

C: RULES OF PLAY

Time Games – Premier Division only

1 LAWS

- 1.1 Except as otherwise provided for hereinafter, the Marylebone Cricket Club code of the Laws of Cricket (2017 Code, 2nd Edition), together with any subsequent amendments, shall apply in all matches.

2 DURATION

- 2.1 All matches shall be played on the day designated by the Management Committee
- 2.2 In a full day's play a minimum of 120 overs shall be bowled (see Note to 3.1). No overs shall be deducted for a change of innings
- 2.3 The minimum over rate to be achieved by both teams is 17 overs an hour (for penalties, see 13.4).
- 2.4 The side batting first shall not bat for more than 64 overs in a minimum 120 over game.

Note If the first innings ends during an over, that over shall not count as one of the minimum 120 overs to be bowled in the day.

Delayed starts and interruptions

- 2.5 In the event of the start being delayed or time being lost after the scheduled start of the match due to inclement weather or other cause, the minimum number of overs to be played in the day shall be reduced by one for every full 3.5 minutes lost.
- 2.6 The side batting first shall not bat for more than the number of overs available multiplied by 64 and divided by 120. The result of this calculation shall be rounded down to the nearest over, e.g. for a minimum 114 overs match:

First innings overs = $114 \times 64 \div 120 = 60.8$, therefore maximum = 60 overs.

Loss of two hours or more playing time

- 2.7 Should the match be delayed or interrupted for a total of 2 hours of playing time or more, but there is time for a minimum of 50 overs to be bowled, a new straight win/loss Limited Over Match shall be played. The Umpires shall calculate the remaining overs to be played at 3.5 minutes per over of the time remaining from the anticipated start of the new match and 7.00pm, reduced by 20 minutes for tea between innings and 10 minutes for two drinks intervals, one per innings. The drinks and tea intervals may be forfeited subject to the agreement of both Captains. If this agreement is made, 10 minutes shall be allowed between innings. The number of overs left to the nearest even number shall be shared equally between both sides and the following shall apply:

- 2.7.1 A new toss shall take place
- 2.7.2 The Captain of the fielding side shall have the choice of two new (red) balls. The home team shall supply a second new ball as required. Each innings will be played with one new (red) ball.
- 2.7.3 The players originally named shall play - there will be no change of players.
- 2.7.4 **Limited Over Clauses 7.1 & 7.2 including Power Plays shall apply** throughout, and the interpretation of the Wide Ball and the bowling of fast short-pitched balls shall apply as in the Rules of Play for Limited Over Cricket.

Note: This Clause will require the 30 yard circle (Diagram 1) and additional off side wide guideline (Diagram 2) being set up prior to the start of all Time Games.

- 2.7.5a In a 50 overs match bowlers will be limited to 12 overs per bowler. In a match limited to less than 50 overs at the start of the new match, the overs per bowler shall be pro rata to the lower number of overs calculated.

Examples: 42 Over Match – Limit = $42/50 \times 12 = 10.08 = 10$ overs per bowler.

36 Over Match – Limit = $36/50 \times 12 = 8.64 = 8$ overs per bowler.

- 2.7.5b In the event of a reduction of overs after the commencement of the new match, the maximum number of overs allowed per bowler shall remain as at the start of the new match
- 2.7.6 Should time be lost due to inclement weather or other cause after the commencement of the Limited Over game, then the number of overs to be played shall be reduced by one over for every full 3.5 minutes lost. **Limited Overs regulation Clause 2.6 (ignoring first 30 minutes of stoppage time) shall not apply.** The team batting first shall complete its initial allotted number of overs and the number of overs received by the team batting second shall be reduced. Should this result in less than 25 overs being available to the side batting second, the game shall be abandoned.
- 2.7.7 The Umpires shall be the sole judges of the fitness of the ground, weather and light for play.
- 2.7.8 The tea interval shall be taken between innings.
- 2.7.9 Declarations are not permitted.
- 2.7.10 RESULT - This shall be as **section 11** within the Rules of play for Limited Overs Cricket.

3 HOURS OF PLAY AND INTERVALS

- 3.1 Scheduled hours of play shall be **11.00am - 7.00pm** (or until the allotted overs are completed, whichever be the later).

*Note: Laws 12.6 and 12.7 (Last Hour) shall not apply. However, if at **6.00pm** 16 overs or less remain to be bowled, the Umpires shall indicate that play shall continue until a minimum of a further 17 overs have been bowled or until **7.00pm**, whichever is the later, provided a result has not been reached before.*

- 3.2 Lunch - **1.15pm-1.45pm**

Note: Law 11.5 (Luncheon Interval) will apply, except that, where an innings concludes or there is a break in play within 10 minutes of the scheduled lunch interval, the interval will commence at that time and play will recommence 30 minutes after leaving the field.

- 3.3 Tea - **4.20pm-4.40pm**

Note: Laws 11.4, 11.6 and 11.7 and 11.9 (Intervals) shall apply.

- 3.4 Drinks Interval. Law 11.8.4 (c) (No drinks interval in the last hour) shall apply.

- 3.5 Should the game be reduced so that a Limited Over match is played (see 2.7), the tea interval of 20 minutes shall be taken between innings.

- 3.6 In a 'Time Game' only following an interruption, the game shall be abandoned, with the agreement of both Captains, if the team batting second will not have the opportunity of batting for at least 25 overs, unless they have previously scored more runs than the team batting first or have been bowled out. However, should either Captain wish to play the remaining overs, the match shall continue until the number of overs remaining have been bowled, or 7.00pm, whichever is the later, unless a result is obtained before. The decision to continue shall only be reconsidered should weather or light intervene.

Umpires shall be the sole judge of weather, light and ground conditions.

The game shall be considered abandoned only if the overs remaining could not be completed due to weather, light or ground conditions.

4 UMPIRES AND CAPTAINS

- 4.1 Umpires shall be appointed in accordance with arrangements approved by the Management Committee. They shall report to the ground 45 minutes prior to the start of play at the latest.
- 4.2 Before the toss for innings, the Captains shall nominate their players, using the team sheet, who may not thereafter be changed without the consent of the opposing Captain.

- 4.3 The current ECB Fast Bowling Directives will apply to all matches. Captains, Team Managers and Umpires shall be responsible for ensuring that the Directives are followed. The Captain of each side shall inform the Umpires, prior to the commencement of the match, of the names and relevant age group of any player under the age of 19 on 31st August of the previous year.
- 4.4 For the purposes of the Directives, the Luncheon Interval of 30 minutes shall be considered to be 40 minutes
- 4.5 The current ECB guidance on the wearing of helmets by players up to the age of 18 shall be followed.

5 THE BALL

- 5.1 All matches shall be played with identical new cricket balls nominated and supplied to the Member Clubs by the League, with two new balls being used in each match and with one new ball being taken at the start of each innings. Each Club shall provide a ball with which they will field.

6 COVERS

- 6.1 The whole pitch shall be fully covered as required to keep the pitch, and as far as possible bowlers' run-ups, dry both during the match and in the preceding days, as appropriate.

7 DECLARATIONS

- 7.1 The batting side may declare at any time, except in a Limited Over game (see 2.7.9).

8 WIDE BALL

- 8.1 Law 22 (Wide Ball) shall apply, except that the "one day wide" interpretation (see Rules of Play for Limited Over Cricket) shall be used for bowlers whom Umpires consider to be bowling down the leg side as a negative tactic. The Umpires shall notify the bowler and the fielding Captain of his intention to invoke the "one day wide".

9 THE BOWLING OF FAST SHORT PITCHED BALLS (THE BOUNCER)

- 9.1 In addition to Law 41.6 (Bowling of Dangerous and Unfair Short Pitched Deliveries) the following shall apply:
- 9.1.1 A bowler shall be limited to two fast, short pitched balls per over (the Umpire at the bowler's end shall make it clear to both the bowler and the batsman when a short pitched ball has been bowled).
- 9.1.2 A fast, short pitched ball is defined as a ball which passes or would have passed above the shoulder of the batsman standing upright at the crease. This ruling shall apply even though the striker has made contact with the ball with his bat, person, or equipment. Note: A ball passing above head height being called No Ball by the Umpire, Law 21.10, shall count as 'one for the over' in the context of this regulation. (Law 41.6.1 and 41.6.2 shall also apply, in full).
- 9.1.3 If this limit is exceeded the Umpire at the bowler's end shall call and signal 'No Ball' on each occasion. If a bowler exceeds his limit of short-pitched deliveries in an over, not only must the Umpire call "No Ball" but he must invoke the procedures of caution, final warning and reporting as set out in Law 41.6.3, 41.6.4 and 41.6.5.

10 OVERS PER BOWLER

- 10.1 In addition to compliance with the ECB Fast Bowling Directives (see 4.3) no bowler shall bowl more than 18 overs in any innings. In the event of a bowler starting but being unable to complete an over, another eligible bowler will bowl the remainder of the over provided the replacement bowler does not exceed the number of overs permitted. This part over shall count as a whole over against the allocation of both the replacement and injured bowler.

11 RESULT - TIME GAME

- 11.1 Law 16 shall apply.

12 POINTS - TIME GAME

12.1 Result

Win	15 points
Tie	8 points
Loss	0 points
Draw (team with higher run / rate)	8 points
Draw (team with lower run / rate)	3 points

The run rate shall be calculated for each team by dividing the number of runs scored by the number of overs received, any incomplete over being treated as the relevant fraction of an over (excluding any wides or no balls) calculated to two decimal points.

NB; 1 ball = 0.17; 2 = 0.33; 3 = 0.50; 4 = 0.67; 5 = 0.83.

If the team batting first is bowled out the run rate for that team shall be calculated by dividing the number of runs scored by 50% of the total number of overs scheduled for the match at the end of the innings of the team batting first, (i.e. for a 120 over game, divide by 60 overs), or the number of overs actually received, whichever is the greater. The run rate of the team batting second shall be the runs scored divided by the number of overs received including any relevant fractions as noted above.

In a drawn match, if the run rates are level to 2 decimal places, then both sides shall be awarded 8 points, and bonus points earned shall be retained.

12.2 Bonus points shall be awarded as follows:

12.2.1 Bowling

2 - 3 wickets taken	1 point
4 - 5 wickets taken	2 points
6 - 7 wickets taken	3 points
8 - 9 wickets taken	4 points
10 wickets taken	5 points

Note i) Should the batting side play with less than eleven players due to either a player or players being absent, or leaving the field through illness, injury or other cause so that his/their innings cannot be completed and the remainder of the side are dismissed before the last ball of the day, then the batting side shall be considered 'all out' and the bowling side shall receive maximum bowling points.

Note ii) See Law 25.4.2 (a) (Batsman leaving the field) "Retired - Not Out"

12.2.2 Batting

150 - 174 runs scored	1 point
175 - 199 runs scored	2 points
200 - 224 runs scored	3 points
225 - 249 runs scored	4 points
250 or more runs scored	5 points

For the team batting first, batting bonus points are only available in the first 60 overs of their innings.

12.2.3 The team batting second and winning will receive the following additional batting points (up to a maximum combined total of 5 batting points):

Winning by 9 or 10 wickets	5 points
Winning by 7 or 8 wickets	4 points
Winning by 5 or 6 wickets	3 points
Winning by 3 or 4 wickets	2 points
Winning by 1 or 2 wickets	1 point

- 12.3 **The maximum points a team can be awarded in any match shall be 25 Points.**
- 12.4 In an innings lasting 34 overs or more, the minimum over rate to be achieved by either side shall be 17 overs per hour. The following penalty point deduction shall apply if this is not achieved:
- | | |
|--|------------------|
| Fewer than 17 and at least 16 overs per hour | 1 penalty point |
| Fewer than 16 and at least 15 overs per hour | 2 penalty points |
| Fewer than 15 and at least 14 overs per hour | 4 penalty points |
| Fewer than 14 overs per hour | 6 penalty points |
- 12.4.1 The Umpires shall consider any time allowance to the fielding side for lost ball, injuries, obvious time wasting by the batting side or other reasonable cause and shall confirm this to the fielding Captain and the batsman at the wicket at the time of delay. 5 minutes shall be allowed for each drinks interval, plus 1.5 minutes for each wicket that falls in an innings. Time allowance will not be subject to retrospective negotiation. The Umpires shall notify both scorers of any points to be deducted and the Umpires decision shall be final. The points shall be deducted from the total points awarded. The maximum prior to deduction shall be 25 (see section 12.3).
- 13 RESULT AND POINTS - LIMITED OVER GAME (SEE 2.7, 2.7.10)**
- 13.1 The result and points awarded shall be as in the Rules of Play for Limited Over Cricket.
- 14 ABANDONED MATCH (SEE 2.7, 2.7.6)**
- 14.1 No points will be awarded to either team in an abandoned match.

RESULT NOTIFICATION PROCEDURES

FOR ALL DIVISIONS

HOME CLUBS

MUST

- Scan & E-mail the Result Sheet to the Results Secretary, Stephen G Jones, at results@southernpremierleague.com, immediately after the match and no later than 9.00pm Saturday.
- Input match details into www.play-cricket.com as soon as possible and in any event by 10.00am the day following the match.