

## **Development League (Division 3): 2009 Playing Conditions**

### **Preamble**

Shanghai Cricket Council's Division 3 competition aims to provide organized, competitive matches in an environment where players can gain experience hard ball cricket matches, with a view to improving and hopefully being selected by teams playing in Division 2.

It is important that all involved attempt to teach and practice good cricket etiquette and the Spirit of Cricket – players in this Division are the future of Shanghai cricket!

The current version of the MCC's Law of Cricket applies, as do the standard ODI playing conditions, unless otherwise stated herein.

### **1. Competition and Match Format**

- .1 Round robin format, with number of games according to separate schedule.
- .2 Points earned in each match shall count towards the league season table. At the end of the season finals will be played. The format being 2<sup>nd</sup> place vs. 3<sup>rd</sup> place in the preliminary final with the winner playing 1<sup>st</sup> in the grand final.
- .3 Each match consists of one innings of 20 six-ball overs per side with a used/old red 4-piece leather ball supplied by the SCC to be used upon the start of each innings.
- .4 The field shall be marked with an inner circle/oval, made by two inner circles 27.4m from each middle stump and linked with parallel lines. For the first 6 overs, only 2 fielders may be outside the inner circle. For the remaining overs only 5 fielders may be outside, but at no time shall there be more than 5 fielders on the leg side.
- .5 It is upon both teams to ensure the spirit of the game, so each match is completed within 2 hours and 30 minutes (1 hour 10 minutes per innings) and that the 10-minute turn around of the innings is met.
- .6 A drinks break, within the boundary line, will be taken after the 10<sup>th</sup> over, and shall be limited to 3 minutes.
- .7 If a team has less than 7 players at the start time, they shall be considered to have forfeited the game, with the other team being awarded 7 points (assumed 4 for a win plus two bonus points for 10 wickets taken and an assumed score of 100 runs).
- .8 Matches will start at the time indicated on the schedule. The toss shall take place ten minutes before the due start time. If one of the two captains has not arrived at this time, the toss shall automatically be awarded to the other side.
- .9 The competition, matches and any disputes will be administered by SCC.

### **2. Rain**

- .1 For a match to be called off without teams arriving at the ground, both captains must agree at least one hour beforehand and both must notify the SCC VP of Operations by SMS, or a ban on playing from the venue provider is required. If one team fails to arrive the game is treated as a forfeit.
- .2 If upon arrival/prior to the start of the match/during the match weather conditions are unfit or become unfit to complete the first innings and a minimum of 10 overs for the second innings, the game will then be considered abandoned and 2 points each will be awarded to each team plus the average bonus points up to that point in the season secured by each team.
- .3 The neutral umpire will decide if the conditions are suitable for play, before and during the course of the match.
- .4 In the event of a rain interrupted match, and provided each team can face at least 10 overs, the Duckworth Lewis method will be used to calculate targets.

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### **3. Umpiring, Scoring and Discipline**

- .1 All matches shall be officiated by an SCC approved neutral umpire. A schedule of umpiring duties shall be produced following the issuance of the main schedule.
- .2 Individual teams are responsible for their scoring. If possible each team should provide a scorer for both innings, but if not possible the other innings should be copied at the end of play. It is in everyone's interests that the scorecards are accurate and legible, and SCC reserves the right to deduct points from teams who supply unsatisfactory scorecards.
- .3 The umpire's decision is final, including with regards to the number of balls bowled per over.
- .4 All players are expected to uphold the rules and spirit of the game; captains are responsible for their teams' conduct on the pitch.

### **4. Results and Points Scoring**

- 4.1 Scorecards and results will be required to be submitted to SCC via ResultsVault. Separate guidance on this will be issued.
- 4.2 The team scoring the highest number of runs wins the match. If the scores are level the result is a tie. Four (4) points will be awarded to the winning team; two (2) points to each of the teams for a tie; zero (0) points for the losing team.
- 4.3 Bonus points are awarded as follows: for each run scored the batting team will receive 0.01 points; for each wicket taken the bowling team will receive 0.2 points.

### **5. Bowling & Batting restrictions**

- 5.1 Bowlers are limited to bowl 4 overs maximum, or a maximum of one fifth of the total in a reduced overs game.
- 5.2 If a batsman wishes to retire, on whatever score, it is at his discretion. He is then only permitted to bat again last in the batting order, unless he is hurt whilst batting, in which case he may return at the fall of the next wicket under the agreement of the umpire.
- 5.3 A batsman must retire after scoring 40 runs and can only return to the crease after all other batsmen in the team have been dismissed or retired having scored 40 or retired legitimately hurt.
- 5.4 In order to keep the game moving, the next batsmen in order is to act as square-leg umpire, and the following batsmen must be ready to walk on to the pitch at the fall of a wicket, i.e. for the first ball of an innings, the number three will act as square-leg umpire, and the number four must be padded up ready to replace the number three at the fall of a wicket, etc.

Incoming batsman, whether going in to bat or to act as square-leg umpire, must cross on the field of play with the outgoing batsman. 5 runs will be awarded to the bowling teams' total runs each time the batsmen do not cross on the field of play.

### **6. Extras**

- 6.1 Wides and no balls shall be scored as two runs and be re-bowled, up to a maximum of 9 balls per over. There will be no free-hit after a front foot no-ball.
- 6.2 Any additional runs, leg byes or byes scored are added to this. E.g. if a wide is bowled and the batsmen also run one run, 2 wides are scored; if the ball travels all the way to the boundary 5 wides are scored; if a no-ball is bowled, one no-ball is tallied plus whatever additional runs are scored by the batsmen.

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6.3 No-balls shall be called in line with the normal laws of cricket, and in the following circumstances:

- i) If the bowler bowls a fast full pitch delivery above waist height, no-ball shall be called by the square-leg umpire.
- ii) If the bowler bowls a slow full pitch delivery at or above shoulder height, no-ball shall be called by the square-leg umpire.
- iii) If a bowler bowls a short-pitched delivery (defined as passing over the batsman's shoulder height in his normal stance), no-ball shall be called by the square-leg umpire.

## **7. Code of Conduct**

### THE PREAMBLE – THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

7.1 There are two Laws, which place the responsibility for the team's conduct firmly on the captain.

Responsibility of the captains - The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Player's conduct - In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

7.2 Fair and unfair play - According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

7.3 The umpires are authorised to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

7.4 The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

7.5 It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
  - To appeal knowing that the batsman is not out
  - To advance towards an umpire in an aggressive manner when appealing
  - To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

7.6 Violence

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There is no place for any act of violence on the field of play.

### **7.7 Players**

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution towards this.

### **8. Home Team Responsibilities**

The team whose name appears first in the fixture list is responsible for:

- i) Ensuring the ground is ready for use 15 minutes before play with pitch rolled out, wickets and bails in place, crease lines clearly marked, boundary clearly marked, score board in place etc. (through liaison with venue providers where necessary).
- ii) Ensuring the ground and facilities are fully cleared and clean at the end of play.

### **9. Attire and Field**

All players are required to wear white/cream shirts, shoes and trousers.

### **10. Smoking**

Smoking is forbidden on the field of play at any time, by any player or umpire. Note that some venues (including Dulwich College and BISS) ban smoking anywhere on their premises. Players in breach of this may be banned.