

GLOUCESTER EVENING CRICKET LEAGUE PLAYING RULES

(Extracted from the full league constitution document)

1 Registration of Players

1.1 Registration of players is not required, it being the spirit of the League that a club does not "import" players not normally associated with that club. However, no player may represent more than one club in any one season.

2 Fixture dates

2.1 Teams can arrange beforehand to play a fixture on another date in the same week as the scheduled fixture. Notify the League Secretary if this happens. Fixtures may not be moved to another week by clubs. Only the League Secretary can reschedule games to the "Rain Days." see section 7 below.

3 League Rules

3.1 Each club will play the other members of its Division twice, on a home and away basis. League fixtures and dates will be determined by the League Secretary.

3.2 The following points are awarded after each game:

2 points to the winning side

0 points to the losing side

1 point to each side in the event of a tie (a tie occurs when, upon completion of a game, both sides have scored the same number of runs, regardless of wickets taken)

3.3 Positions in a Division is determined by points scored. In the event of two teams having the same number of points at the end of a season, their relative positions are determined by the outcome of their fixtures against each other. If the teams' positions are not separated by this means, then net run rate per over for the season is the deciding factor. If more than two teams finish on the same number of points, their positions are determined solely by net run rate per over for the season.

3.4 At the end of the season, the top two clubs in all Divisions except the top Division will be promoted, and sufficient relegations will take place to allow this. The bottom two clubs in the last Division shall be subject to re-election at the Annual General Meeting.

3.5 After each game, whatever the result, the **HOME team must** enter the result on the web by midnight of the day following.

3.6 If the match is abandoned or cancelled, the above action **still has to be completed, by the HOME team.**

3.7 In the event of a club failing to put the result on the web site by the time due a fine of £5 will be payable

3.8 Any club failing to fulfil a fixture will, in addition to forfeiting the match to the opposition, have two additional points deducted.

4 Playing Rules

4.1 Each match shall commence by 6.00pm.

4.2 Any side unwilling to commence the match by that time shall concede the toss. Enforcement of this rule should not be regarded as unsporting.

4.3 The home side shall provide a ball of the necessary quality to satisfy both captains, and which is used for both innings unless the captains agree otherwise before the toss. Pink balls are preferred.

4.4 Each innings in a match shall consist of 20 x 6 ball overs per side unless:-

the side is dismissed or a result reached, or

weather conditions delay the start (see Rule 10.3)

4.5 The winning side is the side scoring the most runs, irrespective of the number of wickets falling in an innings, if the second innings completes. If the match is abandoned when there have been at least 10 overs of the second innings, then the winner is decided on run rate per over (NB if the team batting first was all out, then for the calculation of its run rate, runs scored is divided by the number of overs allocated, even though the team didn't bat for that long).

4.6 No bowler may bowl more than four overs.

4.7 An over must be completed in all instances. Any incomplete over must be finished by another bowler. That

part of the over bowled by the replacement shall count as a complete over, towards his allocation of the maximum of four.

4.8 Captains must agree on the first innings total between innings.

4.9 A substitute may field subject to the approval of the opposing captain, but cannot bowl. A substitute who fields for ten overs cannot be replaced and is deemed a playing member of the side and may bat.

4.10 Captains can agree to reduce team size, change start time and number of overs. Captains must agree by the Tuesday evening before a fixture if they wish to alter start time and team size. It is too late to change those details after that. Captains are also advised that if they start late, they should reduce the number of overs to finish in the light.

4.11 The fielding side must not have more than 5 players positioned on or near the boundary. Where possible, the home club is asked to have a fielding circle marked in the usual way with disks at 30 yards from the stumps.

- If there is a fielding circle, there may be at most 5 players outside it at the moment the ball is bowled, with a No Ball called if this is not the case. It is good practice for umpires to point out that there are too many outfielders to the captain and or bowler before the ball is bowled.
- Where there is no fielding circle, the umpire, on noticing that more than five players are on or near the boundary, should tell the fielding captain, and only call a No Ball on the ball immediately after a warning where there is blatant disregard of the spirit of this fielding restriction.

5 Umpires

5.1 Each club shall provide one umpire for each match. If a club is unable to provide an umpire the umpiring arrangements is agreed by the two captains.

6 Bad Weather and the State of the Pitch

6.1 All decisions regarding the weather are the responsibility of the two captains, the spirit of the League being towards the completion of each game.

6.2 If a match is unable to start by 7.15 p.m. because of bad weather, or the state of the pitch, it is abandoned and each side awarded 1 point, no re-arrangements being permitted.

6.3 If the start of a match is delayed by bad weather, or the state of the pitch, the number of overs is as agreed between the captains but shall be no less than ten overs per side.

6.4 If a match is abandoned before a result is determined (see 8.5 above), each side is awarded 1 point.

6.5 In the event of play not being possible on a natural wicket due to it being waterlogged, a fixture may be played on an artificial wicket if available, and if both teams' captains agree.

7 Rain Days

7.1 Rain dates will be announced and must be kept available for re-scheduling games cancelled or abandoned for weather. The committee will instruct clubs (i.e., clubs must not make their own arrangements) which games are to be played on which rain days. Only games cancelled or abandoned in the first half of the competition will be re-scheduled – this gives clubs time to make arrangements when pitches are hired.