

League Rules/Playing Conditions 2020

1	General Playing Conditions
1.1	The competition has been setup to help facilitate the return of recreational cricket during the Coronavirus.
1.1i	<i>The Spirit of Cricket should be upheld by all clubs, captains and players at all times. This is vital for the success of the competition, clubs and players are asked to manage this appropriately.</i>
1.2	All clubs that wish to return to recreational cricket this summer will need to adhere the Government and ECB Guidelines before they are able to play.
1.3	MCC Laws of Cricket are to be used for all games unless specifically detailed otherwise.
1.4	Matches are scheduled for Saturdays, 1pm start. However the match day and start time can be changed upon the agreement in advance of the clubs / captains.
1.5	The HOME side is responsible for updating Play-Cricket at all times.
2	Player Qualification
2.1	Teams will consist of 11 players. However a reduced number of players per side (to a minimum of 8) can be agreed by the team captains prior to the match.
2.2	Existing Saturday player registrations have been relaxed for this competition. (No registration required) Therefore players may play for more than one club during this competition.
2.3	Teams cards to be produced before the game. (Normal restrictions apply for Juniors playing in Open-Age cricket.)
3	Match/Playing Regulations
3.1	Innings Length: Innings should be of 40 overs in duration. However this can be adjusted down upon the agreement of the team captains. (Minimum 10 overs per innings)
3.1i	Start Time: The default start time for all matches is 1pm which can be adjusted with the agreement of both captains
3.1ii	Interval Between Innings: The recommended interval should be 30 minutes between innings.
3.2	Cricket Balls: A standard 5.5 oz cricket ball is to be used. It is the responsibility of the fielding side to provide a suitable ball per innings, including spare balls. (Recommended NEW ball per innings)
3.3	Umpires: NACO have agreed to support the competition and will appoint umpires in all Group 1 & 2 fixtures and where possible will appoint umpires for Groups 3, 4 & 5. (Availability Dependant) (Contact: David Coe - davidcoe1@btinternet.com)
3.3i	<i>Where neutral umpires have been appointed for matches, each team is responsible for paying an umpire £45.</i>
3.4	Bowling Restrictions: No bowler may bowl more than 20% of the overs allocated to each innings.
3.5	Wide Balls: Leg sides wides will apply in Groups 1 - 4 with the usual wide ball guidelines to be marked on the pitch.
3.5i	<i>In Group 6 and below normal wide ball laws apply with 1 run and ball re-bowled. (ie no 'Leg-side wides') Where possible the 17 inch guidance should be marked.</i>
3.6	No-Ball: Normal laws apply with 1 run and ball re-bowled. (ie no 'Free-Hits')
3.7	Fielding Restrictions: 30 yard circle to be applied where possible for all matches.
3.7i	<i>4 Fielders must remain in the 30 yard circle at all times. (Excluding wicket-keeper and bowler)</i>
3.7ii	<i>Fielding restrictions can be removed with the agreement of both teams prior to the match.</i>
3.8	Inclement Weather: In the event of rain affected matches both captains should agree upon a suitable solution.
3.8i	<i>Delayed Start: Matches can be reduced down to a minimum of 10 overs per side</i>
3.8ii	<i>Interruption during the game: Captains to mutually agree whether it is possible to complete the match. If not, the match will be abandoned.</i>
3.8iii	<i>Restart Matches: Captains can agree to start a new match if rain interrupts with the original fixture becoming null and void.</i>
4	Match Result & Recording
4.1	Recording of matches: All results will be recorded through Play-Cricket. (A new Play-Cricket site has been setup for this competition - NCB Saturday League Competition https://norfolkcbcomps.play-cricket.com)
4.2	It is the responsibility of the HOME team to enter the result online by midnight on the day of the fixture - only the headline result is required. (Full scorecards preferable but not mandatory)
4.3	The winning team will be the one scoring the most runs. In the event of a tie (equal runs scored), the points will be shared by both teams (see points allocation below). There shall be no draws in the competition.
4.4	Points will be awarded upon the following basis:
4.4i	<i>Win = 4 Points, Tie = 2 Points Each, Defeat = 0 Points</i>
4.4ii	<i>No result: In the event of a match being cancelled or not completed due to weather, then 2 points will be awarded to each team. (Matches can be rearranged where possible)</i>
4.4iii	<i>Forfeit: Should a team fail to fulfil a fixture then they forfeit the match, 4 points being awarded to the opposition team and 0 points to the team which conceded.</i>
4.4iiii	<i>Clubs will not be penalised for forfeiting matches but all teams should endeavour to fulfil fixtures where possible.</i>
5	League Table
5.1	The team which finishes top of each division after all matches have been complete shall be declared the winner.
5.1i	<i>In the event of teams finishing level on points at the end of the season, the winner shall be decided upon the following in order: Head to Head, Most wins, Net Run Rate</i>
5.1ii	<i>The final standings of these leagues will have no bearings on the 2021 season</i>

Issue resolution: In the unlikely event of a dispute please contact:

Kevin Denmark (NCB Competition Administrator)

or

Jason Reynolds (NCB Competition Administrator)

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