

## **PraxisIFM CI League Playing Regulations 2017.**

### **ENTRY AND 2017 FORMATS**

The PraxisIFM CI League will be open to clubs by application to and, subject to agreement by, the JCB and by the GCB.

The 2017 format shall be as follows:

4 teams from Jersey, Farmers-Caesareans, Rathbones Old Victorians, St Ouen Springfield and JMCo Walkovers SCF, plus 3 teams from Guernsey, NGIT Cobo, Canaccord Griffins and 2mi Wanderers Irregulars, will play in the 2017 competition.

Teams will play each other once during the season in a Round Robin format. There will be no Final in 2017. The League shall be decided by league points, and, if level, by Net Run Rate.

### **PLAYING REGULATIONS**

The Laws of Cricket 2000 Code 5th Edition 2013 shall apply, except as specified below.

#### **1. Hours of Play & Intervals**

1.1 Matches are scheduled to be 45 overs per side, starting at 10.45am for matches involving teams from both each island. Matches involving teams from the same island may have a different scheduled start time, as pre-determined by the home Board, to reflect the absence of inter-island travel, and in either island the matches between teams from the same island may be scheduled as 40 overs per side at each Board's discretion. The games should be treated as being a "reduced 50 overs game" and the rules as applicable applied accordingly, i.e. for Duckworth/Lewis purposes.

1.2 One lunch interval of a maximum 30 minutes will be taken between innings. (Subject to 1.3 below, this may be reduced subject to agreement by both teams and the umpires but to no less than 15 minutes).

1.3 Drinks break to be agreed between the team captains and umpires before commencement of play. The lunch interval may be reduced at the discretion of the umpires, after consultation with the team captains, in a reduced overs match but to no less than 15 minutes.

#### **2. Appointment of Officials**

2.1 It is intended that GACUS and JACO shall supply umpires for all matches. Unless otherwise agreed, matches between teams from each island shall be officiated by one umpire from each island.

2.2 For matches between two sides from the same island, ideally each team shall appoint one scorer who is not playing in the match. At the very least, if there is only one non-playing scorer then the batting side must provide a second scorer during their innings. If there is no non-playing scorer then the umpires shall order the captain of the fielding team to remove one of the players from the pitch in order to score (but such removed player will be permitted to bat in his team's innings), alongside a player from the batting side.

2.3 For matches between teams from each island, the home side shall provide a scorer who is not playing in the match. The batting side shall provide a second scorer in their team's innings. At least one paper scorecard should be maintained and the scorers will be required to operate Duckworth/Lewis. (See 17 below).

2.4 If a team starts the match with a scorer and that scorer is subsequently required to field as 12<sup>th</sup> man for an injured or ill player, then the scorer shall, but only with the consent of the opposing captain and the umpires, be permitted to field, with the batting side then assisting the fielding side with the term's scoring.

**2.5** It is the scorers' 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/captains should not sign an incomplete scorecard.

### **3. Balls and Clothing**

**3.1** Each team shall use one new Kookaburra White Regulation ball per innings. Black sightscreens shall be used.

**3.2** The balls 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 appropriate balls, 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 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 of a similar condition.

**3.3** Standard match balls as above are pre-supplied to the teams by the GCB and JCB. Each team shall supply its own ball for the game.

**3.4** Teams shall wear coloured clothing and coloured batting/wicket-keeping pads. All players in each team shall be required to wear the same coloured kit.

### **4. Toss**

**4.1** The toss to be carried out by the captains on the field of play not less than 15 minutes before the scheduled start of play and the captain winning the toss must inform the opposing captain and the umpires of his decision immediately.

**4.2** Before the toss the captains shall agree the following with the umpires:

- a) Boundaries of playing area and boundary allowances.
- b) Clock or watch to be followed.
- c) Special conditions or local customs.
- d) Latest scheduled finish time (when one team is from the other island).

### **5. Team Sheets**

**5.1** Each captain shall provide a team sheet listing the names of the eleven players and any nominated 12th man in writing to the Umpires before the toss. No player (including any nominated 12th man) may be changed after the toss without the consent of the opposing Captain.

**5.2** The team sheets must state the ages of any player aged under the age of 19 so that the umpires may apply the prevailing ECB age group bowling restrictions.

### **6. Number of Overs per Bowler**

**6.1** No bowler shall bowl more than 9 overs in an innings.

**6.2** In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

**6.3** Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

**6.4** In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

## **7. A Tie**

**7.1** In the event of the scores finishing level, no account shall be taken of the number of wickets lost and the match shall be deemed to be a Tie.

## **8. Interrupted or Terminated Matches – Calculation of the Target Score**

### **8.1 Interrupted Matches – Calculation of the Target Score**

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie (refer to Duckworth/Lewis regulations).

### **8.2 Prematurely Terminated Matches**

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L “Par Score” determined at the instant of the suspension by the Duckworth/Lewis method (refer to Duckworth/Lewis regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

## **9. No-Balls**

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

**9.1** 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.

**9.2** 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.

**9.2.1** 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.

**9.2.2** Field changes are not permitted for free hit deliveries unless there is a change of striker (the restrictions in Rule 11 below shall apply).

**9.2.3** 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.

## **10. Wide Balls**

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

**10.1** 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.

**10.2** 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.

**10.3** 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.

**10.4** By way of a guide, a bowler bowling a delivery, which, passes down the leg-side, should expect it to be called a wide.

**10.5** 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.

**11. Restrictions on the Placement of Fieldsmen/Powerplays**

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

**11.2** In addition to the restriction contained in clause 11.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

**11.3** The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery:

Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 1 to 9 inclusive).

b) Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 10 to 36 inclusive).

c) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 37 to 45 inclusive).

**11.4** In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8

40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9

**11.5** If play is interrupted during an innings and the table in 11.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 11.5

A 45 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

**11.6** At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

**11.7** The scoreboard shall indicate the current Powerplay in progress.

**11.8** In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

## **12. Dangerous and Unfair Short-Pitched Bowling**

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

**12.1** A bowler shall be limited to two fast short-pitched deliveries per over.

**12.2** 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.

**12.3** The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

**12.4** In addition, for the purpose of this regulation and subject to Clause 12.6 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.

**12.5** 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

**12.6** In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 12.2 above, the umpire at the bowlers 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.

**12.7** If a bowler delivers a third 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.

**12.8** If there is a second instance of the bowler being no-balled in the innings for bowling more than two fast short-pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.

**12.9** 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.

**12.10** The bowler thus taken off shall not be allowed to bowl again in that innings.

**12.11** 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.

### **13. Bowling of High Full-Pitched Balls**

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

**13.1** 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.

**13.2** In the event of a bowler bowling a high full-pitched ball as defined in Clause 13.1 above, the umpire at the bowler's end shall call and signal no-ball.

**13.3** 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.

**13.4** 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.

**13.5** The bowler thus taken off shall not be allowed to bowl again in that innings.

**13.6** 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.

### **14. 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 13 above was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

**14.1** - Call and signal no-ball.

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

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

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

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

### **15. 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 12, 13 and 14 above the following shall apply at any time during the match:

**15.1** 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.

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

**15.3** 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.

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

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

**15.6** 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.

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

**15.8** 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.

#### **16. Action by the umpires for dangerous and unfair Bowling**

Should the umpires initiate the caution and warning procedures set out in Clauses 12, 13, 14 and 15 such cautions and warnings are not to be cumulative.

#### **17. Duckworth/Lewis**

**17.1** Duckworth/Lewis to be used to resolve rain-interrupted matches.

**17.2** A minimum of 20 overs per side must have been completed in each innings for the match to be resolved under Duckworth/Lewis, otherwise the match will be deemed a No-Result.

**17.3** Each club shall be provided with the appropriate software to enable its scorer to operate Duckworth/Lewis. It shall be each club's responsibility to ensure that its scorer is equipped with a computer on which to operate Duckworth/Lewis.

#### **18. Points**

**18.1** 2 points will be awarded to the winning team, with 1 point awarded for a tie or for a No-Result.

**18.2** In the event of teams finishing on equal points, the League position will be determined by Net Run Rate. The team with the higher Net Run Rate will be placed in the higher position.

If teams are still equal after the Net Run Rate calculations then the team that was the winner in the head-to-head match played between them will be placed in the higher position.

In the highly unlikely event that teams cannot be separated by the above, this will be done by drawing lots.

#### **19. Net Run Rate**

**19.1** A team's Net Run Rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

**19.2** In the event of a team being out in less than its full quota of overs, the calculation of the Net Run Rate shall be based on the full quota of overs to which the batting team would have been entitled and not on the amount of overs in which the team was dismissed.

**19.3** Only those matches where results are achieved will count for the purpose of Net Run Rate calculations. Where a match is abandoned but a result is achieved under Duckworth/Lewis, for Net Run Rate purposes Team 1 will be accredited with Team 2's par score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final target score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

#### **20. Age Group Directives**

**20.1** The prevailing ECB age group bowling restrictions shall apply.

**20.2** The prevailing Safety Guidance on the wearing of cricket helmets by young players shall apply.

**20.3** Although not compulsory it is advisable for all players regardless of age to wear the necessary protective equipment, i.e. helmets (ICC recommendation BS7928:2013) as published by the GCB and JCB.

## **21. Delayed Start to Match**

**21.1** In the event of a delayed start, the umpires shall calculate the number of overs available by estimating that the game shall finish 90 minutes prior to the scheduled return flight or boat departure of the away team, 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 20 overs per side.

**21.2** In calculating the number of overs available, the umpires may reduce the break between innings to a minimum of 20 minutes. The objectives shall be to maximise the number of overs to be played, without risking the away team being late for its return departure check-in, and without the second innings needing to be reduced. (In other words, to avoid playing too many overs in the first innings so that a Duckworth-Lewis-adjusted reduced second innings becomes necessary).

## **22. Delayed or Interrupted Second Innings**

**22.1** In the event of the second innings being delayed or interrupted, one over of play shall be deducted for every 4 minutes thereof of lost play, except that no deduction of overs shall take place until a total of 10 minutes play has been lost. However, this period of 10 minutes before any loss of overs shall be increased to 30 minutes in matches between teams from the same island.

## **23. Match Results**

**23.1** The GCB and the JCB shall issue instructions to the clubs regarding the inputting of scorecards onto CricHQ.

**23.2** In addition, the winning captain in ALL games (in both islands) shall scan/photo a copy of the signed scorecard and email it to

[DCCResults@guernseycricket.com](mailto:DCCResults@guernseycricket.com)

[sport@guernseypress.com](mailto:sport@guernseypress.com)

[sport@jerseyeveningpost.com](mailto:sport@jerseyeveningpost.com)

[norrups@gmail.com](mailto:norrups@gmail.com)

[james\\_perchard@hotmail.com](mailto:james_perchard@hotmail.com)

to ensure that it reaches the media and CricHQ in both islands. This is to be done by midnight on the day of the match.

**23.3** Both captains will be contacted by email by GACUS and JACO to complete a report on both umpires. This is to be completed within 24 hours of receipt.

## **24. Fixture fulfillment.**

**24.1** Rescheduling of a fixture shall only be permitted in the most unusual and extreme circumstances. Matches cannot be re-arranged.

**24.2** In the event of a fixture not taking place due to the non-attendance of a team or teams the following Penalties/Fines shall apply:

**24.3** Should a team or teams not fulfil a fixture the penalty of a two-point reduction and a fine as below will apply.

**24.4** The team or teams responsible for any non-fulfillment of a fixture shall be fined an amount equivalent to the cost of putting on the match. This may include compensation for cancelled flights or boat sailings.

**24.5** Fines as levied shall be passed on to the opposing team accordingly. In the event both teams do not fulfil a fixture the fines will be retained by the GCB/JCB. In the event that a scheduled fixture does not take place due to non-attendance of one team then the two points will be awarded to the opposing team.

**24.6** In the event of both teams not attending the fixture the game shall be considered void. Any re-offending team/teams face the possibility of sanctions at the discretion of the GCB/JCB.

**25. Numbers 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. 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.

**26. Provisions of Lunches/Teas**

**26.1** In matches involving two teams from the same island, the two teams shall be responsible for providing their own lunches/teas, and the designated home team shall be responsible for providing lunches/teas for the umpires/scorers.

**26.2** In matches involving one team from each island, the home board shall be responsible for providing lunches/teas for both teams and for the umpires/scorers.

**27. Eligibility to Play**

**27.1** Eligibility to play shall be in accordance with the relevant domestic cricket rules of each island.

**27.2** No player shall be able to transfer once he has played for a side in the competition in the current season.

**28. Entry Fees**

**28.1** The GCB and JCB shall agree a budget for the competition and shall determine the Entry Fee to be charged to each participating club.

**29. Exceptional Matters**

**29.1** If any exceptional matters arise during the course of the competition and which are not covered by the above Rules, the GCB and JCB shall liaise accordingly to agree a ruling.