



# AGM DOCUMENTS

**2020**

[www.bdcl.org.uk](http://www.bdcl.org.uk)

# Agenda

- 1. Welcome and Introductions**  
BDCL Chair, Secretary and Treasurer
- 2. Statement from The League President**  
Read by the BDCL Chair
- 3. Minutes of the 2019 AGM** This document (Page 2/3)  
Proposed by Chair, Seconded by League Secretary  
Vote by member clubs to Accept/Reject
- 4. Financial Statement** This document (Page 4)  
Proposed by Treasurer, Seconded by League Secretary  
Vote by member clubs to Accept/Reject
- 5. Election of Officers & LMC Members** This document (Page 5)  
Proposed by Chair, Seconded by League Secretary  
Vote by member clubs to Accept/Reject
- 6. Statement from the BDUJA**
- 7. League Playing Rules and Regulations** This document (Page 6)  
Proposed by Chair, seconded by League Secretary  
Vote by member clubs to Accept/Reject see Documents 02 and 01
- 8. John J. Mallen t20 Trophy Competition Playing Rules and Regulations** This document (Page 6)  
Proposed by Chair, seconded by League Secretary  
Vote by member clubs to Accept/Reject see Document 03
- 9. Additional Rules and Amendments** This document (Page 7-9)  
All LMC changes proposed by Chair, seconded by League Secretary  
Vote by member clubs on individual items to Accept/Reject

## Minutes of the 2019 AGM

Held at Cuckney CC, Sunday 24 November 2019 at 2.00pm.

### Roll Call & Apologies

Absence: Cavaliers & Carrington CC, Retford CC, Waleswood Sports CC  
Apologies: David Flowers (MHM)

### Minutes of the 2018 AGM

Proposed: John Richie  
Seconded: Michael Beard

**Taken as read**

### Annual Financial Statement

Presented by League Treasurer, Tom Munro

Thanks, offered to Roger Heath for auditing

Proposed: Janet King  
Seconded: Richard Swann

**Accounts Accepted**

### Election of Officers

League President: Allan Vollans  
League Vice President: Michael Bonsall  
Chair: Gareth Jones  
League Secretary: Neil Fenwick  
Treasurer: Tom Munro  
Fixture Secretary: Bev Norris  
Umpires Appointment Secretary: John Leaning  
Statistician: Stephanie Roberts  
Player Registrar: Tom Munro  
Handbook Editor: Michael Carlisle

**Officers Accepted**

### Election of LMC Members

Malcolm Hall	Glapwell Colliery	
Trevor Haywood	Thorsby Colliery	
Brian Hicklin	Kiveton Park Colliery	
David Flowers	Mansfield Hosiery Mills	
David Parnham	East Drayton	
Andrew Rossington	Harthill	
Graham Venables	Milton	
Richard Swann	Woodsetts Community	Immediate Past President

**Members Accepted**

### Statement by the BDU

Ian Rich (Secretary) thanked all Championship and Division 1 clubs for completing captains umpire assessment forms. 86 were missed leading to 86 points being deducted.

Reported that umpire numbers were continuing to dwindle. Eleven umpires have recently taken the Stage 1 umpiring course, a stage 2 is planned for March 2020.

### Proposed Rule Changes

The proposed rule changes were presented, formulated from the League Rules Committee following the pre-AGM meeting and Club Consultation.

The results of each vote were distributed to member clubs in a separate document.

### **Incoming League President**

The handover of the Chain of Office was present to the new League President, Allan Vollans.

### **Any other business**

- 1) Carlton CC, who were represented at the meeting, were welcomed into the League
- 2) Pre AGM. Derek Smallwood suggested that at a pre-AGM the LMC should put forward proposals for discussion, rather than hold a general discussion to gather clubs' views. Additionally, LMC proposals, incorporating as necessary comments arising from the pre-AGM, should be circulated in a timely manner to allow clubs an opportunity to review same and as appropriate make alternative proposals.

Tom Munro requested that the suggestion be put in writing and forward to the League Secretary, for further consideration by the Rules Committee.

### **End of proceedings**

**To be voted on by member clubs - Accept/Reject**

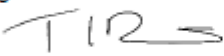
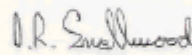
# Financial Statement

## Receipts and Payments account for the year ended 30 September 2020

RECEIPTS			PAYMENTS		
	2018/19 (£)	2019/20 (£)		2018/19 (£)	2019/20 (£)
Club subscriptions	2585.00	1390.00	Subscriptions & donations	30.00	30.00
NCB Subscriptions	1820.00	725.00	Handbooks	1206.00	1104.40
Handbooks	0.00	0.00	Annual dinner	3583.90	3446.26
Annual dinner	3796.00	3535.00	Junior League sponsorship	200.00	0.00
Sponsorship	2200.00	100.00	Cup comps & trophies	783.96	456.99
Fines	905.00	190.00	Officers' honoraria	1925.00	1300.00
Website			Umpires' expenses	249.70	222.50
Ties	5.00	5.00	Admin expenses	476.84	182.71
Miscellaneous	34.50	50.00	Insurance	351.28	351.28
Grant (Notts Prem)	1200.00	0.00	Cricket Balls	0	417.60
Bank Interest	48.72	17.82	President's Dinner	0	531.00
President's Dinner	0	434.75	IT Hardware and Software	1416.00	281.56
	0	0	NCB Affiliation Fees	1820.00	675.00
	0	0	AGM Expenses	100.00	0.00
	0	0	BDUA Grants	205.95	0.00
	0	0	NCB Grant	500.00	0.00
			Website	725.86	650.80
<b>Sub Total</b>	<b>12594.22</b>	<b>6447.57</b>		<b>13274.49</b>	<b>9650.10</b>
Excess of Payments over Receipts	680.27	3202.53			
<b>Total</b>	<b>13274.49</b>	<b>9650.10</b>	<b>Total</b>	<b>13274.49</b>	<b>9650.10</b>

## Balance Sheet as at 30<sup>th</sup> September 2020

	2018/19 (£)	2019/20 (£)
Reserves B/fwd	8806.03	8125.76
Add Annual Surplus/(deficit)	(680.27)	(3202.53)
Reserves C/fwd	8125.76	4923.23
<b>Represented By</b>		
Cash In Hand	5.68	4.36
Current Account	8120.08	4918.87
<b>Total</b>	<b>8125.76</b>	<b>4923.23</b>

Prepared by Tom Munro (Honorary Treasurer) 	Scrutinised By Derek Smallwood 
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### Treasurer's Commentary

**Income** – Overall income is significantly reduced due to loss of sponsorship, some club subscriptions and overall losses due to Covid-19.

The League has just successfully bid for £1877.00 grant funding from the ECB return to Cricket Fund which will be shown in next year's accounts. Club fees of which about 60% were collected will be held over to 2021 which will mean a reduction in income overall next year.

**Expenditure** – Expenditure includes refunding all NCB fees to clubs with the exception of one late paying club. The number of Honoraria has been reduced this year to achieve savings. The BDCL has continued to invest in IT and improvements to its website capability.

**To be voted on by member clubs - Accept/Reject**

## **Election of Officers**

Chair	Gareth Jones	Ordsall Bridon
Secretary	Neil Fenwick	Welbeck
Treasurer	Tom Munro	Whitwell
Match Administrator	Michael Carlisle	
League Statistician	Stephanie Roberts	Papplewick & Linby
Umpires Appointment Secretary	John Leaning	Harthill

## **Election of the LMC Members**

	Malcolm Hall	Glapwell Colliery
Awards Manager	Trevor Haywood	Thoresby Colliery
Vice-Chair	David Parnham	East Drayton Sports
	Andrew Rossington	Harthill
	Robert Sprigg	Clipstone & Bilsthorpe
Disciplinary Chair	Graham Venables	Milton

**To be voted on by member clubs - Accept/Reject**

## League Competition - Rules & Playing Conditions

The status quo for the League Rules for 2021 is published in the 2020 Digital League Handbook (located at <https://www.bdcl.org.uk/wp-content/uploads/sites/2/2020/06/BDCL-Docs-Handbook-2020-Digital.pdf>). The paper version of this handbook was not distributed to clubs, due to the cancelling of the normal season.

Document 01 has extracted the Playing Rules for League Games from the 2020 Handbook, presented in the new digital handbook format. To these has been added 3 new Generic ECB Rule rules (No-Ball, Fielders and Overs Per Bowler), amended 2 rules as ascertained from the Club Playing Survey (Hours of Play [3.2.1] and Overs per Bowler [3.5.1]) and amended 1 rule on behalf of the LMC (Promotion/Relegation [2.3.1/2.3.2]).

Document 02 is a further extension of Document 01 and adds a further Generic ECB Rule (DLS), amends a further 2 rules as ascertained from the Club Playing Survey (Result [2.6], Length of Innings [3.3.1]) and amended a further 1 rule on behalf of the LMC (Match Points [2.6]) (with this linked to the inclusion of DLS and the statistical analysis of Play-Cricket data since 2003).

### To be voted on by member clubs

- Individual amendments to Document 02 – Yes/No
- Approval of Document 02 – Yes/No

Should member clubs vote 'No' to the Approval of Document 02

### To be voted on by member clubs

- Individual amendments to Document 01 – Yes/No
- Approval of Document 01 – Yes/No

Should member clubs vote 'No' to the Approval of Document 01, playing Rules and Regulations revert to those from the 2020 Digital League Handbook.

## The John J. Mallen t20 Cup Competition - Rules & Playing Conditions

Document 03 provides the Proposed new Rules, in the new digital handbook format.

### To be voted on by member clubs – Yes/No

Should member clubs vote 'No', playing Rules and Regulations revert to those from the 2020 Digital League Handbook.

## Proposed Rule Changes by the LMC

The rule changes below have been proposed by the LMC, Member Clubs and BDUA, and are presented as individual votes. Where this is an amendment to an existing rule, the rule number, as shown in the 2020 League Handbook is shown (the 2020 League Handbook was not distributed to clubs in paper form but was available as a digital download from the BDCL League Website).

### 1 AGM

Amendment to the LMC proposal (below) submitted by Mansfield Hosiery Mills:

- 1.7.1 The Annual General Meeting shall be held on the last Sunday in January each year. A Pre-AGM meeting, if required, should be held at least 28 days prior to the AGM to discuss with the clubs any LMC proposed changes to Rules and League Structure. All LMC proposals, including revisions arising from the pre-AGM, will be circulated at least 21 days prior to the AGM. Proposals from Clubs or the BDUA must be received at least 14 days prior to the AGM. All AGM papers/proposals to be circulated 7 days prior to the AGM.

#### To be voted on by member clubs – Yes/No

Should member clubs vote 'No'

Proposed rule change submitted by the LMC:

- 1.7.1 The Annual General Meeting shall be held on the last Sunday in January each year. A Pre-AGM meeting may be held at least 14 days prior to the AGM for discussion with clubs of proposed changes to Rules and League Structure.

#### To be voted on by member clubs – Yes/No

Should member clubs vote 'No', playing Rules and Regulations revert to those from the 2020 Digital League Handbook.

### 2 Scoring

Proposed rule change submitted by the LMC:

- 2.6.3 In the Championship and Division 1, all games are required to be scored electronically by the home team, using the ECB's Play-Cricket Scorer (Laptop or Tablet).

#### To be voted on by member clubs – Yes/No

Should member clubs vote 'No', playing Rules and Regulations revert to those from the 2020 Digital League Handbook.



### 3 Teas

Amendment to the LMC proposal (below) submitted by the Bassetlaw and District Umpires Association:

- 8.3.3 The home club should provide twelve teas for the visitors who should pay for eleven, the twelfth being a complimentary tea for the scorer, and a complimentary tea for each Umpire.

The LMC requests that the charge levied on the visiting team should not exceed £38.00.

Should a home club wish to opt out of providing teas for any of their sides then the side and the division they are allocated must be advised to the League Secretary by the 28th of February for inclusion in the League Handbook. After this time, no club may change their decision in that following season.

However, the home club, as a minimum, must provide hot and cold drinks, free of charge, at the designated tea interval.

#### To be voted on by member clubs – Yes/No

Should member clubs vote 'No'

Amendment to the LMC proposal (below) submitted by Mansfield Hosiery Mills:

- 8.3.3 No teas will be provided in Divisions 1 and below (i.e., teas will be provided in the Championship). All players and officials shall provide their own sustenance. Hot and cold drinks will be available for players and officials, as required, free of charge.

#### To be voted on by member clubs – Yes/No

Should member clubs vote 'No'

Proposed rule change submitted by the LMC (as determined from the Rules and Regulations Playing Survey, submitted by member clubs):

- 8.3.3 No teas will be provided. All players and officials shall provide their own sustenance. Hot and cold drinks should be available for players and officials, as required.

#### To be voted on by member clubs – Yes/No

Should member clubs vote 'No', playing Rules and Regulations revert to those from the 2020 Digital League Handbook.

#### **4 Scorers** (LMC)

Amendment to the LMC proposal (below) submitted by Mansfield Hosier Mills:

- 8.6.1 For all Divisions and under normal circumstances, the scorer should not be a player in the match. However, if no scorer be available, then the scoring duties should be completed by a player in the match from the side batting. After the match and prior to the teams departing the ground it is incumbent upon the two captains to ensure that the scorebook is completed correctly with all the necessary information to comply with rule 2.7.

### **To be voted on by member clubs – Yes/No**

Should member clubs vote 'No'

- 8.6.1 Each team must supply a scorer.

For all Divisions and under normal circumstances, the scorer must not be a player in the match. However, should no scorer be available, then the scoring duties should be completed by a player in the match. Whilst the team is fielding, one player will perform this duty which should be rotated, for example every 10 overs, to ensure all players participate in fielding duties.

### **To be voted on by member clubs – Yes/No**

Should member clubs vote 'No', playing Rules and Regulations revert to those from the 2020 Digital League Handbook.



# **AGM DOCUMENTS**

## **Document 01 – League Rules & Regulations**

**2020**

**[www.bdcl.org.uk](http://www.bdcl.org.uk)**

# Voting Summary

The amendments as provided by member clubs and/or the BDUA will be voted on first. The whole of the proposed Rules & Playing Regulations below (with or without amendments as voted) will then be voted on.

## 1 Delayed Start

Amendment to the existing League Rule (below) submitted by Mansfield Hosiery Mills:

15.2 No match shall be scheduled to be reduced to less than 60 overs (Championship) or 50 overs (Division 1 -6) scheduled at 30 overs (Championship) or 25 overs (Division 1-6).

**To be voted on by member clubs – Yes/No**

Should member clubs vote 'No', playing Rules and Regulations remain as below.

## 2 Delayed Start

Amendment to the existing League Rule (below) submitted by Mansfield Hosiery Mills:

15.7 No match shall start later than 3 hours after the scheduled start time.

**To be voted on by member clubs – Yes/No**

Should member clubs vote 'No'

Amendment to the existing League Rule (below) submitted by Mansfield Hosiery Mills:

15.7 No match shall start later than 2 hours after the scheduled start time.

**To be voted on by member clubs – Yes/No**

Should member clubs vote 'No', playing Rules and Regulations remain as below.

## 3 Interruptions – 1<sup>st</sup> Innings/ Interruptions – 2<sup>nd</sup> Innings

New League Rule submitted by Mansfield Hosiery Mills:

16.x/17.x

The cumulative time lost (i.e., time lost due to unscheduled interruptions) shall not exceed 3 hours.

**To be voted on by member clubs – Yes/No**

Should member clubs vote 'No'

New League Rule submitted by Mansfield Hosiery Mills:

16.x/17.x

The cumulative time lost (i.e., time lost due to unscheduled interruptions) shall not exceed 2 hours.

**To be voted on by member clubs – Yes/No**

Should member clubs vote 'No', playing Rules and Regulations remain as below.

**4 Approval of these Rules and Playing Regulations below, with any amendments above approved**

**To be voted on by member clubs – Yes/No**

Should member clubs vote 'No', playing Rules and Regulations revert to those from the 2020 Digital League Handbook.

# Summary of Rule Changes and Additions

The rules as listed in this document will be voted as a complete set of Rules and Regulations.

The rule changes to those listed in the 2020 League Handbook are summarised below.

The full Rules and Regulations document as would be available as part of the League Handbook follows the summary.

## ECB Generic Competition Rule Updates and Additions

### 1 **No Ball** (New)

Only one delivery per over that after pitching, would have passed clearly over shoulder height of the striker standing upright at the popping crease to be permitted.

### 2 **Restrictions of the Placement of Fielders** (New)

At the instant of delivery, there may not be more than 5 fielders on the leg side.

### 3 **Overs per Bowler** (New)

In interrupted matches, bowler limited to a maximum of 20% of the re-scheduled total number of overs.

## Proposed Changes (as requested via the Club Survey)

### 1 **Hours of Play** (3.2.1)

All matches in the Championship will commence at 12.00pm, and 11.30pm in September.

All matches in Division 1 and below will commence at 1.00pm, and 12.30pm in September.

Matches in Division 1 or below can start 1 hour before the published start time, with the agreement of both clubs.

### 2 **Overs per Bowler** (3.5.1)

No bowler shall bowl more than 20% of the scheduled number of overs for the innings.

## LMC Proposed Changes

### 1 **Promotion and Relegation** (2.3.1/2.3.2)

Expansion of promotion and relegation rules, which removes the restrictive 2 promoted, up to 3 relegated which will assist in repopulation of divisions due to constitutional changes.

# The Bassetlaw & District Cricket League

Rules and Playing Conditions as found in the Generic Rules apply with the exceptions/additions as varied hereunder.

Shaded Areas denote amendments from the previous publication.

All sanctions as determined by the LMC are reviewed on a yearly basis and can be found under League Rule 8.

## League Competition - Rules & Playing Conditions

### 1 Title

The title of the Competition shall be The Bassetlaw & District Cricket League.

### 2 Entry

2.1 The competition is open to all member clubs.

2.2 Member clubs are required to submit their application to the League Secretary, prior to the end of November of each year, or as otherwise requested, and to indicate how many teams they wish to enter.

### 3 Constitution

3.1 The constitution of the Divisions shall be determined by the LMC, based on the number of teams participating, and the final League Tables from the previous full and complete season.

3.2 The teams in membership shall be organised into an appropriate number of Divisions, with the top Division named the 'Championship'.

3.3 No club shall have more than one team in any Division, except the lowest.

3.4 Two teams from the same club shall not exchange Division.

### 4 Qualification and Registration of Players

Clubs are encouraged to utilise League Rule 4-5 to fulfil fixtures where required.

4.1 On all dates, no player shall be eligible for a team more than one lower than that for which they last played. Additionally, in a fixture played after the after the third Saturday in August, a player may only play for that lower team should they have represented that team during the season.

### 5 Umpires & Scorers

5.1 Each team must supply a scorer.

5.2 In all Championship and Division 1 matches, failure to comply with this provision shall result in a sanction as determined by the LMC.

### 6 No Ball

Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:

6.1 Regardless of how wide of the striker a delivery is, there shall be no more than one delivery per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.

6.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batsmen at the wicket when a delivery within the limit in Competition Rule 6.1 has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

6.3 A different signal shall be used to signify a fast short pitched "No Ball". The Umpire shall call and signal "No Ball" then raise the other arm across the chest. If the 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 Law 41.6.3 regarding cautioning the bowler. If a bowler is "No Balled" a second time in the innings for the same offence the Umpire is to invoke Law 41.6.4 and the bowler shall be removed forthwith and shall not be allowed to bowl again in that innings.

Note: For the avoidance of doubt the warnings detailed in Laws 41.6.1, 41.6.2 and those above in Competition Rule 6.1 and Competition Rule 6.2 are cumulative.

6.4 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply.

## 7 Law 22 – Wide Ball – Judging a Wide

In all Championship and Division 1 matches, any ball, not being a No Ball, that passes the striker's leg stump, irrespective of where that ball pitched, will be called, and signalled a wide. It will not be a wide if the ball makes contact with the striker, his person or equipment, or the bat in hand before it passes the line of the stumps, or the ball passes between the striker and the leg stump.

## 8 Restrictions of the Placement of Fielders

8.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.

8.2 A fielding circle shall be marked on the field of play by white plastic or rubber disks.

The fielding circle shall consist of two semi-circles which shall have as their centre the middle stump at either end of the pitch. The ends of which shall be joined by a straight parallel line.

The radius of each semi-circle shall be 30 yards (27.4 metres).

8.2 For the duration of the innings only five fielders are permitted to be outside the field restriction markings at the instant of delivery.

8.3 This rule is mandatory for teams competing in the Championship, Division 1, and Division 2.

For Division 3 and below this rule is recommended to promote fairness throughout the match for both batting teams. The decision as to use a fielding circle will be at the sole discretion of the home team.

Where teams in Division 3 and below do not possess white plastic or rubber disks and do not wish to purchase, the marks may be painted/whitewashed.

8.5 In the event of an infringement of the above fielding restrictions, the Umpire at the striker's end shall call and signal 'No Ball'.

## 9 Matches

9.1 All matches shall be played on the appointed date, as arranged, and published by the LMC

9.2 In all Matches, the following points shall be awarded:

Win	20 points
Draw (batting first)	10 points
Cancelled/Abandoned/Tied	6 points
Draw (batting second)	2 points
Loss	0 points

9.3 In an uninterrupted match, where both sides have had the opportunity of batting for the same number of overs, the following bonus points will be awarded to the losing team:

### Batting

Division	1	2	3	4
Championship	140	160	180	200
All other Divisions	120	140	160	180

### Bowling

	1	2	3	4
All Divisions	3	5	7	9

i. Maximum bowling points shall be awarded to the fielding side when the batting side is all out irrespective of the number of wickets to have fallen.

ii. Bonus points will not be awarded to the winning team.

Bonus points will only be awarded to teams achieving a Winning Draw, a Losing Draw, Tied Matches, Lost Matches, Abandoned Matches, and Incomplete Matches.



## 10 Divisional Placings

The divisional placings shall be determined by the following criteria, taken in order:

The total number of matches won.

The total number of points achieved from winning draws.

The average net run rate over all completed matches.

The toss of a coin.

## 11 Promotion and Relegation

11.1 At the end of the season the top two teams in all Divisions below the Championship shall be promoted. The bottom team in each Division will be relegated.

11.2 In order to re-populate the Divisions, additional teams may be promoted or relegated.

11.3 For the 2021 season, the winner of the Championship shall be invited to join the NPL. The next 4 teams will be invited to join the NPL2.

Promotion to the NPL will be dependent on the criteria laid out by the NPL.

Promotion from Division 1 to the Championship is dependent on the criteria laid out in League Rule 2-2. Should the criteria not be met, the number of teams relegated from the Championship shall be reduced.

## 12 Hours of Play

12.1 All matches in the Championship will commence at 12.00pm, and 11.30pm in September.

All matches in Division 1 and below will commence at 1.00pm, and 12.30pm in September.

Matches in Division 1 and below may commence at 12.00pm, and 11.30pm in September with the agreement of both clubs. The agreement must be in place and the League Secretary, Umpires Appointments Secretary and allocated officials notified before 23:45pm on the Wednesday prior to the match.

12.2 There shall be an interval of 10 minutes between the innings plus 20 minutes for tea.

12.3 The Umpires will have sole authority as to when intervals shall be taken.

## 13 Length of Innings

13.1 Each team in the Championship shall bat for 50 overs unless all out earlier.

Each team in Division 1 and below shall bat for 46 overs unless all out earlier.

If the team batting first is dismissed in less than their allocated overs, the team batting second shall be entitled to bat for the full allocation.

13.2 All teams in the Championship must be in position to bowl the first ball of the 50<sup>th</sup> over within 3 hours.

All teams in the other Divisions must be in position to bowl the first ball of their 46<sup>th</sup> over within 2 hours and 45 minutes.

It is the responsibility of the Captain to ensure that his team bowl their allocated overs within the playing time.

13.3 Umpires shall make due time allowance for all drink's intervals per innings, if taken, and for unavoidable stoppages caused by injury or other unforeseen circumstances.

13.4 If in the opinion of the Umpires, the team fielding fails to bowl the required number of overs by the scheduled time for the cessation of their innings, play shall continue, subject to the prevailing ground, weather, or light conditions, until the required number of overs has been bowled, or a result has been achieved.

The umpires shall record and report all overs started by the fielding side after the time allowed, and a team shall receive a sanction as determined by the LMC for each late over.

Any intervals due shall be of the full duration.

## 14 Overs per Bowler

- 14.1 No bowler shall bowl more than 20% of the scheduled number of overs for the innings.  
In all Divisions, each bowler can bowl a maximum of 10 overs.
- 14.2 In an interrupted match, no bowler shall bowl more than 20% of the re-scheduled total number of overs for the innings, unless this has already been exceeded before the interruption.  
For the avoidance of doubt, the number of overs a bowler has remaining is the re-scheduled maximum number of overs minus any overs the bowler has already completed. Therefore, if a bowler has, or exceeded the re-scheduled maximum, they will no longer be permitted to bowl.  
If an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.

## 15 Delayed Start

- 15.1 When a match is delayed, the number of overs shall be arranged so that both teams have the opportunity of batting for the same number of overs.
- 15.2 No match shall be reduced to less than 60 overs for the Championship or 52 overs for all other Divisions scheduled at 30 overs for the Championship or 26 overs for all other Divisions.
- 15.3 If the team fielding fails to bowl the required number of overs within the recalculated time allowance, the provisions in Rule 13.4 shall apply.  
The calculations are shown in Appendix A, Table 1 for the Championship or Appendix B, Table 1 for all other Divisions.
- 15.4 The number of runs required to achieve batting bonus points, when not winning the match, will be adjusted, and are shown in Appendix A, Table 1 for the Championship or Appendix B, Table 1 for all other Divisions.
- 15.5 If, after 2 hours has elapsed, a time limit shall be applied from the time 5½ hours for the Championship or 5 hours for all other Divisions, after the scheduled start of play.  
When a time limit has been applied, there shall, unless further interference occurs or the match is completed, be one hour's play or a minimum of 17 overs bowled.
- 15.6 Appendix A, Table 1, and Appendix B, Table 1 displays the required number of runs required for batting bonus points in a match that is delayed but is then uninterrupted.
- 15.7 If, after 3 hours 30 minutes of the scheduled start of play, the match will remain a reduced over game scheduled at 30 overs for the Championship or 26 over for all other Divisions. The additional time lost (up to 30 minutes) will form part of the 30 minutes allowable before a time limit shall apply.

## 16 Interruptions – 1<sup>st</sup> Innings

- 16.1 Should the interruption amount to less than 30 minutes, the batting side will be entitled to bat for the maximum allotted overs as scheduled at the start of play.
- 16.2 Should interference by weather, light or unforeseen circumstances amount to more than 30 minutes, a time limit shall be applied from the time 5½ hours in the Championship or 5 hours for all other Divisions, after the scheduled start of play.  
When a time limit has been applied, there shall, unless further interference occurs or the match is completed, be one hour's play or a minimum of 17 overs bowled.
- 16.3 If further interference occurs by weather, light, or unforeseen circumstances when a time limit has been applied, or if time is lost during the last hour of play causes a time limit to be applied, the number of overs to be bowled on any resumption of play shall be reduced, from the total of 17, by one over for each full 3½ minutes which have elapsed after the scheduled commencement of the last hour.  
During the last hour, the number of overs bowled prior to any interruption is not taken into consideration when working out the number of overs remaining. The calculation of the number of overs remaining as shown in Appendix A, Table 1 for the Championship or Appendix B, Table 1 for all other Divisions.  
During the last hour, on resumption of play, any part overs count as a whole over. For example, if there are 8 minutes of playing time remaining and the bowler has 3 balls remaining of their current over. The minimum number of overs to be bowled will be 2.3 (and not 3).

## **17 Interruptions – 2<sup>nd</sup> Innings**

- 17.1 Should the interruption amount to less than 30 minutes, the batting side will be entitled to bat for the maximum allotted overs as scheduled at the start of the innings.
- 17.2 Should interference by weather, light or unforeseen circumstances amount to more than 30 minutes, a time limit shall be applied from the time 5½ hours in the Championship or 5 hours for all other Divisions, after the scheduled start of play.

When a time limit has been applied, there shall, unless further interference occurs or the match is completed, be one hour's play or a minimum of 17 overs bowled.

- 17.3 If further interference occurs by weather, light, or unforeseen circumstances when a time limit has been applied, or if time is lost during the last hour of play causes a time limit to be applied, the number of overs to be bowled on any resumption of play shall be reduced, from the total of 17, by one over for each full 3½ minutes which have elapsed after the scheduled commencement of the last hour.

During the last hour, the number of overs bowled prior to any interruption is not taken into consideration when working out the number of overs remaining. The calculation of the number of overs remaining as shown in Appendix A, Table 1 for the Championship or Appendix B, Table 1 for all other Divisions.

During the last hour, on resumption of play, any part overs count as a whole over. For example, if there are 8 minutes of playing time remaining and the bowler has 3 balls remaining of their current over. The minimum number of overs to be bowled will be 2.3 (and not 3).

## **18 The Result**

- 18.1 When batting first, a win is achieved when the opposition is bowled out for a lower total than they achieved. When batting second, a win is achieved when their batting total exceeds that of the team which batted first.
- 18.2 Should the team fielding second not bowl out the opposition, the result will be deemed a draw.
- 18.3 If the scores are equal, the result shall be a tie.

## Appendix A – Championship

**Table 1 – Matches Delayed at the Start or Interrupted by Weather, Light or Unforeseen Circumstances**

Start Time	Overs Remaining	Overs per Team	Time Allowance (length of innings)	Overs per Bowler	1 <sup>st</sup> BPP	2 <sup>nd</sup> BPP	3 <sup>rd</sup> BPP	4 <sup>th</sup> BPP
12:30 / 12:00	100	50	3h 0m	12	140	160	180	200
12:36 / 12:06	98	49	2h 57m	11	137	157	177	197
12:42 / 12:12	96	48	2h 53m	11	134	154	174	194
12:48 / 12:18	94	47	2h 50m	11	131	151	171	191
12:54 / 12:24	92	46	2h 46m	11	128	148	168	188
13:00 / 12:30	90	45	2h 43m	10	125	145	165	185
13:06 / 12:36	88	44	2h 39m	10	122	142	162	182
13:12 / 12:42	86	43	2h 36m	10	119	139	159	179
13:18 / 12:48	84	42	2h 32m	10	116	136	156	176
13:24 / 12:54	82	41	2h 29m	9	113	133	153	173
13:30 / 13:00	80	40	2h 25m	9	110	130	150	170
13:36 / 13:06	78	39	2h 22m	9	107	127	147	167
13:42 / 13:12	76	38	2h 18m	9	104	124	144	164
13:48 / 13:18	74	37	2h 15m	8	101	121	141	161
13:54 / 13:24	72	36	2h 11m	8	98	118	138	158
14:00 / 13:30	70	35	2h 8m	8	95	115	135	155
14:06 / 13:36	68	34	2h 4m	8	92	112	132	152
14:12 / 13:42	66	33	2h 1m	7	89	109	129	149
14:18 / 13:48	64	32	1h 57m	7	86	106	126	146
14:24 / 13:54	62	31	1h 54m	7	83	103	123	143
14:30 / 14:00	60	30	1h 50m	7	80	100	120	140
14:30 – 15:00 / 14:00 - 14:30	60	30	1h 50m	7	80	100	120	140
15:00 – 15:30 / 14:30 – 15:00	60	30	1h 50m	7	80	100	120	140
Timed Game – 1st innings 30 overs - Last hour to start at 18:00 / 17:30								
<b>No play before 15.30 / 15.00</b>	<b>Abandoned</b>							

## Appendix B – All Other Divisions

Table 1 – Matches Delayed at the Start or Interrupted by Weather, Light or Unforeseen Circumstances

Start Time	Overs Remaining	Overs per Team	Time Allowance (length of innings)	Overs per Bowler	1 <sup>st</sup> BPP	2 <sup>nd</sup> BPP	3 <sup>rd</sup> BPP	4 <sup>th</sup> BPP
13:00 / 12:30	92	46	2h 45m	12	120	140	160	180
13:06 / 12:36	90	45	2h 42m	11	117	137	157	177
13:12 / 12:42	88	44	2h 38m	11	114	134	154	174
13:18 / 12:48	86	43	2h 35m	11	111	131	151	171
13:24 / 12:54	84	42	2h 31m	11	108	128	148	168
13:30 / 13:00	82	41	2h 28m	10	105	125	145	165
13:36 / 13:06	80	40	2h 24m	10	102	122	142	162
13:42 / 13:12	78	39	2h 21m	10	99	119	139	159
13:48 / 13:18	76	38	2h 17m	10	96	116	136	156
13:54 / 13:24	74	37	2h 14m	9	93	113	133	153
14:00 / 13:30	72	36	2h 10m	9	90	110	130	150
14:06 / 13:36	70	35	2h 07m	9	87	107	127	147
14:12 / 13:42	68	34	2h 03m	9	84	104	124	144
14:18 / 13:48	66	33	2h 00m	8	81	101	121	141
14:24 / 13:54	64	32	1h 56m	8	78	98	118	138
14:30 / 14:00	62	31	1h 53m	8	75	95	115	135
14:36 / 14:06	60	30	1h 49m	8	72	92	112	132
14:42 / 14:12	58	29	1h 46m	7	69	89	109	129
14:48 / 14:18	56	28	1h 42m	7	66	86	106	126
14:54 / 14:24	54	27	1h 39m	7	63	83	103	123
15:00 / 14:30	52	26	1h 35m	7	60	80	100	120
15:00 – 15:30 / 14:30 - 15:00	60	26	1h 35m	7	60	80	100	120
15:30 – 16:30 / 15:00 – 16:00	60	26	1h 35m	7	60	80	100	120
Timed Game – 1st innings 26 overs - Last hour to start at 18:00 / 17:30								
<b>No play before 15.30 / 15.00</b>	<b>Abandoned</b>							



# **AGM DOCUMENTS**

## **Document 02 – League Rules & Regulations**

**2020**

**[www.bdcl.org.uk](http://www.bdcl.org.uk)**

# Voting Summary

The amendments as provided by member clubs and/or the BDUA will be voted on first. The whole of the proposed Rules & Playing Regulations below (with or without amendments as voted) will then be voted on.

## 1 Matches

Amendment to the LMC proposal (below) submitted by Mansfield Hosier Mills:

9.4 A match will only be abandoned if the first innings has been completed (i.e., scheduled, or rescheduled overs in the first innings have been completed or the side batting first is all out).

### To be voted on by member clubs – Yes/No

Should member clubs vote 'No', playing Rules and Regulations remain as below.

## 2 Delayed Start (or pre-emptive decision to reduce the number of overs)

New rule submitted by Mansfield Hosier Mills:

15.x No match shall start later than 3 hours after the scheduled start time.

### To be voted on by member clubs – Yes/No

Should member clubs vote 'No'

New rule submitted by Mansfield Hosier Mills:

15.x No match shall start later than 2 hours after the scheduled start time.

### To be voted on by member clubs – Yes/No

Should member clubs vote 'No', playing Rules and Regulations remain as below.

## 3 Delayed Start (or pre-emptive decision to reduce the number of overs)

Amendment to the LMC proposal (below) submitted by Mansfield Hosier Mills:

15.2 No match shall be scheduled to be reduced to less than 60 overs (Championship) or 50 overs (Division 1 -6) scheduled at 30 overs (Championship) or 25 overs (Division 1-6).

### To be voted on by member clubs – Yes/No

Should member clubs vote 'No', playing Rules and Regulations remain as below.

#### **4 Interruptions – 1<sup>st</sup> Innings/Interruptions – 2<sup>nd</sup> Innings**

New rule submitted by Mansfield Hosiery Mills:

16.x/17.x

The cumulative time lost (i.e., time lost due to unscheduled interruptions) shall not exceed 3 hours.

### **To be voted on by member clubs – Yes/No**

Should member clubs vote 'No'

New rule submitted by Mansfield Hosiery Mills:

16.x/17.x

The cumulative time lost (i.e., time lost due to unscheduled interruptions) shall not exceed 2 hours.

### **To be voted on by member clubs – Yes/No**

Should member clubs vote 'No', playing Rules and Regulations remain as below.

#### **5 Interruptions – 1<sup>st</sup> Innings/Interruptions – 2<sup>nd</sup> Innings**

Amendment to the LMC proposal (below) submitted by Mansfield Hosiery Mills:

16/17 (not 16.2/2<sup>nd</sup> sentence of 17.1 and 17.2)

To trigger DLS the umpire shall provide the scorers with the number of overs lost due to an unscheduled interval(s) using 3½minutes for each over lost and rounded up to the nearest even number. The scorer will then advise the umpires and captains of the par score.

In the event DLS is not available the target score should be calculated using average run rate from the first innings. Please note the revised scheduled overs is determined by reducing the original scheduled overs by the duration of the time lost by allowing for overs lost at 3½ minutes/over and rounded up to the nearest even number.

Lost overs under DLS or average run rate will wherever possible be equally applied to both innings, apportioned between the innings or in its entirety to the second innings.

### **To be voted on by member clubs – Yes/No**

Should member clubs vote 'No', playing Rules and Regulations remain as below.

#### **6 Approval of these Rules and Playing Regulations below, with any amendments above approved**

### **To be voted on by member clubs – Yes/No**

Should member clubs vote 'No', playing Rules and Regulations from Document 01 will be considered.



# Summary of Rule Changes and Additions

The rules as listed in this document will be voted as a complete set of Rules and Regulations.

The rule changes to those listed in the 2020 League Handbook are summarised below.

The full Rules and Regulations document as would be available as part of the League Handbook follows the summary.

## ECB Generic Competition Rule Updates and Additions

- 1 No Ball** (New)  
Only one delivery per over that after pitching, would have passed clearly over shoulder height of the striker standing upright at the popping crease to be permitted.
- 2 Restrictions of the Placement of Fielders** (New)  
At the instant of delivery, there may not be more than 5 fielders on the leg side.
- 3 Overs per Bowler** (New)  
In interrupted matches, bowler limited to a maximum of 20% of the re-scheduled total number of overs.
- 4 Interrupted Matches** (New)  
The match winner will be determined using the DLS method (linked to the win/lose format).

## Proposed Changes (as requested via the Club Survey)

- 1 The Result** (2.6)  
All matches are win/lose format.
- 2 Hours of Play** (3.2.1)  
All matches in the Championship will commence at 12.00pm, and 11.30pm in September.  
All matches in Division 1 and below will commence at 1.00pm, and 12.30pm in September.  
Matches in Division 1 or below can start 1 hour before the published start time, with the agreement of both clubs.
- 3 Length of Innings** (3.3.1)  
Championship matches to remain at 50 overs, with all other Divisions being 40 over matches (to comply with requested finish times and win/lose format).
- 4 Overs per Bowler** (3.5.1)  
No bowler shall bowl more than 20% of the scheduled number of overs for the innings.

## LMC Proposed Changes

- 1 Matches** (2.6)  
Changes to the number of points for a tied and abandoned match.  
10 bonus points available with number of runs required for batting bonus points determined using average 1<sup>st</sup> innings score data from the ECB BDCL Play-Cricket site. Fully dynamic – updated after every season.  
Bonus points in weather affected matches calculated using the Bonus Point Calculator (utilising DLS).
- 2 Promotion and Relegation** (2.3.1/2.3.2)  
Expansion of promotion and relegation rules, which removes the restrictive 2 promoted, up to 3 relegated which will assist in repopulation of divisions due to constitutional changes.

# The Bassetlaw & District Cricket League

Rules and Playing Conditions as found in the Generic Rules apply with the exceptions/additions as varied hereunder.

Shaded Areas denote amendments from the previous publication.

All sanctions as determined by the LMC are reviewed on a yearly basis and can be found under League Rule 8.

## League Competition - Rules & Playing Conditions

### 1 Title

The title of the Competition shall be The Bassetlaw & District Cricket League.

### 2 Entry

2.1 The competition is open to all member clubs.

2.2 Member clubs are required to submit their application to the League Secretary, prior to the end of November of each year, or as otherwise requested, and to indicate how many teams they wish to enter.

### 3 Constitution

3.1 The constitution of the Divisions shall be determined by the LMC, based on the number of teams participating, and the final League Tables from the previous full and complete season.

3.2 The teams in membership shall be organised into an appropriate number of Divisions, with the top Division named the 'Championship'.

3.3 No club shall have more than one team in any Division, except the lowest.

3.4 Two teams from the same club shall not exchange Division.

### 4 Qualification and Registration of Players

Clubs are encouraged to utilise League Rule 4-5 to fulfil fixtures where required.

4.1 On all dates, no player shall be eligible for a team more than one lower than that for which they last played.

Additionally, in a fixture played after the after the third Saturday in August, a player may only play for that lower team should they have represented that team during the season.

### 5 Umpires & Scorers

5.1 Each team must supply a scorer.

5.2 In all Championship and Division 1 matches, failure to comply with this provision shall result in a sanction as determined by the LMC.

### 6 No Ball

Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:

6.1 Regardless of how wide of the striker a delivery is, there shall be no more than one delivery per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.

6.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batsmen at the wicket when a delivery within the limit in Competition Rule 6.1 has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

6.3 A different signal shall be used to signify a fast short pitched "No Ball". The Umpire shall call and signal "No Ball" then raise the other arm across the chest. If the 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 Law 41.6.3 regarding cautioning the bowler. If a bowler is "No Balled" a second time in the innings for the same offence the Umpire is to invoke Law 41.6.4 and the bowler shall be removed forthwith and shall not be allowed to bowl again in that innings.

Note: For the avoidance of doubt the warnings detailed in Laws 41.6.1, 41.6.2 and those above in Competition Rule 6.1 and Competition Rule 6.2 are cumulative.

6.4 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply.

## 7 Law 22 – Wide Ball – Judging a Wide

In all Championship and Division 1 matches, any ball, not being a No Ball, that passes the striker's leg stump, irrespective of where that ball pitched, will be called, and signalled a wide. It will not be a wide if the ball makes contact with the striker, his person or equipment, or the bat in hand before it passes the line of the stumps, or the ball passes between the striker and the leg stump.

## 8 Restrictions of the Placement of Fielders

8.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.

8.2 A fielding circle shall be marked on the field of play by white plastic or rubber disks.

The fielding circle shall consist of two semi-circles which shall have as their centre the middle stump at either end of the pitch. The ends of which shall be joined by a straight parallel line.

The radius of each semi-circle shall be 30 yards (27.4 metres).

8.2 For the duration of the innings only five fielders are permitted to be outside the field restriction markings at the instant of delivery.

8.3 This rule is mandatory for teams competing in the Championship, Division 1 and Division 2.

For Division 3 and below this rule is recommended to promote fairness throughout the match for both batting teams. The decision as to use a fielding circle will be at the sole discretion of the home team.

Where teams in Division 3 and below do not possess white plastic or rubber disks and do not wish to purchase, the marks may be painted/whitewashed.

8.5 In the event of an infringement of the above fielding restrictions, the Umpire at the striker's end shall call and signal 'No Ball'.

## 9 Matches

9.1 All matches shall be played on the appointed date, as arranged, and published by the LMC

9.2 In all Matches, the following points shall be awarded:

Win	20 points
Tie	15 points
Abandoned	10 points
Cancelled	6 points
Loss	0 points

9.3 In an uninterrupted match, where both sides have had the opportunity of batting for the same number of overs, the following bonus points will be awarded to the losing team:

### Batting

Division	1	2	3	4	5
Championship	110	135	160	185	210
All other Divisions	70	90	110	130	150

### Bowling

	1	2	3	4	5
All Divisions	2	4	6	8	All out

## 10 Divisional Placings

The divisional placings shall be determined by the following criteria, taken in order:

The total number of points.

The total number of wins over all completed matches.

The average net run rate over all completed matches.

The toss of a coin.

## 11 Promotion and Relegation

11.1 At the end of the season the top two teams in all Divisions below the Championship shall be promoted. The bottom team in each Division will be relegated.

11.2 In order to re-populate the Divisions, additional teams may be promoted or relegated.

11.3 For the 2021 season, the winner of the Championship shall be invited to join the NPL. The next 4 teams will be invited to join the NPL2.

Promotion to the NPL will be dependent on the criteria laid out by the NPL.

Promotion from Division 1 to the Championship is dependent on the criteria laid out in League Rule 2-2. Should the criteria not be met, the number of teams relegated from the Championship shall be reduced.

## 12 Hours of Play

12.1 All matches in the Championship will commence at 12.00pm, and 11.30pm in September.

All matches in Division 1 and below will commence at 1.00pm, and 12.30pm in September.

Matches in Division 1 and below may commence at 12.00pm, and 11.30pm in September with the agreement of both clubs. The agreement must be in place and the League Secretary, Umpires Appointments Secretary and allocated officials notified before 23:45pm on the Wednesday prior to the match.

12.2 All teams in the Championship have 3 hours and 20 minutes to bowl 50 overs.

All teams in the other Divisions have 2 hours and 40 minutes to bowl 40 overs.

12.3 The match schedule in the Championship will be 12.00pm-7.10pm and 11.30pm-6.40pm in September.

The match schedule in Division 1 and below will be 1.00pm-6.50pm and 12.30pm-6.20pm in September.

For matches in Division 1 and below that have agreed to the earlier start time, the match schedule will be 12.00pm-5.50pm and 11.30pm-5.20pm in September.

12.4 There shall be an interval of 10 minutes between the innings plus 20 minutes for tea.

12.5 The Umpires will have sole authority as to when intervals shall be taken.

## 13 Length of Innings

13.1 Each team in the Championship shall bat for 50 overs unless all out earlier.

Each team in Division 1 and below shall bat for 40 overs unless all out earlier.

If the team batting first is dismissed in less than their allocated overs, the team batting second shall be entitled to bat for the full allocation.

13.2 Teams in the Championship are expected to have completed their 50 overs within 3 hours 20 minutes playing time.

Teams in Division 1 and below are expected to have completed their 40 overs within 2 hours 40 minutes playing time.

Teams should aim for a minimum of 4 overs in every 15 minutes playing time.

It is the responsibility of the Captain to ensure that his team bowl their allocated overs within the playing time.

13.3 With the agreement of both captains – bearing in mind the prevailing ground, weather, and light conditions – it is considered most unlikely that the full quota of overs will be bowled in any match, it is recommended that a pre-emptive decision is made to reduce overs in both innings equally. The level of the deduction will be decided by the two Captains.

No match shall be reduced to less than 10 overs duration scheduled at 10 overs per team.

13.4 Umpires shall make time allowances for unavoidable stoppages caused by injury or other extenuating circumstances.

In such circumstances the match schedule will be extended, but by no more than 30 minutes. The tables shown in the Appendices should be modified accordingly.

Stoppages for drinks, ball loss and replacement, batsman change and any other non-injury or extenuating circumstance have been included in the match schedule and need not be recorded.

13.5 If in the opinion of the Umpires, the team fielding fails to bowl the required number of overs by the scheduled time for the cessation of their innings, play shall continue until the full quota of overs have been completed.

The umpires shall record and report all overs started by the fielding side after the time allowed, and a team shall receive a sanction as determined by the LMC for each late over.

In an interrupted match where one innings is reduced to 20 overs or less, Competition Rule 13.5 will not apply.

In the event of no League Umpires, Competition Rule 13.5 will not apply.

## **14 Overs per Bowler**

14.1 No bowler shall bowl more than 20% of the scheduled number of overs for the innings.

In the Championship, each bowler can bowl a maximum of 10 overs.

In all other Divisions, each bowler can bowl a maximum of 8 overs.

14.2 In an interrupted match, no bowler shall bowl more than 20% of the re-scheduled total number of overs for the innings, unless this has already been exceeded before the interruption.

For the avoidance of doubt, the number of overs a bowler has remaining is the re-scheduled maximum number of overs minus any overs the bowler has already completed. Therefore, if a bowler has, or exceeded the re-scheduled maximum, they will no longer be permitted to bowl.

If an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.

## **15 Delayed Start (or pre-emptive decision to reduce the number of overs)**

15.1 The number of overs shall be arranged so that both teams have the opportunity of batting for the same number of overs.

15.2 No match shall be reduced to less than 20 overs duration scheduled at 10 overs per team.

15.3 The interval shall be reduced from the maximum of 30 minutes' duration to comply with the scheduled hours of play.

15.4 The revised number of overs to be bowled, the time allowance, and the maximum number of overs per bowler, is calculated from the time of the resumption in play and is shown in Appendix A, Table 1 for the Championship, and Appendix B, Table 1 for all other Divisions.

- 15.5 The following table displays the required number of runs required for batting bonus points in a match that is delayed but is then uninterrupted.

The required number of runs required for each batting bonus point is found against the revised number of overs played, rounded down to the nearest number of overs shown in the table:

Overs	Division	1	2	3	4	5
45	Championship	100	120	145	165	190
40	Championship	90	110	130	150	170
35	Championship	85	105	120	140	155
	All other Divisions	70	90	105	125	140
30	Championship	80	95	110	125	140
	All other Divisions	70	85	100	115	130
25	Championship	80	95	105	120	130
	All other Divisions	70	85	95	110	120
20	Championship	70	80	90	100	110
	All other Divisions	60	70	80	90	100
15	Championship	60	65	75	80	90
	All other Divisions	55	60	70	75	85
10	Championship	40	45	50	55	60
	All other Divisions	35	40	45	50	55

## 16 Interruptions – 1<sup>st</sup> Innings

- 16.1 The revised number of overs available to each team, the time allowance, and the maximum number of overs per bowler, is calculated from the time of the resumption in play and is shown in Appendix A, Table 2 for the Championship, and Appendix B, Table 2 for all other Divisions.
- 16.2 Should an interruption have occurred during an over, on the resumption of play, the part over shall be completed in addition to the remaining number of overs remaining.
- 16.3 If the side batting first has received more overs than the maximum now available then the innings is immediately closed. The side batting second will receive the revised number of overs and the total to win is re-calculated using the Duckworth/Lewis method (standard edition) (see Competition Rule 19).  
A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled, then the scores are tied.
- 16.4 The time taken for the interval will be reduced to a maximum of 10 minutes. The exact time shall be notified to both team captains by the umpires.  
With the view of maximising the available playing time, and where feasible, tea must be brought forward, and taken during an interruption in play.
- 16.5 For the losing team, the bonus points gained from the match will be calculated after play has ended using the BDCL Duckworth/Lewis points calculator found at <https://www.bdcl.org.uk/downloads-match-admin/>.

## 17 Interruptions – 2<sup>nd</sup> Innings

- 17.1 The revised number of overs remaining, the time allowance, and the maximum number of overs per bowler, is calculated from the time of the resumption of play and found in Appendix A, Table 3 for the Championship and Appendix B, Table 3 for all other Divisions.  
Should the reduced number of overs remaining be insufficient to allow a minimum of 10 overs to be bowled, the match should be abandoned.
- 17.2 Should an interruption have occurred during an over, on the resumption of play, the part over shall be completed in addition to the remaining number of overs remaining.

- 17.3 The side batting second will receive the revised number of overs and the total to win is re-calculated using the Duckworth/Lewis method (Standard) (see Competition Rule 19).  
The par score will be set based on the revised number of overs remaining. If this is exceeded a win for the team batting second shall result. If the par score is equalled, then the scores are tied.  
The batting side should be aware of the Par score required should the innings suffer from further interruptions or is abandoned and should attempt to always be ahead of this score to gain victory.
- 17.4 For the losing team, the bonus points gained from the match will be calculated after play has ended using the BDCL Duckworth/Lewis points calculator found at <https://www.bdcl.org.uk/downloads-match-admin/>.

## **18 The Result**

- 18.1 A result can only be achieved if both teams have had the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs.  
If both teams have not had the opportunity to bat for a minimum of 10 overs, then the match will be Abandoned.
- 18.2 When both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.  
If the scores are equal, the result shall be a tie.

## **19 Duckworth/Lewis**

- 19.1 In the Championship, the G50 value to be used is 210.  
In all other Divisions, the G50 value to be used is 190.
- 19.2 The Duckworth Lewis target score for the end of the current over is required to be displayed on or close to the scoreboard, or if not possible, relayed verbally to the batting side. Should any wickets fall during the over, the Duckworth Lewis target score must be updated and relayed immediately.

## Appendix A – Championship

Table 1 – Delayed Start Matches

Start Time	Overs Remaining	Overs per Team	Time Allowance (length of innings)	Maximum Overs per Bowler
11:30 / 12:00	100	50	3h 20m	5b x 10o
11:38 / 12:08	98	49	3h 16m	4b x 10o, 1b x 9o
11:46 / 12:16	96	48	3h 12m	3b x 10o, 2b x 9o
11:54 / 12:24	94	47	3h 8m	2b x 10o, 3b x 9o
12:02 / 12:32	92	46	3h 4m	1b x 10o, 4b x 9o
12:10 / 12:40	90	45	3h 00m	5b x 9o
12:18 / 12:48	88	44	2h 56m	4b x 9o, 1b x 8o
12:26 / 12:56	86	43	2h 52m	3b x 9o, 2b x 8o
12:34 / 13:04	84	42	2h 48m	2b x 9o, 3b x 8o
12:42 / 13:12	82	41	2h 44m	1b x 9o, 4b x 8o
12:50 / 13:20	80	40	2h 40m	5b x 8o
12:58 / 13:28	78	39	2h 36m	4b x 8o, 1b x 7o
13:06 / 13:36	76	38	2h 32m	3b x 8o, 2b x 7o
13:14 / 13:44	74	37	2h 28m	2b x 8o, 3b x 7o
13:22 / 13:52	72	36	2h 24m	1b x 8o, 4b x 7o
13:30 / 14:00	70	35	2h 20m	5b x 7o
13:38 / 14:08	68	34	2h 16m	4b x 7o, 1b x 6o
13:46 / 14:16	66	33	2h 12m	3b x 7o, 2b x 6o
13:54 / 14:24	64	32	2h 8m	2b x 7o, 3b x 6o
14:02 / 14:32	62	31	2h 4m	1b x 7o, 4b x 6o
14:10 / 14:40	60	30	2h 0m	5b x 6o
14:18 / 14:48	58	29	1h 56m	4b x 6o, 1b x 5o
14:26 / 14:56	56	28	1h 52m	3b x 6o, 2b x 5o
14:34 / 15:04	54	27	1h 48m	2b x 6o, 3b x 5o
14:42 / 15:12	52	26	1h 44m	1b x 6o, 4b x 5o
14:50 / 15:20	50	25	1h 40m	5b x 5o
14:58 / 15:28	48	24	1h 36m	4b x 5o, 1b x 4o
15:06 / 15:36	46	23	1h 32m	3b x 5o, 2b x 4o
15:14 / 15:44	44	22	1h 28m	2b x 5o, 3b x 4o
15:22 / 15:52	42	21	1h 24m	1b x 5o, 4b x 4o
15:30 / 16:00	40	20	1h 20m	5b x 4o
15:38 / 16:08	38	19	1h 16m	4b x 4o, 1b x 3o
15:46 / 16:16	36	18	1h 12m	3b x 4o, 2b x 3o
15:54 / 16:24	34	17	1h 8m	2b x 4o, 3b x 3o
16:02 / 16:32	32	16	1h 4m	1b x 4o, 4b x 3o
16:10 / 16:40	30	15	1h 0m	5b x 3o
16:18 / 16:48	28	14	56m	4b x 3o, 1b x 2o
16:26 / 16:56	26	13	52m	3b x 3o, 2b x 2o
16:34 / 17:04	24	12	48m	2b x 3o, 3b x 2o
16:42 / 17:12	22	11	44m	1b x 3o, 4b x 2o
16:50 / 17:20	20	10	40m	5b x 2o
<b>No play before 16:50 / 17:20</b>	<b>Abandoned</b>			



**Table 2 – Interrupted Matches (1<sup>st</sup> Innings)**

Time of Resumption	Overs Remaining [A]	Overs Bowled [B]	Overs Available [C]	Overs per Team	Time Allowance (length of innings) + over in progress	Maximum Overs per Bowler
11:30 / 12:00	100	0	100	50	3h 20m	10
11:34 / 12:04	99	As Determined at interruption during match (completed overs)	Overs Remaining plus overs bowled	Overs Available divided by two and rounded down	As Table 3 (determined by number of Overs per Team)	
11:38 / 12:08	98					
11:42 / 12:12	97					
11:46 / 12:16	96					
11:50 / 12:20	95					
11:54 / 12:24	94					
11:58 / 12:28	93					
12:02 / 12:32	92					
12:06 / 12:36	91					
12:10 / 12:40	90					
12:14 / 12:44	89					
12:18 / 12:48	88					
12:22 / 12:52	87					
12:26 / 12:56	86					
12:30 / 13:00	85					
12:34 / 13:04	84					
12:38 / 13:08	83					
12:42 / 13:12	82					
12:46 / 13:16	81					
13:10 / 13:40	80					
13:14 / 13:44	79					
13:18 / 13:48	78					
13:22 / 13:52	77					
13:26 / 13:56	76					
13:30 / 14:00	75					
13:34 / 14:04	74					
13:38 / 14:08	73					
13:42 / 14:12	72					
13:46 / 14:16	71					
13:50 / 14:20	70					
13:54 / 14:24	69					
13:58 / 14:28	68					
14:02 / 14:32	67					
14:06 / 14:36	66					
14:10 / 14:40	65					
14:14 / 14:44	64					
14:18 / 14:48	63					
14:22 / 14:52	62					
14:26 / 14:56	61					
14:30 / 15:00	60					
14:34 / 15:04	59					
14:38 / 15:08	58					
14:42 / 15:12	57					
14:46 / 15:16	56					

Time of Resumption (11:30 / 12:00)	Overs Remaining [A]	Overs Bowled [B]	Overs Available [C]	Overs per Team	Time Allowance (length of innings) + over in progress	Maximum Overs per Bowler
14:50 / 15:20	55	As Determined at interruption during match (completed overs)	Overs Remaining plus overs bowled  [A] + [B]	Overs Available divided by two and rounded down  [C]/2	As Table 3 (determined by number of Overs per Team)	
14:54 / 15:24	54					
14:58 / 15:28	53					
15:02 / 15:32	52					
15:06 / 15:36	51					
15:20 / 15:50	50					
15:24 / 15:54	49					
15:28 / 15:58	48					
15:32 / 16:02	47					
15:36 / 16:06	46					
15:40 / 16:10	45					
15:44 / 16:14	44					
15:48 / 16:18	43					
15:52 / 16:22	42					
15:56 / 16:26	41					
16:00 / 16:30	40					
16:04 / 16:34	39					
16:08 / 16:38	38					
16:12 / 16:42	37					
16:16 / 16:46	36					
16:20 / 16:50	35					
16:24 / 16:54	34					
16:28 / 16:58	33					
16:32 / 17:02	32					
16:36 / 17:06	31					
16:40 / 17:10	30					
16:44 / 17:14	29					
16:48 / 17:18	28					
16:52 / 17:22	27					
16:56 / 17:26	26					
17:00 / 17:30	25					
17:04 / 17:34	24					
17:08 / 17:38	23					
17:12 / 17:42	22					
17:16 / 17:46	21					
17:20 / 17:50	20					
17:24 / 17:54	19					
17:28 / 17:58	18					
17:32 / 18:02	17					
17:36 / 18:06	16					
17:40 / 18:10	15					
17:44 / 18:14	14					
17:48 / 18:18	13					
17:52 / 18:22	12					
17:56 / 18:26	11					
18:00 / 18:30	10					
<b>No play before 18:00 / 18:30</b>		<b>Abandoned</b>				

**Table 3 – Interrupted Matches (2<sup>nd</sup> Innings)**

<b>Time of Resumption</b> (11:30 / 12:00)	<b>Overs Remaining</b>	<b>Time Allowance</b> (Length of Innings) + over in progress	<b>Maximum</b> <b>Overs per</b> <b>Bowler</b>
15:20 / 15:50	50	3h 20m	5b x 10o
15:24 / 15:54	49	3h 16m	4b x 10o, 1b x 9o
15:28 / 15:58	48	3h 12m	3b x 10o, 2b x 9o
15:32 / 16:02	47	3h 8m	2b x 10o, 3b x 9o
15:36 / 16:06	46	3h 4m	1b x 10o, 4b x 9o
15:40 / 16:10	45	3h 0m	5b x 9o
15:44 / 16:14	44	2h 56m	4b x 9o, 1b x 8o
15:48 / 16:18	43	2h 52m	3b x 9o, 2b x 8o
15:52 / 16:22	42	2h 48m	2b x 9o, 3b x 8o
15:56 / 16:26	41	2h 44m	1b x 9o, 4b x 8o
16:00 / 16:30	40	2h 40m	5b x 8o
16:04 / 16:34	39	2h 36m	4b x 7o, 1b x 7o
16:08 / 16:38	38	2h 32m	3b x 7o, 2b x 7o
16:12 / 16:42	37	2h 28m	2b x 7o, 3b x 7o
16:16 / 16:46	36	2h 24m	1b x 7o, 4b x 7o
16:20 / 16:50	35	2h 20m	5b x 7o
16:24 / 16:54	34	2h 16m	4b x 7o, 1b x 6o
16:28 / 16:58	33	2h 12m	3b x 7o, 2b x 6o
16:32 / 17:02	32	2h 8m	2b x 7o, 3b x 6o
16:36 / 17:06	31	2h 4m	1b x 7o, 4b x 6o
16:40 / 17:10	30	2h 0m	5b x 6o
16:44 / 17:14	29	1h 56m	4b x 6o, 1b x 5o
16:48 / 17:18	28	1h 52m	3b x 6o, 2b x 5o
16:52 / 17:22	27	1h 48m	2b x 6o, 3b x 5o
16:56 / 17:26	26	1h 44m	1b x 6o, 4b x 5o
17:00 / 17:30	25	1h 40m	5b x 5o
17:04 / 17:34	24	1h 36m	4b x 5o, 1b x 4o
17:08 / 17:38	23	1h 32m	3b x 5o, 2b x 4o
17:12 / 17:42	22	1h 28m	2b x 5o, 3b x 4o
17:16 / 17:46	21	1h 24m	1b x 5o, 4b x 4o
17:20 / 17:50	20	1h 20m	5b x 4o
17:24 / 17:54	19	1h 16m	4b x 4o, 1b x 3o
17:28 / 17:58	18	1h 12m	3b x 4o, 2b x 3o
17:32 / 18:02	17	1h 8m	2b x 4o, 3b x 3o
17:36 / 18:06	16	1h 4m	1b x 4o, 4b x 3o
17:40 / 18:10	15	1h 0m	5b x 3o
17:44 / 18:14	14	56m	4b x 3o, 1b x 2o
17:48 / 18:18	13	52m	3b x 3o, 2b x 2o
17:52 / 18:22	12	48m	2b x 3o, 3b x 2o
17:56 / 18:26	11	44m	1b x 3o, 4b x 2o
18:00 / 18:30	10	40m	5b x 2o
<b>No resumption in play before 18:00 / 18:30</b>	<b>Abandoned</b> (if less than 10 overs have been bowled in 2 <sup>nd</sup> innings)		

The following should be used where there is sufficient time to allow the innings to consist of a minimum of 10 overs or where play can resume and the overs available can be added to those already completed to conclude the game.

<b>Time of Resumption</b> (11:30 / 12:00)	<b>Overs remaining</b>	<b>Time allowance (length of innings) + over in progress</b>	<b>Maximum Overs per Bowler</b>
18:04 / 18:34	9	36m	As above
18:08 / 18:38	8	32m	As above
18:12 / 18:42	7	28m	As above
18:16 / 18:46	6	24m	As above
18:20 / 18:50	5	20m	As above
18:24 / 18:54	4	16m	As above
18:28 / 18:58	3	12m	As above
18:32 / 19:02	2	8m	As above
18:36 / 19:06	1	4m	As above
<b>No Resumption in play before 18:36 / 19:06</b>	<b>Abandoned</b>		

## Appendix B – All Other Divisions

**Table 1 – Delayed Start Matches**

Start Time	Overs Remaining	Overs per Team	Time Allowance (length of innings)	Maximum Overs per Bowler
11:30 / 12:00 / 12:30 / 13:00	80	40	2h 40m	5b x 8o
11:38 / 12:08 / 12:38 / 13:08	78	39	2h 36m	4b x 8o, 1b x 7o
11:46 / 12:16 / 12:46 / 13:16	76	38	2h 32m	3b x 8o, 2b x 7o
11:54 / 12:24 / 12:54 / 13:24	74	37	2h 28m	2b x 8o, 3b x 7o
12:02 / 12:32 / 13:02 / 13:32	72	36	2h 24m	1b x 8o, 4b x 7o
12:10 / 12:40 / 13:10 / 13:40	70	35	2h 20m	5b x 7o
12:18 / 12:48 / 13:18 / 13:48	68	34	2h 16m	4b x 7o, 1b x 6o
12:26 / 12:56 / 13:26 / 13:56	66	33	2h 12m	3b x 7o, 2b x 6o
12:34 / 13:04 / 13:34 / 14:04	64	32	2h 08m	2b x 7o, 3b x 6o
12:42 / 13:12 / 13:42 / 14:12	62	31	2h 04m	1b x 7o, 4b x 6o
12:50 / 13:20 / 13:50 / 14:20	60	30	2h 00m	5b x 6o
12:58 / 13:28 / 13:58 / 14:28	58	29	1h 56m	4b x 6o, 1b x 5o
13:06 / 13:36 / 14:06 / 14:36	56	28	1h 52m	3b x 6o, 2b x 5o
13:14 / 13:44 / 14:14 / 14:44	54	27	1h 48m	2b x 6o, 3b x 5o
13:22 / 13:52 / 14:22 / 14:52	52	26	1h 44m	1b x 6o, 4b x 5o
13:30 / 14:00 / 14:30 / 15:00	50	25	1h 40m	5b x 5o
13:38 / 14:08 / 14:38 / 15:08	48	24	1h 36m	4b x 5o, 1b x 4o
13:46 / 14:16 / 14:46 / 15:16	46	23	1h 32m	3b x 5o, 2b x 4o
13:54 / 14:24 / 14:54 / 15:24	44	22	1h 28m	2b x 5o, 3b x 4o
14:02 / 14:32 / 15:02 / 15:32	42	21	1h 24m	1b x 5o, 4b x 4o
14:10 / 14:40 / 15:10 / 15:40	40	20	1h 20m	5b x 4o
14:18 / 14:48 / 15:18 / 15:48	38	19	1h 16m	4b x 4o, 1b x 3o
14:26 / 14:56 / 15:26 / 15:56	36	18	1h 12m	3b x 4o, 2b x 3o
14:34 / 15:04 / 15:34 / 16:04	34	17	1h 8m	2b x 4o, 3b x 3o
14:42 / 15:12 / 15:42 / 16:12	32	16	1h 4m	1b x 4o, 4b x 3o
14:50 / 15:20 / 15:50 / 16:20	30	15	1h 0m	5b x 3o
14:58 / 15:28 / 15:58 / 16:28	28	14	56m	4b x 3o, 1b x 2o
15:06 / 15:36 / 16:06 / 16:36	26	13	52m	3b x 3o, 2b x 2o
15:14 / 15:44 / 16:14 / 16:44	24	12	48m	2b x 3o, 3b x 2o
15:22 / 15:52 / 16:22 / 16:52	22	11	44m	1b x 3o, 4b x 2o
15:30 / 16:00 / 16:30 / 17:00	20	10	40m	5b x 2o
<b>No play before 15:30 / 16:00 / 16:30 / 17:00</b>	<b>Abandoned</b>			

**Table 2 – Interrupted Matches (1<sup>st</sup> Innings)**

Time of Resumption	Overs Remaining [A]	Overs Bowled [B]	Overs Available [C]	Overs per Team	Time Allowance (length of innings) + over in progress	Maximum Overs per Bowler
11:30 / 12:00 / 12:30 / 13:00	80	0	80	40	2h 40m	10
11:34 / 12:04 / 12:34 / 13:04	79	As Determined at interruption during match (completed overs)	Overs Remaining plus overs bowled  [A] + [B]	Overs Available divided by two and rounded down  [C]/2	As Table 3 (determined by number of Overs per Team)	
11:38 / 12:08 / 12:38 / 13:08	78					
11:42 / 12:12 / 12:42 / 13:12	77					
11:46 / 12:16 / 12:46 / 13:16	76					
11:50 / 12:20 / 12:50 / 13:20	75					
11:54 / 12:24 / 12:54 / 13:24	74					
11:58 / 12:28 / 12:58 / 13:28	73					
12:02 / 12:32 / 13:02 / 13:32	72					
12:06 / 12:36 / 13:06 / 13:36	71					
12:10 / 12:40 / 13:10 / 13:40	70					
12:14 / 12:44 / 13:14 / 13:44	69					
12:18 / 12:48 / 13:18 / 13:48	68					
12:22 / 12:52 / 13:22 / 13:52	67					
12:26 / 12:56 / 13:26 / 13:56	66					
12:30 / 13:00 / 13:30 / 14:00	65					
12:54 / 13:24 / 13:54 / 14:24	64					
12:58 / 13:28 / 13:58 / 14:28	63					
13:02 / 13:32 / 14:02 / 14:32	62					
13:06 / 13:36 / 14:06 / 14:36	61					
13:10 / 13:40 / 14:10 / 14:40	60					
13:14 / 13:44 / 14:14 / 14:44	59					
13:18 / 13:48 / 14:18 / 14:48	58					
13:22 / 13:52 / 14:22 / 14:52	57					
13:26 / 13:56 / 14:26 / 14:56	56					
13:30 / 14:00 / 14:30 / 15:00	55					
13:34 / 14:04 / 14:34 / 15:04	54					
13:38 / 14:08 / 14:38 / 15:08	53					
13:42 / 14:12 / 14:42 / 15:12	52					
13:46 / 14:16 / 14:46 / 15:16	51					
13:50 / 14:20 / 14:50 / 15:20	50					
13:54 / 14:24 / 14:54 / 15:24	49					
13:58 / 14:28 / 14:58 / 15:28	48					
14:02 / 14:32 / 15:02 / 15:32	47					
14:06 / 14:36 / 15:06 / 15:36	46					
14:10 / 14:40 / 15:10 / 15:40	45					
14:14 / 14:44 / 15:14 / 15:44	44					
14:18 / 14:48 / 15:18 / 15:48	43					
14:22 / 14:52 / 15:22 / 15:52	42					
14:26 / 14:56 / 15:26 / 15:56	41					

Time of Resumption (11:30 / 12:00 / 12:30 / 13:00)	Overs Remaining [A]	Overs Bowled [B]	Overs Available [C]	Overs per Team	Time Allowance (length of innings) + over in progress	Maximum Overs per Bowler
14:40 / 15:10 / 15:40 / 16:10	40	As Determined at interruption during match (completed overs)	Overs Remaining plus overs bowled	Overs Available divided by two and rounded down	As Table 3 (determined by number of Overs per Team)	
14:44 / 15:14 / 15:44 / 16:14	39					
14:48 / 15:18 / 15:48 / 16:18	38					
14:52 / 15:22 / 15:52 / 16:22	37					
14:56 / 15:26 / 15:56 / 16:26	36					
15:00 / 15:30 / 16:00 / 16:30	35					
15:04 / 15:34 / 16:04 / 16:34	34					
15:08 / 15:38 / 16:08 / 16:38	33					
15:12 / 15:42 / 16:12 / 16:42	32					
15:16 / 15:46 / 16:16 / 16:46	31					
15:20 / 15:50 / 16:20 / 16:50	30					
15:24 / 15:54 / 16:24 / 16:54	29					
15:28 / 15:58 / 16:28 / 16:58	28					
15:32 / 16:02 / 16:32 / 17:02	27					
15:36 / 16:06 / 16:36 / 17:06	26					
15:40 / 16:10 / 16:40 / 17:10	25					
15:44 / 16:14 / 16:44 / 17:14	24					
15:48 / 16:18 / 16:48 / 17:18	23					
15:52 / 16:22 / 16:52 / 17:22	22					
15:56 / 16:26 / 16:56 / 17:26	21					
16:00 / 16:30 / 17:00 / 17:30	20					
16:04 / 16:34 / 17:04 / 17:34	19					
16:08 / 16:38 / 17:08 / 17:38	18					
16:12 / 16:42 / 17:12 / 17:42	17					
16:16 / 16:46 / 17:16 / 17:46	16					
16:20 / 16:50 / 17:20 / 17:50	15					
16:24 / 16:54 / 17:24 / 17:54	14					
16:28 / 16:58 / 17:28 / 17:58	13					
16:32 / 17:02 / 17:32 / 18:02	12					
16:36 / 17:06 / 17:36 / 18:06	11					
16:40 / 17:10 / 17:40 / 18:10	10					
<b>No play before 16:40 / 17:10 / 17:40 / 18:10</b>		<b>Abandoned</b>				

**Table 3 – Interrupted Matches (2<sup>nd</sup> Innings)**

<b>Time of Resumption</b> (11:30 / 12:00 / 12:30 / 13:00)	<b>Overs Remaining</b>	<b>Time Allowance</b> (Length of Innings) + over in progress	<b>Maximum Overs per Bowler</b>
14:40 / 15:10 / 15:40 / 16:10	40	2h 40m	5b x 8o
14:44 / 15:14 / 15:44 / 16:14	39	2h 36m	4b x 8o, 1b x 7o
14:48 / 15:18 / 15:48 / 16:18	38	2h 32m	3b x 8o, 2b x 7o
14:52 / 15:22 / 15:52 / 16:22	37	2h 28m	2b x 8o, 3b x 7o
14:56 / 15:26 / 15:56 / 16:26	36	2h 24m	1b x 8o, 4b x 7o
15:00 / 15:30 / 16:00 / 16:30	35	2h 20m	5b x 7o
15:04 / 15:34 / 16:04 / 16:34	34	2h 16m	4b x 7o, 1b x 6o
15:08 / 15:38 / 16:08 / 16:38	33	2h 12m	3b x 7o, 2b x 6o
15:12 / 15:42 / 16:12 / 16:42	32	2h 8m	2b x 7o, 3b x 6o
15:16 / 15:46 / 16:16 / 16:46	31	2h 4m	1b x 7o, 4b x 6o
15:20 / 15:50 / 16:20 / 16:50	30	2h 0m	5b x 6o
15:24 / 15:54 / 16:24 / 16:54	29	1h 56m	4b x 6o, 1b x 5o
15:28 / 15:58 / 16:28 / 16:58	28	1h 52m	3b x 6o, 2b x 5o
15:32 / 16:02 / 16:32 / 17:02	27	1h 48m	2b x 6o, 3b x 5o
15:36 / 16:06 / 16:36 / 17:06	26	1h 44m	1b x 6o, 4b x 5o
15:40 / 16:10 / 16:40 / 17:10	25	1h 40m	5b x 5o
15:44 / 16:14 / 16:44 / 17:14	24	1h 36m	4b x 5o, 1b x 4o
15:48 / 16:18 / 16:48 / 17:18	23	1h 32m	3b x 5o, 2b x 4o
15:52 / 16:22 / 16:52 / 17:22	22	1h 28m	2b x 5o, 3b x 4o
15:56 / 16:26 / 16:56 / 17:26	21	1h 24m	1b x 5o, 4b x 4o
16:00 / 16:30 / 17:00 / 17:30	20	1h 20m	5b x 4o
16:04 / 16:34 / 17:04 / 17:34	19	1h 16m	4b x 4o, 1b x 3o
16:08 / 16:38 / 17:08 / 17:38	18	1h 12m	3b x 4o, 2b x 3o
16:12 / 16:42 / 17:12 / 17:42	17	1h 8m	2b x 4o, 3b x 3o
16:16 / 16:46 / 17:16 / 17:46	16	1h 4m	1b x 4o, 4b x 3o
16:20 / 16:50 / 17:20 / 17:50	15	1h 0m	5b x 3o
16:24 / 16:54 / 17:24 / 17:54	14	56m	4b x 3o, 1b x 2o
16:28 / 16:58 / 17:28 / 17:58	13	52m	3b x 3o, 2b x 2o
16:32 / 17:02 / 17:32 / 18:02	12	48m	2b x 3o, 3b x 2o
16:36 / 17:06 / 17:36 / 18:06	11	44m	1b x 3o, 4b x 2o
16:40 / 17:10 / 17:40 / 18:10	10	40m	5b x 2o
<b>No resumption in play before 16:40 / 17:10 / 17:40 / 18:10</b>	<b>Abandoned</b> (if less than 10 overs have been bowled in 2 <sup>nd</sup> innings)		

The following should be used where there is sufficient time to allow the innings to consist of a minimum of 10 overs or where play can resume and the overs available can be added to those already completed to conclude the game.

<b>Time of Resumption</b>	<b>Overs remaining</b>	<b>Time allowance</b> (length of innings) + over in progress	<b>Maximum Overs per Bowler</b>
16:44 / 17:14 / 17:44 / 18:14	9	36m	As above
16:48 / 17:18 / 17:48 / 18:18	8	32m	As above
16:52 / 17:22 / 17:52 / 18:22	7	28m	As above
16:56 / 17:26 / 17:56 / 18:26	6	24m	As above
17:00 / 17:30 / 18:00 / 18:30	5	20m	As above
17:04 / 17:34 / 18:04 / 18:34	4	16m	As above
17:08 / 17:38 / 18:08 / 18:38	3	12m	As above
17:12 / 17:42 / 18:12 / 18:42	2	8m	As above
17:16 / 17:46 / 18:16 / 18:46	1	4m	As above
<b>No resumption in play before 17:16 / 17:46 / 18:16 / 18:46</b>	<b>Abandoned</b>		





# **AGM DOCUMENTS**

## **Document 03 – The John J. Mallen t20 Trophy Rules and Regulations**

**2020**

**[www.bdcl.org.uk](http://www.bdcl.org.uk)**

# Summary of Rule Changes and Additions

The rules as listed in this document will be voted as a complete set of Rules and Regulations.

The rule changes to those listed in the 2020 League Handbook are summarised below.

The full Rules and Regulations document as would be available as part of the League Handbook follows the summary.

## ECB Generic Competition Rule Updates and Additions

- 1 No Ball** (New)  
Only one delivery per over that after pitching, would have passed clearly over shoulder height of the striker standing upright at the popping crease to be permitted. Further deliveries dealt as non-free hit no-ball.
- 2 Free Hit after a No Ball** (New)  
This no longer applies to any short pitched delivery, which would have passed clearly over shoulder height of the striker standing upright at the popping crease.
- 3 Restrictions of the Placement of Fielders** (New)  
At the instant of delivery, there may not be more than 5 fielders on the leg side.
- 4 Length of Innings** (New)  
Additional fielding restrictions enforced for late overs, instead of penalty runs.
- 5 Overs per Bowler** (New)  
In interrupted matches, bowler limited to a maximum of 20% of the re-scheduled total number of overs.
- 6 Interrupted Matches** (New)  
The match winner will be determined using the DLS method.
- 7 The Result** (New)  
Tied matches to be determined by a super over.

## LMC Proposed Changes

- 1 Match Balls** (New)  
All spare balls are to be placed in a suitable container, which is to be stored at the side of the pitch (ideally by the scorer) for ease of supply.
- 2 Umpires and Scorers** (New)  
All games are required to be scored electronically by the home team, using the ECB's Play-Cricket Scorer (Laptop or Tablet).
- 3 Length of Innings** (8.1.3)  
Each innings must be completed in 1 hour 20 minutes playing time.
- 4 Delayed Start/Interrupted Matches** (New)  
No reduction in overs until a total of 70 minutes of playing time has been lost.

# The John J. Mallen t20 Cup Competition

Rules and Playing Conditions as found in the Generic Rules apply with the exceptions/additions as varied hereunder.

Shaded Areas denote amendments from the previous publication.

All sanctions as determined by the LMC are reviewed on a yearly basis and can be found under League Rule 8.

## Rules & Playing Conditions

### 1 Title

The title of the Competition shall be the John J. Mallen t20 Trophy.

### 2 Entry

2.1 The competition is open to all member clubs.

2.2 Each member club may enter one team.

2.3 Member clubs are required to submit their application to the League Secretary prior to the end of November of each year.

### 3 Constitution

3.1 Group games will be arranged which reduce travel.

3.2 The Semi-Final and Final will be straight knock-out matches. The winner will proceed to the next round, or in the final, will be crowned winners.

3.3 The overall winner of the competition will go forward to the Nottinghamshire Feeder League t20 Challenge Match to play the winner of the South Nottinghamshire Cricket League t20 competition.

The winner of the Nottinghamshire Feeder League t20 Challenge Match will go forward to the Nottinghamshire Premier League t20 Finals day, the winner of which will enter the ECB National Club t20 competition.

In addition, the winner of the competition may go forward to the ECB Vitality Club t20 Plate Competition.

### 4 Qualification and Registration of Players

Clubs are encouraged to utilise League Rule 4-5 to fulfil fixtures where required.

4.1 No player who has played for a club in the competition is eligible to play for another club in the competition in the same season.

4.2 A player with an NPL club shall not be eligible if they have played most of their Saturday cricket in that League during the current season.

For the avoidance of doubt, only League matches will be included in this calculation.

### 5 Match Balls

Each club should be provided with one pink ball for use during the match. Should a pink ball not have been supplied, a red ball should be used which complies with League Rule 2-8.1 ('All Other Matches').

Each club must provide used spare pink and/or red balls. All red balls are to comply with League Rule 2-8.1 ('All Other Matches') and be in sufficient quantity to minimise time lost during the innings.

All spare balls are to be placed in a suitable container, which is to be stored at the side of the pitch, ideally by the scorer, for ease of supply.

### 6 Umpires and Scorers

6.1 In all games, each team shall provide a competent scorer. Failure to comply with this rule will result in a sanction as determined by the LMC.

6.2 All games are required to be scored electronically by the home team, using the ECB's Play-Cricket Scorer (Laptop or Tablet).

### 7 Wearing Apparel

Players are permitted to wear coloured clothing throughout the tournament.

## 8 No Ball

Law 41.6 (Bowling of dangerous and unfair short-pitched deliveries) shall apply with the following additions:

- 8.1 Regardless of how wide of the striker a delivery is, there shall be no more than one delivery per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.
- 8.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batsmen at the wicket when a delivery within the limit in Competition Rule 7.1 has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.
- 8.3 A different signal shall be used to signify a fast short pitched “No Ball”. The Umpire shall call and signal “No Ball” then raise the other arm across the chest. If the 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 Law 41.6.3 regarding cautioning the bowler. If a bowler is “No Balled” a second time in the innings for the same offence the Umpire is to invoke Law 41.6.4 and the bowler shall be removed forthwith and shall not be allowed to bowl again in that innings.
- Note: For the avoidance of doubt the warnings detailed in Laws 41.6.1, 41.6.2 and those above in Competition Rule 7.1 and Competition Rule 7.2 are cumulative.
- 8.4 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply.

## 9 Free Hit after a No Ball

- 9.1 The delivery following a no ball shall be a free hit for whichever batsman is facing it.

Note: this applies to all modes of No ball except for a short-pitched delivery that passes or would have passed clearly over shoulder height of the striker standing upright at the popping crease.

- 9.2 If the delivery for a free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery shall become a free hit for whichever batsman is facing it.
- 9.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 9.4 Field changes are not permitted for free hit deliveries unless there is a change of striker or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.
- 9.5 The umpires shall signal free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

## 10 Law 22 – Wide Ball – Judging a Wide

Any ball, not being a No Ball, that passes the striker’s leg stump, irrespective of where that ball pitched, will be called, and signalled a wide. It will not be a wide if the ball makes contact with the striker, his person or equipment, or the bat in hand before it passes the line of the stumps, or the ball passes between the striker and the leg stump.

In addition, any ball that passes outside the off-side wide-line, will be called, and signalled a wide. The off-side wide-line will be marked at 35 inches (89 cm) on each side of the imaginary centre line [17 inches (43.2 cm)] inside each Return crease.

## 11 Restrictions on the Placement of Fielders

- 11.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.
- 11.2 A fielding circle shall be marked on the field of play by white plastic or rubber disks.  
The fielding circle shall consist of two semi-circles which shall have as their centre the middle stump at either end of the pitch. The ends of which shall be joined by a straight parallel line.  
The radius of each semi-circle shall be 30 yards (27.4 metres).
- 11.3 The first 6 overs of each innings will constitute a ‘Power Play’ whereby only two fielders are permitted to be outside the field restriction markings at the instant of delivery.
- 11.4 For the remainder of the innings only five fielders are permitted to be outside the field restriction markings at the instant of delivery.

11.5 In circumstances when the number of overs of the batting team is reduced, the number of 'Power Play' Overs shall be reduced and details found in Appendix M1, Tables 1, 2 and 3.

If the batting side has received more 'Power Play' overs than the maximum now allows, then the 'Power Play' is over. Competition Rule 11.4 shall apply.

11.6 In the event of an infringement of the above fielding restrictions, the Umpire at the striker's end shall call and signal 'No Ball' (Competition Rule 9 shall apply).

## 12 Timed Out

The incoming batsman must be in position to take ground, or for his partner to be ready to receive the next ball, within 1 minute 30 seconds of the fall of the previous wicket. Any infringement of this rule shall result in the incoming batsman being declared out by the Umpires.

## 13 Matches

13.1 All matches shall be played on the appointed date, as arranged, and published by the LMC.

Where reserve dates are available, these will be communicated by the Match Administrator. Reserve dates will only be used with the mutual agreement of both clubs concerned and if circumstances allow.

13.2 In exceptional circumstances, a match may be played on an artificial pitch. The umpires will have sole authority over this decision.

13.3 In Group Matches, the following points shall be awarded:

Win	4 points
Cancelled/Abandoned	2 points
Loss	0 points

13.4 In the event of inclement weather where a match is not possible, Competition Rule 21.1 will apply.

13.5 The Semi-finals and Final will be played on a date and venue(s) as chosen by the LMC.

## 14 Group Placings

14.1 The group placings shall be determined by the following criteria, taken in order:

- i. The total number of points.
- ii. The total number of wins over all completed matches.
- iii. The average net run rate over all completed matches.
- iv. The toss of a coin, by the League Secretary.

14.2 When groups are unequal in numbers and a 'Best Runner-up' is required, this will be determined by using iii. and iv. above.

## 15 Hours of Play

15.1 All matches will commence at 1.00pm.

15.2 Teams have 1 hour 20 minutes to bowl 20 overs.

15.3 There shall be an interval of 10 minutes between the innings.

15.4 The match schedule will be 1.00pm-3.50pm.

15.5 The Umpires will have sole authority as to when the interval shall be taken.

## 16 Length of Innings

16.1 Each team shall bat for 20 overs unless all out earlier.

If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

16.2 All teams are expected to have completed their 20 overs within 1 hour 20 minutes playing time.

Teams should aim for a minimum of 4 overs in every 15 minutes of playing time.

It is the responsibility of the Captain to ensure that his team bowl their allocated overs within the playing time.

16.3 With the agreement of both Captains – bearing in mind the prevailing ground, weather, and light conditions – it is considered most unlikely that the full quota of overs will be bowled in any match, it is recommended that a pre-emptive decision is made to reduce overs in both innings equally. The level of the deduction will be decided by the two Captains.

No match shall be reduced to less than 10 overs duration scheduled at 5 overs per team.

- 16.4 Umpires shall make time allowances for unavoidable stoppages caused by injury or other extenuating circumstances.

In such circumstances the match schedule will be extended, but by no more than 30 minutes. The tables shown in the Appendices will be updated, as necessary.

Stoppages for ball loss and replacement, batsman change and any other non-injury or extenuating circumstances have been included in the match schedule and need not be recorded.

- 16.5 If in the opinion of the Umpires, the team fielding fails to bowl the required number of overs by the scheduled time for the cessation of their innings, play shall continue until the full quota of overs have been completed.

One fewer fielder shall be permitted outside the fielding restriction area (see Competition Rule 11.4) than would normally be the case in the over(s) in progress at that time.

All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

In an interrupted match where one innings is reduced to 10 overs or less, this rule will not apply.

- 16.7 Umpires are instructed to apply a strict interpretation of time wasting by the batsman (5 run penalties) specifically; batsmen are expected to be ready for the start of a new over as soon as the bowler is ready.

## **17 Overs per Bowler**

- 17.1 No bowler shall bowl more than 20% of the scheduled number of overs for the innings, therefore each bowler can bowl a maximum of 4 overs.

- 17.2 In an interrupted match, no bowler shall bowl more than 20% of the re-scheduled total number of overs for the innings, unless this has already been exceeded before the interruption.

For the avoidance of doubt, the number of overs a bowler has remaining is the re-scheduled maximum number of overs minus any overs the bowler has already completed. Therefore, if a bowler has, or exceeded the re-scheduled maximum, they will no longer be permitted to bowl.

If an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.

- 17.3 The ECB Fast Bowling Directives provision requiring an equivalent number of overs from the same end to have elapsed before a subsequent spell can commence shall not apply (e.g., the 4 overs may be bowled at any time in the innings irrespective of the number of spells bowled).

## **18 Delayed Start**

- 18.1 There will be no reduction in overs until a total of 70 minutes of playing time has been lost.

After any delay, the match schedule will immediately be extended by 70 minutes.

- 18.2 After 70 minutes, the number of overs shall be arranged so that both teams have the opportunity of batting for the same number of overs.

- 18.3 The number of overs to be bowled is calculated from the time of the revised start time and is found in Appendix M, Table 1.

## **19 Interruptions – 1<sup>st</sup> Innings**

- 19.1 There will be no reduction in overs until a total of 70 minutes of playing time has been lost.

After any interruption, the match schedule will be immediately updated to 1.00pm – 5.00pm.

- 19.2 After the total allowance of 70 minutes, the revised number of overs available to each team, the time allowance, and the maximum number of overs per bowler, is calculated from the time of the resumption and is shown in Appendix M, Table 2.

- 19.3 If the side batting first has received more overs than the maximum now available then the innings is immediately closed. The side batting second will receive the revised number of overs and the total to win is re-calculated using the Duckworth/Lewis method (standard edition) (see Competition Rule 22).

A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled, then the scores are tied.

## 20 Interruptions – 2<sup>nd</sup> Innings

- 20.1 There will be no reduction in overs until a total of 70 minutes playing time has been lost. After any interruption, the match schedule will be immediately updated to 1.00pm – 5.00pm.
- 20.2 After the total allowance of 70 minutes, the revised number of overs remaining, the time allowance and the maximum number of overs per bowler, is calculated from the time of the resumption in play and is shown in Appendix M, Table 3.
- Should the reduced number of overs remaining be insufficient to allow a minimum of 5 overs to be bowled, the match will be abandoned.
- 20.3 Should an interruption have occurred during an over, on the resumption of play, the part over shall be completed before starting the revised number of overs.
- 20.4. The side batting second will receive the revised number of overs and the total to win is re-calculated using the Duckworth/Lewis method (standard edition) (see Competition Rule 22).
- The par score will be set based on the revised number of overs remaining. If this is exceeded a win for the team batting second shall result. If the par score is equalled, then the scores are tied.
- The batting side should be aware of the Par score required should the innings suffer from further interruptions or is abandoned and should attempt to always be ahead of this score to gain victory.

## 21 The Result

- 21.1 A result can only be achieved if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.
- If both teams have not had the opportunity of batting for a minimum of 5 overs, or a match cancelled when all players are present, the result shall be determined by the following criteria, taken in order:
- i. A replay on a reserve date.
  - ii. A bowl out (should prevailing ground, weather and light conditions allow) (see Competition Rule 24).
  - iii. The toss of a coin when both Captains are present.
  - iv. The toss of a coin, by the League Secretary.
- 21.2 When both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.
- If the scores are equal, the result shall be determined by the following criteria, taken in order:
- i. A super over (should time, prevailing ground, weather, and light conditions allow) (see Competition Rule 23)
  - ii. The team that has lost the fewest wickets.
  - iii. The team with the higher score at the end of the 6<sup>th</sup> completed over.
  - iv. The side with the higher score at the end of the 5<sup>th</sup>, 4<sup>th</sup>, 3<sup>rd</sup>, 2<sup>nd</sup>, and 1<sup>st</sup> completed over.
  - v. A bowl out (should prevailing ground, weather and light conditions allow) (see Competition Rule 24).
  - vi. The toss of a coin when both Captains are present.
  - vii. The toss of a coin, by the League Secretary.

## 22 Duckworth/Lewis

- 22.1 For this competition, the G50 value to be used is 245.
- 22.2 The Duckworth Lewis target score for the end of the current over is required to be displayed on or close to the scoreboard, or if not possible, relayed verbally to the batting side. Should any wickets fall during the over, the Duckworth Lewis target score must be updated and relayed immediately.

## **23 Super Over**

- 23.1 The teams shall compete in a Super Over to determine the winner.
- 23.2 Subject to weather conditions, the Super Over will take place at a time to be determined by the Officials. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- 23.3 The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the Captains.
- 23.4 The umpires shall stand at the same end as that in which they finished the match.
- 23.5 In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- 23.6 Only nominated players in the main match may participate in the Super Over. Should any player (including the batters and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
- 23.7 Any penalty time being served in the main match shall be carried forward to the Super Over.
- 23.8 Each team's over is played with the same fielding restrictions as per Competition Rule 11.1 and 11.4.
- 23.9 The team batting second in the match will bat first in the Super Over.
- 23.10 The Umpires shall select a ball from the available spare balls which shall be used for both overs of the Super Over. The ball to be used shall not be a new ball.
- 23.11 The loss of two wickets in the over ends the team's one over innings.
- 23.12 In the event of the teams having the same score after the Super Over has been completed, the team whose batters hit the greatest number of boundaries in the Super Over shall be the winner.
- 23.13 If still equal, a count-back from the final ball of the Super Over. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e., including any runs resulting from wides, no ball or penalty runs.
- 23.14 If still equal, then another Super Over shall be played.

## **24 Bowl Outs**

- 24.1 In the event of no result being obtained by other methods and where there is no reserve date on which to play the game, a bowl out (outdoors only) will take place to achieve a result.
- 24.2 Five players from each side will bowl two overarm deliveries each at a wicket (conforming to Law 8) from a wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases marked (conforming to Law 7). The side, which bowls down the wicket (as defined in Law 29.1.1) the most times, shall be the winner. If the scores are equal, the same players will bowl one ball alternately to achieve a result on a 'sudden death' basis.
- 24.3 The following shall also apply in respect of bowl-outs:

The same suitably acceptable ball (not a new one) will be used by both teams. If the ball becomes wet, it may be changed subject to the Umpires' approval.

If a bowler bowls a No ball it will count as one of the two deliveries but will not count towards the score of the team.

The five cricketers nominated to take part in the bowl-out must be chosen from the eleven cricketers selected to play in the match.

If required, each side will appoint a wicketkeeper to stand behind the wicket but out of reach of the stumps.



## Appendix

**Table 1 – Delayed Start Matches**

Start Time	Overs Remaining	Overs per Team	Time Allowance (length of innings)	Overs per Bowler	No. of Powerplay Overs
14:10	40	20	1h 20m	5b x 4o	6
14:18	38	19	1h 16m	4b x 4o, 1b x 3o	5
14:26	36	18	1h 12m	3b x 4o, 2b x 3o	5
14:34	34	17	1h 8m	2b x 4o, 3b x 3o	5
14:42	32	16	1h 4m	1b x 4o, 4b x 3o	4
14:50	30	15	1h 0m	5b x 3o	4
14:58	28	14	56m	4b x 3o, 1b x 2o	4
15:06	26	13	52m	3b x 3o, 2b x 2o	3
15:14	24	12	48m	2b x 3o, 3b x 2o	3
15:22	22	11	44m	1b x 3o, 4b x 2o	3
15:30	20	10	40m	5b x 2o	3
15:38	18	9	36m	4b x 2o, 1b x 1o	2
15:46	16	8	32m	3b x 2o, 2b x 1o	2
15:54	14	7	28m	2b x 2o, 3b x 1o	2
16:02	12	6	24m	1b x 2o, 4b x 1o	1
16:10	10	5	20m	5b x 1o	1
<b>No play before 16:10</b>	<b>Abandoned – bowl out or coin toss for winner if no reserve date available</b>				

**Table 2 – Interrupted Matches (1<sup>st</sup> Innings)**

Time of Resumption	Overs Remaining [A]	Overs Bowled [B]	Overs Available [C]	Overs per Team	Time Allowance (length of innings) + over in progress	Overs per Bowler	No. of Powerplay Overs
14:10	40	0	40	20	1h 25m	5	6
14:14	39	As Determined at interruption during match (completed overs)	Overs Remaining plus overs bowled  [A] + [B]	Overs Available divided by two and rounded down  [C/2]	As Table 3 (determined by number of Overs per Team)		
14:18	38						
14:22	37						
14:26	36						
14:30	35						
14:34	34						
14:38	33						
14:42	32						
14:46	31						
14:50	30						
14:54	29						
14:58	28						
15:02	27						
15:06	26						
15:10	25						
15:14	24						
15:18	23						
15:22	22						
15:26	21						
15:30	20						
15:34	19						
15:38	18						
15:42	17						
15:46	16						
15:50	15						
15:54	14						
15:58	13						
16:02	12						
16:06	11						
16:10	10						
16:14	9						
16:18	8						
16:22	7						
16:26	6						
16:30	5						
<b>No play before 16:30</b>	<b>Abandoned – bowl out or coin toss for winner if no reserve date available</b>						

**Table 3 – Interrupted Matches (2<sup>nd</sup> Innings)**

Time of Resumption	Overs Remaining	Time Allowance (Length of Innings) + over in progress	Overs per Bowler	No. of Powerplay Overs
15:40	20	1h 20m	5b x 4o	6
15:44	19	1h 16m	4b x 4o, 1b x 3o	5
15:48	18	1h 12m	3b x 4o, 2b x 3o	5
15:52	17	1h 8m	2b x 4o, 3b x 3o	5
15:56	16	1h 4m	1b x 4o, 4b x 3o	4
16:00	15	1h 0m	5b x 3o	4
16:04	14	56m	4b x 3o, 1b x 2o	4
16:08	13	52m	3b x 3o, 2b x 2o	3
16:12	12	48m	2b x 3o, 3b x 2o	3
16:16	11	44m	1b x 3o, 4b x 2o	3
16:20	10	40m	5b x 2o	3
16:24	9	36m	4b x 2o, 1b x 1o	2
16:28	8	32m	3b x 2o, 2b x 1o	2
16:32	7	28m	2b x 2o, 3b x 1o	2
16:36	6	24m	1b x 2o, 4b x 1o	1
16:40	5	20m	5b x 1o	1
<b>No resumption in play before 16:40</b>	<b>Abandoned - bowl out or coin toss for winner if no reserve date available</b>			

The following should be used where there is sufficient time to allow the innings to consist of a minimum of 5 overs or where play can resume and the overs available can be added to those already completed to conclude the game.

Time of Resumption	Overs Remaining	Time Allowance (Length of Innings) + over in progress	Overs per Bowler	No. of Powerplay Overs
16:44	4	16m	As above	As above
16:48	3	12m	As above	As above
16:52	2	8m	As above	As above
16:56	1	4m	As above	As above
<b>No resumption in play before 16:56</b>	<b>Abandoned if less than 5 overs completed – bowl out or coin toss for winner if no reserve date available</b>			

## **The Bassetlaw & District Cricket League**



[enquiries@bdcl.org.uk](mailto:enquiries@bdcl.org.uk)



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