

# CYPRUS CRICKET ASSOCIATION

## PLAYING CONDITIONS AND RULES FOR 2016 80-OVER LEAGUE

### SUMMARY OF RULES

- League competition played in two groups, followed by semi-finals and final based on positions in groups
- Matches last 80 overs in total. First team may bat up to 45 overs.
- Result can be win/lose or draw. Bonus points available to both teams
- Maximum 8 overs per bowler in first 40 overs of an innings
- No fielding restrictions (except normal Laws of cricket)
- Any ball down the leg side is a wide ball.
- Free hit for all no balls
- Only one 'bouncer' (shoulder high) per over allowed.

### RULES IN FULL

#### 1. DURATION OF MATCHES

- a) Matches will consist of 80 overs (unless completed sooner).
- b) The time allowed is 4 minutes per over (plus allowance for drinks breaks or unavoidable delays).
- c) The team batting first may, if not all out, bat for up to 45 overs, or may declare its innings closed at any time before that.
- d) The second team has all the remaining complete overs of the 80 available to it.

#### 2. HOURS OF PLAY AND INTERVALS AND CONDITIONS OF PLAY

All games will be played under the General MCC Laws and the Spirit of Cricket guidelines.

##### 2.1 Start Times

- a) Scheduled start of play will be the time shown on the CCA Website
- b) 10-minute interval between innings
- c) The toss will be done 15 minutes before the normal start of play between the two captains or their representatives. In the event of a team (ie 7 or more players present) not being able to comply, the opposing team is awarded the toss.

##### 2.2 Drink Breaks

Drinks breaks are allowed after 20 overs, or more frequently by agreement in hot conditions. However, players may be allowed drinks in natural breaks in the game (for example, when a wicket falls, an injury occurs or the ball is lost), this is at the umpires' discretion and permission.

Drinks and drink breaks should be taken on the field of play and players require permission to leave the field of play.

##### 2.3 General Playing Conditions

- a) Play shall not commence until at least 7 registered players from each team are present.

- b) The scheduled start time of any game is the time shown on the CCA website.
- c) However, if the late attending team is not ready to start play within 30 minutes after the scheduled start time the match will be abandoned and full win points (20) awarded to the attending side.
- d) The offending team is liable for all the umpiring and scorer costs.
- e) Penalty points will be deducted for late starts by either or both teams. (Start of play is when the umpire calls play).
- f) A completed CCA Team Sheet must be handed to the umpires before the start of the game, this sheet must show the ages of any players under the age of 19 years on the day of the match. The ECB safety rules and fast bowling directives for young players will be adhered to.
- g) An incoming batsman must pass the outgoing batsman on the field of play (See Section 11 Penalty Points)
- h) All matches should be played in traditional cricket clothing. Teams will wear whites or sports clothing of a uniform colour (tops and bottoms). Umpires have discretion not to allow inappropriately dressed persons on the field of play.
- i) Before the first ball of the last over, the umpire(s) shall call 'last over' clearly so that both sides understand.
- j) In matches that are played on artificial pitches no spikes will be worn by either batsmen or bowlers and if in the opinion of the umpires the type of footwear is likely to damage or is damaging the surface in any way, they will be asked to change. If the player refuses the player will not be allowed to bat or bowl in that footwear.
- k) The law 'Protected area' will be enforced by the umpires.
- l) Mobile phones are not allowed on the field of play and if a player has one and is seen using or it 'ringing' a 5 run penalty will be awarded to the opposing team. It is not acceptable to arrive on the field of play and hand it to the umpire to retain.
- m) Discarded clothing/bottles or items that are hit by the ball on the field of play whilst the ball is in play will invoke a 5 run Penalty as in helmet rules to the non-offending team.
- n) It is the responsibility of both captains to ensure that a properly completed scoresheet is submitted to the CCA league secretary without delay after each match.

### 3. LENGTH OF INNINGS

General regulations for uninterrupted matches

- a) The match lasts up to 80 overs in total.
- b) The team batting second will bat for the number of complete overs not used by the first team.
- c) The team batting first, if not all out, may declare its innings closed at any time, but may not bat for more than 45 overs.
- d) It is the fielding team's Captain's responsibility to monitor the time taken to bowl the overs but he should seek advice from the umpires about this. However umpires will take into account any circumstances that are outside the control of the fielding side when making this judgement (eg delays caused by the batting side, extended time taken to retrieve the ball, delays caused by serious injury).

### 4. FIELDING RESTRICTIONS

There are no restrictions on fielding positions, other than those required by the Laws of Cricket (no more than 2 fielders behind square on the legside).

### 5. NUMBER OF OVERS PER BOWLER

In the first 40 overs of an innings no bowler may bowl more than 8 overs. If the innings extends beyond 40 overs, there is no restriction in respect of the remaining overs.

## 6. WIDES AND NO BALLS

### 6.1 Law 25.1 Wide Ball - Judging a Wide

No delivery will be called Wide if it

- a) comes into contact with the striker's bat or person or
- b) is called as a No ball

For all other deliveries the following interpretation will apply:

### 6.2 Off side Wides

The normal laws of cricket apply.

### 6.3 Leg side Wides

Any ball passing down the leg side - behind the batsman and missing the leg stump and not being hit by or hitting the batsman - is deemed a wide ball even if the batsman steps inside the line.

### 6.4 No Balls - Bouncers/Short Pitched Balls

- a) One 'bouncer' ball per over is allowed. A short pitched ball is defined as any ball that passes or would have passed over the shoulder of the batsman in his normal standing position. It is immaterial whether he hits it or not.
- b) If that short pitch ball is deemed a wide on grounds of height or direction or is a no ball anyway it counts as the one for the over.
- c) The Bowlers End Umpire will inform the bowler, the batsman and the fielding captain that the one per over has been bowled.
- d) Should there be a second 'bouncer' in the same over it will be called No Ball by the umpire.

### 6.5 Free hit for all No Balls

- a) In the event of a no ball being called the next ball will be a 'free hit'
- b) This means that the batsman can only be out in the same manner as on a normal no ball ie run out etc
- c) The fielders must remain in the same position and not be moved for the free hit ball apart from the change of stance between a left/right hand batsman.
- d) Should the free hit ball be a no ball or a wide the free hit is transferred to the next legal delivery.

### 6.6 Bowling of high full pitch balls

- a) Any delivery (irrespective of its speed or direction) which passes or would have passed on the full above waist height of the batsman 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.
- b) The umpires will ensure that no such deliveries go unpunished.
- c) It is immaterial whether the batsman hits the ball or not.
- d) Any such delivery will be called 'No Ball' by the bowler's end umpire.

### 6.7 Bowler breaking the Non-Striker's Wicket during Delivery

Where a bowler breaks the non-striker's wicket during his delivery any umpire shall call 'No Ball'.

## 7. THE BALL

- a) The fielding team will provide the ball(s) for each innings.
- b) A new ball will be used at the start of each innings.
- c) The umpires will decide if and when a ball becomes unfit for use and obtain a replacement.

## 8. POINTS AWARDED

8.1 The winning side is awarded 10 points.

8.2 In a drawn, tied or abandoned match each side is awarded 5 points.

8.3 Both sides are awarded bonus points for batting and bowling to a maximum of 10 points, as follows:-

Batting Points (up to 5)

100 runs – 1 point

130 runs – 2

160 runs – 3

190 runs – 4

220 runs – 5

Also, a team batting second and winning receives 1 batting bonus point for each 2 wickets in hand

Win by 2 wickets – 1 point

Win by 4 wickets – 2

Win by 6 wickets – 3

Win by 8 wickets – 4

Win by 10 wickets – 5

BUT batting points are subject to an overall maximum of 5

Bowling Points (up to 5)

1 for each 2 wickets taken.

(If a team of less than 11 players is all out, the bowling team receives the full 5 points.)

## 9. INTERRUPTED GAMES

9.1 Delays of up to 30 minutes – game continues as normal.

9.2 After 30 minutes play has been lost, the total overs in the match are reduced by one per 4 minutes lost.

9.3 Bowlers' limits will be re-calculated by the umpires pro rata.

9.4 All other playing conditions remain the same.

## 10. TEAM SCORERS AND UMPIRES

### 10.1 Scorers

Each team must supply their own scorer. This person should not be a person playing in the game and should be fully dedicated to scoring in both innings and must be competent at scoring.

## 10.2 Umpires

CCA may appoint umpires for matches. Teams are expected to supply umpires to officiate at games as required by CCA. Umpires should ideally be neutral and not participating in the game as players.

## 11. PENALTY POINTS FOR LATE STARTS, SLOW OVER RATE, BATSMEN NOT CROSSING ON FIELD OF PLAY, NO TEAM SCORER.

### 11.1 Late starts

- a) 1 point deducted from points attained at the rate of 1 point for every 4 minutes late starting
- b) Start of Play is when the umpire calls 'Play'

### 11.2 Slow over rate

- a) 1 point deducted for every 4 minutes over the scheduled time of 4 minutes per over.
- b) However umpires will take into account any circumstances that are outside the control of the fielding side when making this judgement (eg delays caused by the batting side, extended time taken to retrieve the ball, delays caused by serious injury).

### 11.3 Batsman to cross of field of Play

Batsmen must cross on the field of Play and 1 Penalty Point to be deducted for not doing so.

### 11.4 Scorers

Failure to have a dedicated scorer for a match: 2 Penalty Points deducted

11.5 The amount of penalty points accrued by a team and deducted will not be more than the points achieved in that game by the same team.

## 12. THE RESULT

- a) To win the game the team batting first must bowl out the opposition for a lower score than its own.
- b) To win the game the team batting second must pass the opposition score.
- c) If at the end of the 80 overs (or reduced number in a rain-affected match) neither side has won as in (a) or (b) above, then the match is drawn.

## 13. WINNERS OF THE LEAGUE

13.1 The positions in the league (or group) will be based on the number of points won. In the event of equal points, the result of the match between the teams which are level will determine their positions.

13.2 The top two teams in each group will qualify for semi-finals followed by a final.

13.3 The semi-finals and final will be played as conventional 40-over matches under the previous playing conditions.