Dates and do not refer the week commencing date.

As ever, umpires should apply all rules consistently and with substantial helpings of common sense in the younger-aged competitions.

A reminder that all clubs fielding junior sides must have a fully-trained Club Welfare Officer (i.e. one who has attended both *Good Practice & Child Protection* and *NSPCC Time to Listen* courses).

Match results must be submitted to the League website at www.admcl.co.uk. Please endeavour to enter your results as soon as possible after matches have been played, in order for the league tables to show the positions accurately. Please also ensure that your club details are up to date on the website. If you need reminding of your user ID and password then please email Kevin.frewin@ntlworld.com

Great Central Cup results must be communicated by both teams within 24 hours of the match to Cup Secretary Tony Cherry on 01296 487885, and by email to cupresults@admcl.co.uk.

The League is run by hard-working volunteers and relies heavily on the self-sufficiency of its member clubs. Please do your best to ensure that fixtures run smoothly, and use your common sense before referring any disputes to the League Secretary / Committee for resolution, they would prefer not to wade through lengthy and numerous emails.

We wish everyone good luck for a successful - and dry - season.

Aylesbury & District Midweek Cricket League Committee
February 2017

Constitution

1. The League shall be called the "Aylesbury and District Midweek Cricket League".

2. The object of the League shall be to organize matches between member clubs, and to encourage other clubs to participate.

3. Application for membership shall be made annually by existing member clubs by responding to the Entry to Senior and Junior Competitions by the stated deadlines of the season in which they want to play.

3A. New clubs may apply for membership by applying to the Secretary at any time, although consideration for participating in the current season's competitions will still be subject to clause 3. The Secretary shall consider a club's suitability for membership in terms of the League's regional spread and any other factors he deems appropriate, and shall have the authority to:

- a) Accept a club for full membership.
- b) Conditionally accept a club for the next cricket season and to enter specific competitions as stated in their application for membership. After that cricket season, the club will need to re-apply for membership of the League.
- c) Refer a club's application to the existing member clubs and to approve or reject the application via electronic voting. A two-thirds majority of member clubs voting will be required to accept the club for either full or conditional membership.
- d) Reject an application for membership.

All such decisions made shall be approved at the next Annual General Meeting by a two-thirds majority of voting members present.

4. All member clubs shall provide the League Secretary with a suitable electronic address to which all League correspondence is to be sent. Where this Constitution or the Rules refer to "in writing", this shall mean a communication sent electronically or by post. It is each member club's responsibility to ensure their details are kept up to date and notified to the League Secretary via the website. All notices that are to be sent out in accordance with these Rules will be by suitable electronic means to the last notified address, or in exceptional circumstances may be sent by hand or by post, and will be treated as being received:

- Within 24 hours after being sent by electronic means or delivered by hand to the relevant address.
- Within 2 clear days after being sent by 1st class post or 3 clear days after being sent by 2nd class post.

5. The Accounting Year will run from 1st November to 31st October in the following year and the Annual General Meeting of the League shall be held within 4 calendar months of 31st October. Every member club shall be represented at the Annual General Meeting and is entitled to send any number of representatives, only one of whom shall have the power to vote, irrespective of the number of teams fielded by a club in the League. Any club which fails to attend the Annual General Meeting will be fined the sum of £10.

6. A member of the Committee who is not subscribed to a member club shall have the power to vote as an individual. In the event of voting being equally divided, the Chairman shall have the casting vote. The Chairman's club may be allowed to vote in addition to the casting vote.

7. A Management Committee shall comprise the following members of the League:

- a) The President
- b) The Chairman
- c) The Vice Chairman

- d) The Secretary
- e) The Treasurer
- f) Up to 4 Members
- g) Cup Secretary

The Officers shall be elected by a majority at each Annual General Meeting and shall hold office until the elections are held at the following Annual General Meeting.

The quorum of the Management Committee is to be THREE members.

8. All Committee members shall retire at the Annual General Meeting, but be eligible to be nominated for re-election. If more than one nomination is received for any one post, then election shall be decided by a simple majority by a ballot among voting members present at the Annual General Meeting.

Except as otherwise provided in this Constitution, every resolution shall be decided by a simple majority of the votes cast, one vote for each member club, on a show of hands.

9. A notice with agenda covering the Annual General Meeting shall be sent to the nominated representative of every member club at least 7 days prior to the date of the meeting.

10. An Extraordinary General Meeting shall be called on the receipt by the League Secretary of a written request (which includes electronic form) from 6 member clubs and its receipt will be confirmed by the League Secretary. The meeting shall be arranged within one calendar month of receipt of such a request and all member clubs informed at least 7 days prior to the date of the meeting.

11. A member club may enter any number of teams in the League provided that such entries are acceptable to the Management Committee as being in the best interest of the League.

12. A member club may not have more than one team in the same division.

13. No player shall appear for more than one club during the season, unless the prior written agreement of the League Secretary is obtained. The only 2 exceptions are that a junior can play junior cricket for one club and senior cricket for another club, and a player may play for one club in the Senior League but for a different club in the Great Central Cup. (Also see the Rules which clarify this clause.)

14. All players representing any Club in the competitions must be bona fide members of that Club, having paid all relevant Club subscriptions for the current year.

15. The Management Committee has the power to make or amend Rules of Play. Decisions made by the League Secretary, who will have consulted with at least 2 other Management Committee members before communicating the decision, during the season will be final and binding. Where this Constitution or the Aylesbury & District Midweek Cricket League Handbook (current edition) Rules of Play refer to the League Secretary, in his absence for any reason, the Chairman will deputize.

16. The Constitution can be amended at the Annual General Meeting by a two-thirds majority of voting members present.

17. The money held in League Funds is to be spent or deposited as considered fit by the Management Committee and all cheques shall be signed by two of the Chairman, Secretary and Treasurer.

18. All member clubs must have public liability insurance and confirm to the League Secretary by not later than 1st April each year that it is in place for the current season.

19. All clubs fielding junior teams, or senior teams with junior members, must have a fully-trained Club Welfare Officer (i.e. one who has attended both Good Practice & Child Protection

and NSPCC Time to Listen courses). The name of each Club's Welfare Officer must be sent to the League Secretary by not later than 1st April each year and recorded on the website by the club.

Rules of Play - JUNIOR Matches

General:

- 1) Rules J1 to J27 apply to **all** Junior matches unless stated otherwise.
- 2) Additionally, Rules J28 to J30 apply to Under 9, Under 10 and Under 11 matches.
- 3) Additionally, Rules J31 & J32 apply to Under 15 and Under 17 matches.
- 4) Managers and Umpires have a duty of care to players and there is a need to consider the relative age/skill and ability of a batsman when facing faster bowlers. When such players come to the wicket, the Umpires should be satisfied that the bowler has been made aware of the situation through his captain. It is recommended that such cases should be made known to the Umpires before the toss.

If a batsman is unable to cope with the speed of a delivery (and Umpires need to be fair on this as it is primarily intended to cover younger / inexperienced players in teams), then the Umpire can instruct the bowler to slow down, or even to be prevented from bowling if the instruction is ignored.

J1. All fixtures will be governed by the current MCC Laws of Cricket except as otherwise stated in other clauses and:

- a) Penalty runs will only apply for No balls, Wides, Law 41.2 Fielding the ball and Law 41.3 Ball striking helmets.
- b) The MCC Law 24.7 regarding double-bounce and rolling deliveries will be followed, i.e. Either umpire shall call and signal 'No ball' if a ball which he considers to have been delivered, without having previously touched bat or person of the striker,
 - either (i) bounces more than twice
 - or (ii) rolls along the groundbefore it reaches the popping crease.

J2. The ECB Code of Conduct will apply to all matches. Specifically, all junior team managers must ensure that in every circumstance the umpires' decisions are unquestionably accepted as final by players, parents, coaches and supporters.

J3. Under 13, Under 15 and Under 17 teams will consist of not more than 11 players per side. Under 11 and Under 10 teams will consist of 10 players per side and Under 9's shall consist of 8 players per side.

J4. Match durations and Bowlers limits:

- a) Under 9's matches shall comprise of 16 six ball overs, all other junior matches will comprise 20 six ball overs per innings.
- b) The number of overs may be reduced at the agreement of the Team Managers before the match starts. At Under 9's the reduced number of overs shall be either 12 or 16 six ball overs per team, at Under 10 & Under 11, the reduced number of overs shall be either 10 or 15 six ball overs per team. This takes account of the pairs format and each pair of batsmen is to face the same number of overs.
- c) No bowler may bowl more than 4 overs, or 3 overs in a reduced match. If a bowler is unable to complete an over, then another bowler may do so, but that part of an over will count as one of his 4 permitted overs, or 3 overs in a reduced match. For Under

9, Under 10 and Under 11 reduced over matches, the overs for each bowler will be a minimum of one over and a maximum of 2 overs.

- d) A bowler must not take more than a 12 yard (11 metre) run-up including walking into the run-up and the ground behind each wicket should be marked at 12 yards distance if possible. The penalty for infringement is a no-ball and either umpire may call it. This Rule does NOT apply to U15 & U17 matches because a time limit is imposed for each innings.

J5. Results

- a) 6 points will be awarded for a win and 3 points for a tie. In the event of a tie, the number of wickets lost by each team is not significant except for bonus points (see Rule J8).
- b) If a team fails to fulfil a fixture on a mutually agreed date:
- i) The non-offending team must make a request to the League Secretary if they want to claim a concession. The League Secretary will investigate and if he confirms this (and subject to ii) & iii) below, 8 points will be awarded to the opposition team, but no penalty points will be deducted from the team that has conceded. If the League Secretary does not confirm the concession, then the fixture will be deemed to have been abandoned and 3 points will be awarded to each team.
- ii) The two teams may 'by mutual agreement' reschedule the fixture. Matches will only be deemed to have been rescheduled once both clubs have emailed the League Secretary to confirm the fixture will be replayed and this MUST be done within 48 hours of the end of the week the fixture was due to have been played. The League Secretary is to be informed of the date of the rearranged fixture before the date and any rearranged date must be not later than the deadline for matches in that competition. The non-offending team must advise the League Secretary not later than the end of the week the fixture was due to have been played, if they will want to claim a concession should the rescheduled match not take place.
- iii) If the rescheduled match [in ii) above] is not played for any reason on the agreed date notified to the League Secretary by both clubs, then the match result will be as i) above.
- iv) The League Secretary will update the website accordingly so that other clubs are aware of the changes.

J6. An offending team will not be awarded any points from a fixture in which an ineligible player has appeared and will have 6 points deducted. (Also see Constitution clauses 12 and 13, plus Rule J12.)

J7. Matches abandoned due to bad weather:

- a) If a match is abandoned due to bad weather and it is not possible to rearrange by mutual agreement, then 3 points will be awarded to each team. Matches will only be deemed to have been rescheduled 'by mutual agreement' once both clubs have emailed the League Secretary to confirm the fixture will be replayed and this MUST be done within 48 hours of the end of the week the fixture was due to have been played. The League Secretary is to be informed of the date of the rearranged fixture before the date and any rearranged date must be not later than the deadline for matches in that competition. The League Secretary will update the website accordingly so that other clubs are aware of the changes.
- b) Only one rescheduling of each fixture will be allowed. If the rescheduled match is not played for any reason on the agreed date notified to the League Secretary by both

clubs, then the match will be deemed to have been abandoned and 3 points will be awarded to each team.

J8. A team will be awarded one batting bonus point for scoring 100 runs or more in an innings; in 'pairs' matches at Under 9 and Under 11, this is 100 runs gross before any deductions for wickets lost. A team batting second in a match will be awarded one batting bonus point if it wins the match with a total score less than 100 runs provided that fewer wickets have fallen than in the opposing team's innings. A team will be awarded one bowling bonus point for taking 7 wickets or more in an innings. In the event of an abandonment due to bad weather, no bonus points will be awarded to either team.

J9. Points will not be awarded for matches that are not played, except in the case of failure to fulfil a fixture (see Rule J5) or abandoned due to bad weather (see Rule J7).

J10. If teams tie on points in the League, then positions will be decided on the following basis:

- Most games won, then
- Tied games and finally
- Bonus batting points

J11. If a team is withdrawn from the League without having played more than half its matches, then the record of that team will be expunged (and if applicable), one fewer clubs will be relegated from the division at the end of the season. When a team is withdrawn after playing more than half its fixtures, then the Committee will decide an appropriate course of action.

J12. A player having played a match for one club may not subsequently play a match for a different club in the same season, unless the prior written agreement of the League Secretary is obtained. The one exception to this rule is that a junior may play for one club in junior competitions and for another club in senior competitions (Constitution clause 13).

J13. Clubs with more than one team: If a club enters more than one team in any age group, then no player can play for the other Team if he/she has already played for one Team in more than 2 matches at any stage of the competition, and vice versa. It is each Club's responsibility to ensure that all players are eligible to represent both the Team and the Club. The League Secretary may, upon representation, relax this rule for specific matches but only in exceptional cases.

If an ineligible player plays, then the penalty shall be as stipulated in Rule J6.

Teams from the same club and in the same age group will not be allowed to compete against each other in an age group final. The team with the highest number of points will play the runners up of the other division.

J14. Players with a disability either physical or mental may be up to a maximum of 2 years over aged. Agreement must be obtained from the opposition at least 24 hours prior to the game and the opposing coach must report to the league secretary the name of the player and their opinion of the contribution the player made in the game. It is the responsibility of coaches to ensure that players covered by this rule participate in the appropriate age group based on their ability.

J15. League results must be submitted to the league website at www.admcl.co.uk by a representative of the winning club no later than the end of the scheduled week of the match. The notification should contain details of the scores, wickets lost and points gained together with any individual performances where at least 3 wickets were taken or 30 runs scored. If the result has not been submitted by midnight on the first Sunday after date the fixture was due to have been played by, unless both clubs have notified the League Secretary that the

match is to be replayed, then that fixture will automatically be recorded as abandoned with 3 points awarded to each side.

J16. Fixtures:

- a) Matches should be arranged midweek (Monday to Friday) and Sunday mornings. The League Secretary will instruct Clubs before the season of the weeks in which matches should be played, although this can be varied provided both clubs agree and that the fixture deadline is met. The day of play is the choice of the home team, who will be expected to offer a choice of two dates. In exceptional circumstances, the League Secretary may arbitrate where clubs cannot agree a date and his decisions are final.
- b) All Junior matches are to be completed by the end of the week of the Junior Finals or by the Sunday of the last weekly round of matches whichever is the later. However:
- c) When there is a divisional or county play-off, then all matches potentially affecting the top of the table placings in those age groups must then be completed at least 5 days before the date reserved for the play-off. The League Secretary will advise all affected clubs of any changes to the completion dates of fixtures.

J17. When teams meet twice in the League, then they can by mutual agreement and with the prior permission of the League Secretary, play one match and double the points obtained by each side. The League Secretary will grant his permission only in the circumstances of fixture congestion.

J18. Matches should commence no later than 6:30 p.m. (10:00 a.m. on Sunday mornings). However, for evening matches teams should endeavour to start by 6:15 p.m. In any event, the toss must take place not later than 6:15 p.m. Teams that are not ready to toss up by 6:15 p.m. shall forfeit the right to do so and their opponents will be deemed to have won the toss.

In 11-a-side of 20 6-ball overs a side matches, teams not ready to start at 6:30 p.m. shall forfeit one over of their innings (when batting) for every 3½ minutes of play lost after 6.30 p.m. (This does not apply to "pairs" matches at Under 9, Under 10 and Under 11.)

J19. Under 9, Under 10 and Under 11 competitions will be played according to the 'pairs' rules as issued by the Bucks Cricket Board, and listed later in this handbook, except that where there is conflict between them and the Aylesbury and District Midweek Cricket League's Rules, then the latter will take precedence. (Also see Rules J28 to J30.)

J20. The under 15 & 17 competitions will be played according to the Twenty/20 rules listed in this handbook. (Also see Rules J31 to J32.)

J21. In the Under 13 age group only, batsmen must retire at 30 but will be able to bat again if all wickets have fallen. If more than one batsman retires, then they must bat again in the order that they retired.

J22. For matches, players must be under the age stipulated for a division on the 31st August of the previous year.

For example for 2017:

U9s must still have been 8 years old (i.e. not have had their 9th birthday) on 31st August 2016.

U10s must still have been 9 years old (i.e. not have had their 10th birthday) on 31st August 2016.

U11s must still have been 10 years old (i.e. not have had their 11th birthday) on 31st August 2016.

U13s must still have been 12 years old (i.e. not have had their 13th birthday) on 31st August 2016.

U15s must still have been 14 years old (i.e. not have had their 15th birthday) on 31st August 2016.

U17s must still have been 16 years old (i.e. not have had their 17th birthday) on 31st August 2016.

Note: This generally means U9s are in School Year 4 (& below), U10s are in Year 5 & below, U11s are in Year 6 & below, U13s are in Year 8 & below and U15s are in Year 10 and below.

Note: the league is based on trust, fair play and honesty, managers and coaches must set an example for the children. If a team, in order to fulfil a fixture, agrees with the opposition that an overaged play

can participate then the league will not take action unless the player gives their team an unfair advantage and the opposition makes a formal complaint.

J23. Players in the under 13 age group and younger will NOT be permitted to play in Senior league and cup matches.

J24. All clubs fielding junior sides must have a fully-trained Club Welfare Officer (i.e. one who has attended both Good Practice & Child Protection and NSPCC Time to Listen courses).

J25. The following ECB Directives MUST be observed in their entirety; this applies to Junior cricket and includes but is not limited to:

- a) Guidance on the wearing of helmets
- b) Fast bowling directives
- c) Ball weight, stumps dimensions and pitch length recommendations for junior cricket, although the ADMCL recognises stumps and pitch lengths may not be possible when matches take place on grass pitches and in this event, this must be agreed in advance between the two competing clubs.
- d) Juniors playing in adult cricket.
- e) Junior fielding regulations.
- f) Girls playing in boys age-group leagues and competitions.
- g) All ECB guidance on safeguarding and protecting children in cricket (<https://www.ecb.co.uk/safeguarding>)

The League website at www.admcl.co.uk has links to these ECB documents.

Note: at the time of publications Girls can play 2 years below their actual age.

J26. In addition to the relevant rules for specific age groups, guidelines for what will constitute a wide in Junior cricket and how wides and no-balls will be scored should be agreed between the umpires / team managers on a match-by-match basis, as well as being advised to team managers and scorers prior to the commencement of play. (For example, it may be decided that a wide and/or no-ball will be scored as 2 runs and no extra ball will be bowled in the over.)

J27. In the Event of a Tie in Junior Knock-out Matches:

Except in "pairs" matches, if a Junior knock-out match ends with the scores level, then the winner shall be the team that has taken the greater number of wickets. If still equal, the team with the higher score at the end of the penultimate over shall win and so on back through the overs. If still equal, the team with the higher score at the end of the penultimate ball shall win (and so on back through the balls).

Under 9, Under 10 and Under 11 Additional Rules

J28. The current MCC Laws of Cricket and the League's Rules shall both apply, with the following alterations:

- a) The pitch should be 18 yards long for Under 9s and 20 yards long for Under 10s and Under 11s. The practical difficulties faced by Clubs in preparing pitches of non-standard lengths are recognized, and the length of the pitch may be mutually agreed in advance between two competing Clubs.
- b) For Under 9 matches, an Easton Incrediball junior ball shall be used and shall last for both innings.

- c) For Under 10s and Under 11 matches, a new or re-polished 4¾ oz. junior cricket ball shall be used and shall last for both innings.
- d) Stumps shall be 27" above the ground and 8" wide.
- e)
- f) Each team shall commence their innings with 200 runs.
- g) For Under 9s each innings shall consist of 16 six ball overs, for Under 10s and Under 11s each innings shall consist of 20 six ball overs. Each player except the wicket-keeper must bowl at least two overs but not more than three overs. A bowler must not take more than a 12 yard (11 metre) run from the wicket and the ground should be marked if possible. The penalty for infringement is a no-ball.
- h) The batting team shall be divided into four or five pairs of batsmen as appropriate and each pair shall bat for four consecutive overs.
- i) Batsmen shall have unlimited "lives" but SIX runs shall be deducted from the total every time a batsman is dismissed (including run outs). No batsman who is out should face the next ball; batsmen shall change ends after a dismissal if necessary to achieve this.
- j) The umpires shall not call "time" after the last ball of any innings until the ball has indisputably become dead.
- k) The umpires shall not allow play to proceed if any player is within 11 yards from middle stump at the striker's end, except behind the wicket on the off side.
- l) Wides and no-balls will be awarded 2 extra runs (plus additional runs scored if applicable). No extra ball will be bowled, except in the last over of an innings when one run and an extra ball will be awarded for each wide and no-ball.
- m) The MCC Law 24.7 regarding double-bounce and rolling deliveries will be followed, see Rule J1 b).
This delivery shall not count as a legitimate delivery and shall be scored as in l) above. Umpires should apply this rule [and l) above] consistently and with substantial helpings of common sense in the younger-aged competitions bearing in mind that a batsman should not be dismissed by an unfair delivery.
- n) The winner shall be the team with the greater score at the end of the match.
- o) In league matches, if the scores are level at the end of the match then the result shall be a tie.
- p) In knock-out matches, if the match ends with the scores level, then the winner shall be the side which has taken the most wickets. If still equal, the side with the higher score at the end of the penultimate over shall win and so on back through the overs. If still equal, the side with the higher score at the end of the penultimate ball shall win (and so on back through the balls). It is therefore essential that those scoring agree on the numbers of runs scored each over throughout the match.

J29. In the event of the umpires being satisfied that a player is incapacitated during the course of a match, his place may be taken by a reserve who shall bat and/or bowl in his place. If no reserve is available:

- a) Any over (or part thereof) due to be bowled by the injured player shall be bowled by another player without exceeding their quota.

- b) The Team Manager of the fielding side shall choose one of the batsmen in the batting side's first three pairs to bat a second time in the fourth pair, with the decision being made before the start of the innings.
- c) Should a team (for unforeseen circumstances) take the field one player short, then the Team Manager of the opposing side may decide, prior to the start of each innings, who of the remaining players may bat again as the last player; when fielding, the remaining players will bowl the overs of the missing player without any of them exceeding their quota of 3 overs stipulated in J28 g) above. It is expected that all Team Managers will use their best endeavours to prevent such events occurring.
- J30.** The wearing of protective kit for Under 9 matches will be at the discretion of individual clubs, except that boxes must be worn by batsmen and wicketkeepers. At other age groups all appropriate protective kit must be worn.

Under 15 and Under 17 Twenty/20 Additional Rules

J31. The MCC Laws of Cricket and the League's rules of play shall both apply, with the following alterations:

- a) The penalty for a no-ball will be 2 runs, plus any additional runs scored.
- b) The delivery following a no-ball called for a foot fault shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no-ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no-ball, even if the delivery for the free hit is called wide ball. Field changes are NOT permitted for free hit deliveries.
- c) The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. In the event that this time limit is exceeded, then on appeal, the incoming batsman will be given out "timed out". The incoming batsman is expected to be ready to make his way to the wicket immediately the wicket falls, and is expected to jog to the wicket.

J32. All teams are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 15 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed and the batting side will be credited with an extra 6 runs for every whole over that was not bowled within 1 hour 15 minutes. 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 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 re-scheduled cessation of time for the innings. Umpires must be satisfied that the batting side did not contribute to any delay causing the 75 minute period to be exceeded.

Rules of Play - SENIOR Matches

S1. All fixtures will be governed by the current MCC Laws of Cricket except as otherwise stated in other clauses and:

- Penalty runs will only apply for No balls, Wides, Law 41.2 Fielding the ball and Law 41.3 Ball striking helmets.

S2. The ECB Code of Conduct will apply to all matches. Specifically, all senior team captains must ensure that in every circumstance the umpires' decisions are unquestionably accepted as final by players, coaches and supporters.

S3. Senior teams shall consist of not more than 11 players per side.

S4. Match durations and Bowlers limits:

- a) Senior matches will consist of 15 eight ball overs per innings.
- b) The number of overs may be reduced at the agreement of the captains prior to the match starting, but with each team having a minimum of 8 eight ball overs.
- c) No bowler may bowl more than 4 overs, or 3 overs in a reduced match. If a bowler is unable to complete an over, then another bowler may do so, but that part of an over will count as one of his 4 permitted overs, or 3 overs in a reduced match.
- d) A bowler must not take more than a 12 yard (11 metre) run-up including walking into the run-up and the ground behind each wicket should be marked at 12 yards distance if possible. The penalty for infringement is a no-ball and can be called by either umpire.

S5. Results:

- a) 6 points will be awarded for a win and 3 points for a tie. In the event of a tie, the number of wickets lost by each team is not significant except for bonus points (see Rule S8).
- b) If a team fails to fulfil a fixture on a mutually agreed date, the opposition team must make a request to the League Secretary if they want to claim a concession. The League Secretary will investigate and if he confirms this, 8 points will be awarded to the opposition team, but no penalty points will be deducted from the team that has conceded.

S6. An offending team will not be awarded any points from a fixture in which an ineligible player has appeared and will have 6 points deducted. (Also see Constitution clauses 13 and 14, plus Rule S13.

S7. Matches abandoned due to bad weather or unfit ground due to weather or other reasons:

- a) All senior games MUST be played on or before the published play by date. There will be no flexibility with this and the website will be locked down each Sunday morning.

~~If a match is abandoned due to the weather or not played for other reasons, the match may be rescheduled provided both clubs agree a new date not later than the final date by which matches can be played; AND matches will only be deemed to have been rescheduled 'by mutual agreement' once both clubs have emailed the League Secretary to confirm the fixture will be replayed and this MUST be done within 48 hours of the end of the week the fixture was due to have been played. The League Secretary is to be informed of the date of the rearranged fixture before the date and any rearranged date must be not later than the deadline for matches in that competition~~

- ~~b) If it is not possible to rearrange by mutual agreement, then 3 points will be awarded to each team.~~
- ~~c) Only one rescheduling of each fixture will be allowed. If the rescheduled match is not played for any reason on the agreed date notified to the League Secretary by both clubs, then the match will be deemed to have been abandoned and 3 points will be awarded to each team.~~
- ~~d) The League Secretary will update the website accordingly so that other clubs are aware of the changes.~~

- e) For Senior Cup matches, the match must be replayed within the deadlines for the competition. Cup games take priority over senior league matches and clubs involved in senior league matches are expected to be accommodating. The venue may be switched by agreement to enable the match to be played.

S8. A team will be awarded one batting bonus point for scoring 100 runs or more in an innings. A team batting second in a match will be awarded one batting bonus point if it wins the match with a total score less than 100 runs provided that fewer wickets have fallen than in the opposing team's innings. A team will be awarded one bowling bonus point for taking 7 wickets or more in an innings. In the event of an abandonment due to bad weather, no bonus points will be awarded to either team.

S9. Points will not be awarded for matches that are not played, except in the case of failure to fulfil a fixture (see Rule S5) or abandoned due to bad weather (see Rule S7).

S10. If teams tie on points in the League, then positions will be decided on the following basis:

- Most games won, then
- Most tied games and finally
- Most bonus batting points.

S11. If a team is withdrawn from the League without having played more than half its matches, then the record of that team will be expunged (and if applicable), one fewer clubs will be relegated from the division at the end of the season. When a team is withdrawn after playing more than half its fixtures, then the Committee will decide an appropriate course of action.

S12. A player having played a match for one club may not subsequently play a match for a different club in the same season, unless the prior written agreement of the League Secretary is obtained. The one exception to this rule is that a junior may play for one club in junior competitions and for another club in senior competitions (Constitution clause 13).

S13. Clubs with more than one team: Where a club has more than one team in the Senior Divisions, it must inform the League Secretary of its best nine players in the first team at the start of the season; these nine players will then be ineligible to play in the second team at any time during the season.

It is each Club's responsibility to ensure that all players are eligible to represent both the Team and the Club. The League Secretary may, upon representation in advance of the fixture being played, relax this rule for specific matches but only in exceptional cases.

If an ineligible player plays, then the penalty shall be as stipulated in Rule S6.

S14. The Management Committee has the power to make or amend Rules of Play and fixture deadlines at any time; all such changes will be communicated to the clubs.

S15. League results must be submitted to the league website at www.admcl.co.uk by a representative of the winning club no later than 48 hours after the end of the scheduled week of the match. The notification should contain details of the scores, wickets lost and points gained together with any individual performances where at least 3 wickets were taken or 30 runs scored. If the result of a league fixture has not been submitted by midnight on the first Sunday after the date the fixture was due to have been played by, within the timescale stated above and no request has been made by both clubs to reschedule the match, then that fixture will automatically be recorded as abandoned with 3 points awarded to each side.

S16. Fixtures: Matches should be arranged midweek (Monday to Friday). The League Secretary will instruct Clubs before the season of the weeks in which matches should be played, although this can be varied provided both clubs agree. The day of play is the choice of

the home team, who will be expected to offer a choice of two dates. In exceptional circumstances, the League Secretary may approve a senior fixture at the weekend or arbitrate where clubs cannot agree a date; in both circumstances, the League Secretary's decisions are final.

All matches are to be completed by the Sunday of the last weekly round of matches.

All teams must provide a ground for their home games, unless alternative arrangements are agreed between the two teams.

S17. When teams have to meet twice in the League, then they can by mutual agreement and with the prior permission of the League Secretary, play one match and double the points obtained by each side. The League Secretary will grant his permission only in the circumstances of fixture congestion.

S18. Matches should commence no later than 6:30 p.m. However, for evening matches, teams should endeavour to start by 6:15 p.m. In any event the toss must take place not later than 6:15 p.m. Teams that are not ready to toss up by 6:15 p.m. shall forfeit the right to do so and their opponents will be deemed to have won the toss. Teams not ready to start at 6:30 p.m. shall forfeit one over of their innings (when batting) for every 4½ minutes of play lost after 6.30 p.m. in a 15 8-ball overs a side match.

S19. Players in the under 13 age group and younger will NOT be permitted to play in Senior league and cup matches.

S20. Leg side wides: any legal delivery missing the striker's wicket on the leg side (but taking into account the striker's initial guard) by more than 12 inches (305 mm) from the centre of the middle stump and not played by the striker's bat or person shall be deemed 'wide' and appropriate action in accordance with Law 24 taken. The bowling creases should be marked to assist players and umpires to judge 'wide' balls.

S21. The following ECB Directives MUST be observed in their entirety for Senior cricket and includes, but is not limited to:

- a. Guidance on the wearing of helmets
- b. Fast bowling directives
- c. Juniors playing in adult cricket
- d. Junior fielding regulations

The League website at www.admcl.co.uk has links to these ECB documents.

The Great Central Cup Rules

S22. The same rules apply as for the senior section of the League except for the following:

Rule S5 a): In the event of a tie, then:

- The team that has lost fewer wickets will qualify for the next round. If teams have lost the same number of wickets, then:
- The team that has scored more runs after 10 overs will qualify for the next round. If teams have scored the same number of runs over 10 overs then:
- The team that has scored more runs after 5 overs will qualify for the next round.

Rule S12: No player may appear for more than one team/ club. A team playing an ineligible player will be disqualified. The one exception to this rule is that a player may play for one club in the League and for another club in the Cup. (Constitution clause 13).

Rule S15: A representative from both teams must inform the Cup Secretary of the match result within 24 hours of the game being played. The result must also be emailed to cupresults@admcl.co.uk

Rule S16: Matches should be decided by the date laid down for each round. The home side must propose at least two dates for a forthcoming fixture as soon as the home and away sides are known. In the event of disagreement, the matter should be immediately referred to the Cup Secretary. The Cup Secretary is empowered to nominate the winner of a tie that has not been decided by the appropriate date. Teams will be expected to fulfil a League fixture that has been allocated for the same week as a cup tie. Only in exceptional circumstances will the League Secretary grant a postponement of a league fixture.

S23. Venue: The team drawn first will have choice of venue until the final.

S24. The final will be played at a neutral ground or nominated in advance of the competition starting; both options will be arranged by the Cup Secretary, who will also arrange for neutral umpires.

S25. Fielding Circle: The home team must mark the fielding circle, which is a 30-yard (27.43 m) "circle" measured from each wicket and from the imaginary line connecting the middle stumps of both wickets, by appropriate means to assist players and umpires.

At the instant of delivery:

- During the first 4 overs, a maximum of 3 players shall be outside the fielding circle.
- During the remaining overs, a minimum of six fielders including the bowler and the wicket-keeper must be inside the fielding circle.
- These restrictions remain the same even if it is agreed to reduce the length of the match (see Rule S4).

The penalty for infringement is a no-ball and may be called by either umpire.

END