

ODEY WEALTH EVENING LEAGUE RULES 2017.

The standard rules of cricket (**The Laws of Cricket 2000 Code 5th Edition 2013**) shall apply and, also **The GCB Domestic Cricket Rules 2017 (Version 1)**, save as follows:

1. Formats of 2017 Competitions and Results

- 1.1 The result of the match shall be decided over one innings per team.
- 1.2 Points shall be awarded as follows:
Win – 2 points
Level Scores – 1 point per team
- 1.3 A tie is a tie. (Except EL Spring Cup and EL Trophy K/O matches where a game that finishes with the scores level, when the winner will be determined by reference to:
 - a) fewest wickets, then, if still level
 - b) the score after 10 overs (and fewest wickets if level), then if still level,
 - c) the score after 6 overs (and fewest wickets if level), then if still level,
 - d) the toss of a coin).
- 1.4 **EL Premier (Division 1):** 5 teams playing each other over 3 rounds (12 games each). All matches to be played on grass as first preference. Where necessary, matches can be scheduled on non-turf pitches if requested by the GCB.
- 1.5 **EL Spring Cup (open to the first teams of all Premier and Championship clubs):** Knockout with Quarter-Finals, then Semi-Finals and Final (also Semi-Finals and Final for Plate). All games to be played on non-turf pitches.
- 1.6 **EL Championship (Division 2):** 9 teams playing each other twice (16 games each). All games to be played on non-turf pitches.
- 1.7 **EL Trophy (Division 3):** 14 teams playing each other once for the league title then split into two groups of 6 and 8 (13 League games each plus second phase). All games to be played on non-turf pitches.

Top 6 from the EL Trophy go into the Super Sixes Cup where they play a round-robin of 5 games for the Cup (decided on points and, if level, on Net Run Rate over the Super Sixes Cup matches).

Bottom 8 go into the Knockout Quarter-Finals (as below), then Semi-Finals and Final (also Semi-Finals and Final for Plate):

7th v 14th; 8th v 13th; 9th v 12th; 10th v 11th.

2. Appointment of Officials and Completion of Scorecards

- 2.1 Umpires shall be appointed by GACUS in the Premier, while GACUS will provide one umpire per game in the Championship. The DCC will

allocate club umpiring duties for the Championship (one umpire per game and for the Trophy (two umpires per game)).

- 2.2 Each team shall provide one scorer.
- 2.3 It is the scorer's responsibility to ensure that the scorecard is fully completed and correct before it is signed as a correct record of the match by the standing umpires. Umpires should not sign an incomplete scorecard.
- 2.4 The DCC will randomly monitor the scorecards and take any necessary actions to ensure teams fulfil their responsibility to provide a completed scorecard.
- 2.5 Ideally matches in EL Premier will be scored on CricHQ alongside traditional scoring on a paper card.

3. Submission of Results and Scorecards

- 3.1 The winning side shall be responsible for taking a clearly legible photograph of the completed scorecard after the game and sending it by email by midnight to sport@guernseypress.com with a copy to DCCResults@guernseycricket.com
- 3.2 In addition, the winning side shall input the scores of both sides directly onto the GCB/CricHQ website using the password provided, this action to take place no later than by 10pm on the next day following the game. Failure to do so may (for persistent offenders) incur a forfeit of any points gained from that match. The DCC at its discretion may impose a £25 fine for each subsequent offence thereafter. The DCC at its discretion may also increase the fine sanctioned after a second offence.

4. No-Balls

Law 24 of the Laws of Cricket shall apply except that Law 24.1 (b) shall be replaced by the following:

- 4.1 the bowler may not deliver the ball underarm. If a bowler delivers the ball underarm the umpire shall call and signal No-Ball and the ball is to be re-bowled overarm.
- 4.2 In addition to the above, the delivery following a No-Ball called for any reason (Law 24) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No-Ball or a Wide ball) then the next delivery will become a free hit for whichever batsman is facing it.
- 4.3 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 a Wide ball.
- 4.4 Field changes are not permitted for free hit deliveries unless there is a change of striker (the restrictions in Rule 10 below shall apply).

- 4.5 The umpires will signal a free hit by (after the normal No-Ball signal) extending one arm straight upwards and moving it in a circular motion.

5. Wides

Law 25 of the Laws of Cricket shall apply with the following addition to Law 25.1:

- 5.1 Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- 5.2 A penalty of one run for a Wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a Wide ball, which is not a No Ball, shall be scored as Wide balls.
- 5.3 Where possible, wickets will be marked with lines running parallel to the Return Crease and will be 35" from the centre stump. Any ball passing over or outside the offside line will be called a wide by the umpire. Any offside or leg-side delivery, which in the opinion of the umpire does not give the batsman a reasonable opportunity to score, shall be called a wide. **By way of a guide, a bowler bowling a delivery, which passes down the leg-side, should expect it to be called a wide.**
- 5.4 A wide shall not be called if the ball comes into contact with the striker's bat or person or is called a No-Ball.

6. Timed Out

- 6.1 The incoming batsman must be in a position to take guard or for his partner to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way into this position immediately a wicket falls.

7. Bowling Restrictions

- 7.1 **EL Premier, EL Spring Cup and EL Championship** - no bowler may bowl more than 4 overs in one innings.
- 7.2 **EL Trophy (and related Cup matches)** – No bowler may bowl more than the maximum number of overs in one innings as per the table below:

EL Trophy only	1	2	3	4
16 overs	4	4	4	4
17 overs	5	4	4	4
18 overs	5	5	4	4
19 overs	5	5	5	4
20 overs	5	5	5	5

- 7.3.1 **EL Premier, EL Spring Cup and EL Championship** - If the start of the match is delayed and the overs reduced for both teams, no bowler may bowl more than one quarter of the overs allowed (for a match which was

originally scheduled to be a 16-over match) or one-fifth of the overs allowed (for a match which was originally scheduled to be a 20-over match). Where the revised overs are not equally divisible by 4 (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

7.3.2 **EL Trophy (and related Cup matches)** - If the start of the match is delayed and the overs reduced for both teams, no bowler may bowl more than one quarter of the overs allowed. Where the revised overs are not equally divisible by 4, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

7.4 There are no restrictions on the number of bowlers that can be used in an innings, providing they do not exceed the maximum permitted overs per bowler in an innings.

8. Season dates/Number of overs.

8.1 Matches will take place over the period from 24 April to 1 September, unless otherwise agreed by the DCC.

8.2 All matches will consist of one innings per side each limited to a **maximum of:**

8.2.1 **EL Spring Cup** – All games shall be played as a T16.

8.2.2 **EL Premier:**

All games up to (and including) Thursday 27 July (11 weeks) shall be played as a T20.

All games from (and including) Tuesday 1 August (4 weeks) shall be played as a T16.

8.2.3 **EL Championship:**

All games up to and including Friday 12 May (1 week) shall be played as a T16.

All games between Monday 15 May and Thursday Friday 27 July inclusive (11 weeks) shall be played as a T20.

All games from (and including) Monday 31 July (5 weeks) shall be played as a T16.

8.2.3 **EL Trophy:**

The captains may agree any number of overs, subject to a minimum of 16 and a maximum of 20, depending on the light and ground conditions. In the event that the two captains cannot agree, then the default number of overs shall apply, which shall be 16 overs up to and including Friday 12 May, and 20 overs up to and including Friday 21 July. The scorecard

must clearly state the number of scheduled overs which were agreed for that match, in order to enable Net Run Rates to be correctly calculated.

EL Trophy Super Sixes/KO:

All games shall be played as a T16.

- 8.2.4 All matches should start promptly at 18.00. The DCC may request an earlier start time should the need arise.

9. Length of Innings

- 9.1 **EL Premier, EL Spring Cup and EL Championship 20-over (16-over) games ONLY** - All sides are expected to complete the bowling of their 20 overs within 1 hour 20 minutes (16 overs within 64 minutes) playing time. Sessions of play will be 1 hour 20 minutes (64 minutes), separated by a maximum interval of 10 minutes between innings. When the innings of the team batting first is completed early the interval shall still take place between the innings. No drinks intervals are permitted but an individual player may be given a drink, provided that no playing time is wasted.

- 9.2 The umpires will monitor the over rate as the innings progresses and will inform the fielding captain if the over rate is showing signs of slowing down. The umpires will take into account any circumstances that are outside the control of the fielding side when making this judgment. The fielding side are expected to begin bowling the 20th/16th over (last over) by the scheduled cessation time; the hours of play shall be extended until the required number of overs has been bowled. The standing GACUS officials will be asked to report examples of slow over rates in order that the DCC can monitor the situation and as necessary take appropriate action with the offending teams. In due course and, as required on field penalties in the form of the addition/deletion of runs may be introduced.

10. Fielding Restrictions

The following fielding restrictions shall apply (NB - note too which Divisions these apply as below):

- 10.1 **All** - For the entire length of the innings at the instant of delivery, there may not be more than 5 fielders on the leg side.
- 10.2 **EL Premier, EL Spring Cup and EL Championship** – Two outer semi-circles shall be drawn on the field of play. The semi-circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles is 27.5m. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by continuous painted line or dots at 4.5m covered by a white plastic or rubber disc.

For the first 5 overs (16-over games) and 6 overs (20-over games):
At the instant of delivery, no more than 2 fielders are permitted to be outside this outer fielding restriction area. For the remaining overs: No

more than 5 fielders shall be permitted outside this fielding restriction area.

Note: In circumstances where the number of overs is reduced, the number of overs in regard to the fielding restrictions (outer semi-circle) shall be reduced proportionately in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

Total Overs in Innings.	No of Overs Fielding Restriction Overs Will Apply
5 to 8	2
9 to 11	3
12 to 14	4
15 to 18	5
19 to 20	6

In the event of infringement of any of the above fielding restrictions, the striker's end umpire will call and signal No-Ball. The bowler's end umpire will repeat this signal to the scorer.

11. Dangerous and Unfair Short-Pitched Bowling

Law 42.6 (a) of the Laws of Cricket shall be replaced by the following:

- 11.1 Each bowler shall be limited to one fast short-pitched delivery per over.
- 11.2 A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- 11.3 The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- 11.4 In addition, for the purpose of this regulation and subject to Clause 11.6 below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke, shall be called a Wide.
- 11.5 For the avoidance of doubt any fast short-pitched delivery that is called a Wide under this playing condition shall also count as the allowable short-pitched delivery in that over.
- 11.6 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in Clause 11.2 above, the umpire at the bowler's end shall call and signal No-ball on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal "No-Ball" and then tap the head with the other hand.

- 11.7 If a bowler delivers a second fast short-pitched ball in an over, the umpire, after the call of No-ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- 11.8 If there is a second instance of the bowler being No-balled in the innings for bowling more than one fast short-pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- 11.9 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No-ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- 11.10 The bowler thus taken off shall not be allowed to bowl again in that innings.
- 11.11 The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

12. Bowling of High Full-Pitched Balls

Law 42.8 (b) of the Laws of Cricket shall be replaced by the following:

- 12.1 Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
- 12.2 In the event of a bowler bowling a high full-pitched ball as defined in Clause 12.1 above, the umpire at the bowler's end shall call and signal no-ball.
- 12.3 If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling no-ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- 12.4 Should there be any further instance (where a high full-pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signalling no-ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- 12.5 The bowler thus taken off shall not be allowed to bowl again in that innings.

12.6 The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.

13. Deliberate bowling of High Full-Pitched Balls

Law 42.8 of the Laws of Cricket shall be replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed unfair as defined in rule 12 above was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

13.1 - Call and signal no-ball.

13.2 - When the ball is dead, direct the captain to take the bowler off forthwith.

13.3 - Not allow the bowler to bowl again in that innings.

13.4 - Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

13.5 - Report the occurrence to the other umpire, and to the captain of the batting side.

14. Dangerous and unfair Bowling- action by the umpire

Law 42.7 of the Laws of Cricket shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of rules 11, 12 and 13 above the following shall apply at any time during the match:

14.1 The bowling of fast short-pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.

14.2 In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:

14.3 In the first instance the umpire shall call and signal no-ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.

14.4 If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.

14.5 Both the above caution and final warning shall continue to apply even though the bowler may later change ends.

14.6 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no-ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall

be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

14.7 The bowler thus taken off shall not be able to bowl again in that innings.

14.8 The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

15. Action by the umpires for dangerous and unfair Bowling

Should the umpires initiate the caution and warning procedures set out in Clauses 11, 12, 13 and 14 such cautions and warnings are not to be cumulative.

16. Balls

16.1 EL Premier, balls must be Kookaburra White Regulation.

16.2 EL Championship, balls must be Kookaburra County Match Pink.

16.3 EL Trophy (and related Cups) - balls must be Kookaburra County Match White.

16.4 All Divisions

The ball must be submitted prior to the start of each innings to the umpires for inspection. The ball may be referred by either side for re-inspection by the umpires if it is suspected that its condition has deteriorated to such an extent as to render it unsuitable for continued use. Any replacement of a damaged or lost ball must also be inspected by the umpires prior to use. The umpires will be the sole arbiters as to the appropriateness of the quality and condition of the ball. It is the responsibility of all clubs to have available reasonable supplies of appropriate balls (including replacements for lost or damaged balls) for use during the match. If a team fails to provide an appropriate ball, the opposing team may if they wish claim the match by default. It follows therefore that teams are strongly advised to ensure they have a supply of the relevant coloured balls available to avoid this possibility. In the event that a ball is lost or otherwise requires replacement during an innings it shall be replaced with a ball of the same colour and be in a similar condition.

16.5 For the 2017 season the DCC will have a stock of Kookaburra Balls as above, available for use in the relevant competitions (contact GCB to purchase).

17. Clothing.

17.1 EL Premier - all teams shall play in coloured clothing. Kit designs should ensure that any white coloured elements to either shirt, jumper or trousers are kept to a minimum. If in doubt prior to order the views of the GCB should be sought.

17.2 EL Championship - in preparation for possible promotion to EL1 all teams to move to wear coloured clothing and suitable accompanying playing equipment commensurate with pink ball cricket. In transition at

the very least teams are asked to wear coloured pads if wearing white clothing, or use CLADS (pad stockings). Standing GACUS officials will be asked to report any transgressions to the DCC for further action as appropriate.

- 17.3 **EL3 Trophy** -. All teams have the option to wear either coloured or white clothing. However, all players shall wear kit identical in colour and design. If teams abuse this option the DCC reserves the right to remove the option from the offending team for the remainder of that season.

18. Helmets.

- 18.1 The GCB and DCC advise all clubs and players to follow the 2016 recommendations of the ECB for recreational cricket, which is that all adult players are strongly recommended to wear helmets when batting, keeping wicket and fielding close enough to the batsman to be vulnerable to a firmly struck stroke. Players should always wear a British Safety Standard-approved helmet (www.ecb.co.uk/helmets)

- 18.2 All teams shall have available 2 purpose-designed cricket helmets available for use by any player.

- 18.3 Teams are reminded that all players below the age of 18 are obliged to wear a purpose designed cricket helmet whilst batting and keeping wicket if standing up to the stumps.

19. Reduced Overs.

- 19.1 In inclement weather, the umpires in consultation with the captains may reduce the length of the innings at the beginning of the match to ensure a realistic chance of completion.

- 19.2 In the event of the above, the total playing time available, i.e. start time to agreed finish time, would be calculated at 1 over per side for each 8 minutes or part thereof and include a 10 minute interval between innings. As an example a game starting at 6pm and finishing at 7:30pm, would produce a 10 over per innings game with a 10 minute interval. However, a match may not be reduced to less than 5 overs per side.

- 19.3 In the event of a delayed start, the umpires shall calculate the number of overs available by deducting 1 over per side for each 8 minutes or part thereof, which is lost. However, a match may not be reduced to less than 5 overs per side.

- 19.4 If the weather does not allow a game to be started, or forces an abandonment of a game already commenced, the home side should advise the DCC that the match has not been completed. From time to time the DCC may require games to start earlier to facilitate completion at the very start or end of the season. This revised time will be advised at the time of scheduling of the fixtures and must be complied with.

- 19.5.1 In the event of a reduced overs game in EL Premier, EL Spring Cup and EL Championship, the bowling restrictions shall be amended as follows:

Overs	Maximum per bowler
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	20-over game	16-over game
19	4/4/4/4/3	N/A
18	4/4/4/3/3	N/A
17	4/4/3/3/3	N/A
16	4/3/3/3/3	N/A
15	3/3/3/3/3	4/4/4/3
14	3/3/3/3/2	4/4/3/3
13	3/3/3/2/2	4/3/3/3
12	3/3/2/2/2	3/3/3/3
11	3/2/2/2/2	3/3/3/2
10	2/2/2/2/2	3/3/2/2
9	2/2/2/2/1	3/2/2/2
8	2/2/2/1/1	2/2/2/2
7	2/2/1/1/1	2/2/2/1
6	2/1/1/1/1	2/2/1/1
5	1/1/1/1/1	2/1/1/1

19.5.2 In the event of a reduced overs game in EL Trophy and related Cup games, the bowling restrictions shall be amended as follows:

Overs	Maximum per bowler	
	20-over game	16-over game
19	5/5/5/4	N/A
18	5/5/4/4	N/A
17	5/4/4/4	N/A
16	4/4/4/4	N/A
15	4/4/4/3	4/4/4/3
14	4/4/3/3	4/4/3/3
13	4/3/3/3	4/3/3/3

12	3/3/3/3	3/3/3/3
11	3/3/3/2	3/3/3/2
10	3/3/2/2	3/3/2/2
9	3/2/2/2	3/2/2/2
8	2/2/2/2	2/2/2/2
7	2/2/2/1	2/2/2/1
6	2/2/1/1	2/2/1/1
5	2/1/1/1	2/1/1/1

20. Rearrangements and Cancellations.

- 20.1 It is not possible for any rearrangements to be made due to weather in 2017 in EL Premier, EL Championship or EL Trophy. Rearrangements will be made, wherever possible, of matches lost to weather in the EL Spring Cup and the EL Trophy Knockout competitions. The DCC will allocate the next available fixture date following any postponement in those competitions.
- 20.2 For matches which cannot be rearranged, each team shall be awarded 1 point each (in the case of league games). Subject to 20.3 below, the decision that conditions do not allow a fixture to be fulfilled shall be made at the allocated ground. Any side failing to attend the ground regardless of weather conditions may be deemed to have forfeited the match and the points awarded to the attending side. In the event that neither side attends the ground both sides will be deemed to have forfeited the match and no points will be awarded.
- 20.3 Clubs are required to follow the Protocol issued by DCC in the event of bad weather on match days.
- 20.4 Clubs are advised to notify DCC by 31st January of any unsuitable dates for their fixtures that season. The DCC will use its best endeavours to honour such requests, where possible.
- 20.5 In the event of a match being cancelled or abandoned for any reason other than bad weather, the DCC will use best endeavours, if a suitable date and venue is available, to rearrange that fixture.

21. Fixture fulfilment.

- 21.1 Rescheduling of a fixture shall only be permitted in the most unusual and extreme circumstances.
- 21.2 Should a team not fulfil a fixture, the opposition shall be awarded two points (or shall be awarded the match in the case of a Knockout match).
- 21.3 Each team responsible for any non-fulfilment of a fixture shall be fined an amount equivalent to the cost of putting on the match. 50% of any

fine will go to the GCB and 50% to the opposition as a means of recompense for the loss of the fixture.

- 21.4 In the event that both teams do not fulfil a fixture, the fines will be retained by the GCB and the fixture shall be considered void.
- 21.5 Any re-offending team, or a team which repeatedly fields fewer than 11 players, may be requested to explain their actions and if continued face the possibility of sanctions at the discretion of the DCC.

22. Team Scratching from League.

Any matches played by a team that subsequently scratches from a league shall not count in the league table.

23. Promotion and Relegation.

- 23.1 Promotion shall be by application by any Club, and applications must be submitted by 30th November to DCC in respect of the following season. All applications to be promoted shall be considered at the discretion of the DCC.
- 23.2 No Club shall have two teams in the same Division. A team shall be denied promotion where this means they would join a fellow Club side in the Division above. In such an event they may be replaced by the next team finishing immediately below them in their Division, and able/willing to be promoted. No club finishing lower than second place shall normally be considered for promotion. A team that is relegated to a Division below where a fellow Club side remains could potentially enforce the relegation of the lower club side to the next Division below.
- 23.3 New teams shall usually commence to play in the lowest Division (subject to the discretion of the DCC).

24. Pavilions and scorehuts.

- 24.1 Both teams shall be responsible for opening and closing the pavilion/scorehut and shall put out and bring in the boundary flags (where applicable). Both teams are also responsible for ensuring that the pavilion/scorehut are left clean and tidy after use.

25. Number of Players.

- 25.1 A match is played between two sides. Each side shall consist of a maximum of 11 players, one of whom shall be the captain.
- 25.2 If a team has less than 11 players available to play in a particular match it shall have the option to complete the match with the players who are available, provided that if it has less than 7 players it shall be obliged to forfeit the match and face the possibility of sanctions at the discretion of the DCC.

26. Failure to provide Umpires.

- 26.1 Teams failing to supply umpires will incur one penalty point and be fined £25 per missing umpire. Teams will be deducted one league point after

incurring two penalty points and a further one league point for every subsequent penalty point incurred thereafter.

27. Late arrival for a match.

27.1 A player who arrives late for a match may take part in all aspects of the game, provided that they arrive and are able to take the field prior to the completion of the first innings. Should a player arrive after the completion of the first innings, then that player can take no part in the match.

28. ECB Fast Bowling Directives.

28.1 All players under the age of 19 shall be subject to the safety guidelines as laid down by the ECB (see <http://www.ecb.co.uk/ecb/directives-guidelines/ecb-fast-bowling-directives,100,BP.html> and on the GCB website). Any player who appears to be under 19 will be required by the umpires to comply with these guidelines unless some satisfactory proof of age is provided.

29. Minimum Age Restrictions.

29.1 Every player must be in school 9 year or above on 1st January to be eligible to play senior adult cricket that year. Umpires will not allow any player to participate who appears to be younger than this unless some satisfactory evidence of their age is produced.

29.2 Players who are in school year 8 or below on 1st January in that year may only take part in EL Championship and EL Trophy with the written approval of the GYDC, which must be shown to the umpires prior to the start of play.

30. Registrations and Guest Players.

30.1 Players may only play for the club for which they are registered (except see below – also see Domestic Cricket Rules).

30.2 A player may change club but only by means of a transfer. Transfers will only be permitted after 30th June in exceptional circumstances at the discretion of the DCC.

30.3 Clubs with more than one team must register a minimum of 7 players in all of their teams except for their lowest team, excluding any 'Guest' players, when registering each of their teams as required by GCB Domestic Cricket Rules 11(a). The registered (minimum) 7 players in their higher registered teams should be active and available players, and they should not be players of materially lesser ability than any players in that Club's lower registered teams. The DCC will actively monitor club registrations to ensure that this requirement is adhered to.

30.4 For the 2017 season only, as part of the policy of increasing the number of teams in the EL Premier (Division 1), Irregulars Barbarians shall be exempt from the requirement to register a minimum of 7 players in their side. However, any new signings by them of players who were previously only registered with another EL Premier (Division 1) side in the season 2016 shall still be required to be registered as eligible to play only in EL Premier (Division 1) in 2017.

- 30.5 Any player selected to play for the GCB Development XI in EL Premier (Division 1) shall remain eligible to also play for his club side in that same division. When his club side plays against the GCB Development XI, the club side shall have first right to use that player in that fixture.
- 30.6 Any player selected to play for the Elizabeth College Development XI in EL Trophy (Division 3) and the EL3-related Cup competitions shall remain eligible to also play for his club side in that same division. When his club side plays against the Elizabeth College Development XI, the club side shall have first right to use that player in that fixture, but the club should only exercise that right if the player in question is needed by the club side in order to enable it to fulfil the fixture.
- 30.7 Players may guest for other clubs as follows:
- 30.7.1 A player registered for a club, which has only one team, may (guest) play up for a team in a higher Division for any other club (see 5) below).
- 30.7.2 A player registered for a club, which has more than one team, may play up to the registered club's higher team, i.e. B to A, C to B or A etc. or play up for any other club providing it is not in his registered club's higher team's division. See table below:

TROPHY	CHAMPIONSHIP	PREMIER
Player playing for a one team club	Yes	Yes
Player playing for a multi-team club	For A or B team within club as applicable only	For A team within club as applicable or if no higher team then Yes
No	Player playing for a one team club	Yes
For team in own club if not in registered 7	Player playing for a multi-team club	For A team within club as applicable or if no higher team then Yes

- 30.7.3 At no time will players be permitted to guest down in a lower division (unless prior approval has been sought from GCB/DCC).
- 30.7.4 Players may only play as a guest for one team in any one division in any one season.
- 30.7.5 Registration of guests is to be done via email to the DCC prior to playing. Once registered as a guest that player may not re-register or transfer as a guest without permission from the DCC. This will only be granted in exceptional circumstances. The DCC will monitor any such activity.

31. UMPIRES AND THEIR DUTIES IN THE EVENING LEAGUE.

- 31.1 Umpires appointed to officiate in all competitions under the auspices of the GCB shall:
 - 31.1.1 conduct the match according to the Laws of Cricket and the Rules of the GCB/DCC;
 - 31.1.2 ensure the matches start at the appointed time;
 - 31.1.3 approve the match balls;
 - 31.1.4 ensure timely conduct of the match by both batting and fielding teams.
 - 31.1.5 before play commences, should the Captains disagree, decide if the weather and/or circumstances permit play; thereafter the Umpires shall decide if the weather or circumstances permit the continuation of play;
 - 31.1.6 ensure that the score is kept on a league scorecard and that the names of ALL participating players are entered in the scorecard prior to the commencement of the second innings and that all details are fully completed, including the identity of any catchers and/or stumpers.
Umpires should not sign an incomplete scorecard;
 - 31.1.7 see that the stumps are put out and returned to their place of storage at the end of the match;
 - 31.1.8 check the scorecard at the end of each innings as giving a good and accurate record of scores and players; after the first innings, determine the score required to win by the team batting second; at the end of the match determine the winning team; add any relevant comments concerning the match (e.g. failure to field 11 players, misconduct, failure to observe the GCB Code of Conduct, infringement of Match Rules); and sign the scorecard as a true record. Any damage occurring during the game must be recorded in the scorecard;
 - 31.1.9 report to the DCC the name(s) of any player(s) infringing Match Rules or the Code of Conduct, for the DCC to take the appropriate action.