

PLAYING REGULATIONS

(2020 changes are shown in bold type)

1. Subject to special conditions incorporated in these regulations, all matches must be played under The Laws of Cricket as laid down at the time by MCC, together with any experimental Laws currently in force.
2. The Cricket Committee will determine which balls must be used in which matches and it will be included in the “Mandated Balls” table at the back of the Handbook. Any variations of the rule for say a ball trial will be passed on to clubs through the usual formal communication channels. Clubs will bowl with their own ball in each match. In 1st XI matches, each side shall use a new ball at the start of each innings. A team that breaks this rule will suffer a deduction of five points.
3. The Appendix ‘Match Format Details’ sets out match parameters. Matches which, for any reason, do not start on time, are subject to over reductions in line with the table with both teams sharing equally in the reduction. Once the first ball of a match has been bowled, the match duration and bonus points levels etc. are fixed.
4. For the avoidance of doubt once a match has been started the length of the game is a fixed number of overs as determined by the match details format table. If the first innings is completed before half the match overs are used, either by dismissal or declaration, then the second innings will be increased by the shortfall of overs from the first innings. ..
NOTE: This rule does not apply in 3rd XI Cricket below the Premier Division
5. Weather delays after the match has started are not dealt with by the ‘Match Format Details’ appendix. Once a match has started (whether on time or late) the first 30 minutes of aggregated playing time lost shall be discounted and overs will not be lost until that time has elapsed. As soon as ‘in match’ lost time exceeds 30 minutes, overs will be reduced at the rate of one for every 3.5 minutes lost. Panel umpires shall be the sole judges of the suitability of the conditions. In matches where a panel umpire is not standing, the Captains shall decide whether conditions are suitable for play. When the Captains do not agree status quo shall prevail.

6. It's important to recognise that in matches that start late and are then rain affected during the match, both the above paragraphs will apply.
7. A game shall be considered as abandoned if it has neither been completed nor is in progress at the recalculated scheduled finishing time.
8. All member clubs shall compete in their respective competitions on all scheduled dates unless otherwise agreed by the Cricket Committee. When the Cricket Committee give approval for changes to be made these should be effected without changing the date of 1st XI matches if that is at all possible.
9. **In the event of a club defaulting on a League fixture in the 1st, 2nd or 3rd XI competitions, the maximum points for a win shall be awarded to their opponents.** In addition to forfeiting all points, the defaulting club shall have a further 10 points deducted from their record for each default. If the defaulting club is playing away and withdraws after midnight on the Thursday prior to the weekend, they will be required to pay a default fee of £40 to the host club.
10. Where a club defaults on an away fixture before the return fixture has taken place, the venue for the latter fixture can be reversed at the request of the innocent party.
11. In the event of a club defaulting on a 1st, 2nd or 3rd XI Cup match, they shall not be eligible to enter the competition the following season and will receive a fine. If a club voluntarily withdraws from any Cup competition they must do so in writing to the relevant Competition Secretary. To be readmitted the club must formally contact the Competition Secretary to confirm this.
12. In the case of a club flouting the Spirit of Cricket or including players at an inappropriate level, the League may take action including the deduction of points.
13. On a day when a club is due to field two or more teams in League competitions, the senior side must take precedence in fulfilling the fixture and preference in the fielding of 11 players. Failure to observe this rule will result in penalty wins (points 25/-10), (4/-2 (**in Sunday 3rd XI cricket below Premier Division**)), being awarded to opponents in games played by lower teams the defaulting club fields on the same day.

14. A League fixture postponed for any reason must be re-arranged within a week of the original fixture even if the new date is well into the future, along with notification to the relevant Results Secretary. Failure to comply by one or both clubs may result in the match being awarded to either team (25/0) or declared void (7/7) (4/0 & 2/2 in win/lose 3rd XI cricket) by the Comp Secretary based on the conduct of the clubs.
15. If a League fixture is postponed due to ground unavailability, the home club must inform their opponents and the relevant Results Secretary no later than five days before the scheduled date of the match. Contact with visiting clubs about fixture re-arrangements should only be made through League Handbook listed club officers
16. In the case of a fixture brought forward from its set date, anyone playing in the re-arranged fixture will not be eligible to play in any League fixture on the original date. In the case of a fixture put back from a set date, anyone playing in any League fixture on the original date will not be eligible to play in the rearranged fixture.
17. In all 1st XI games teams must bowl at an average of 17 overs per hour. Failure to do so will result in points being deducted as described below.

In 110 over games teams will be allowed 3 hours 15 minutes playing time to bowl 55 overs. In 100 over games teams will be allowed 3 hours to playing time to bowl 50 overs.

In both cases innings in which there are more or less overs bowled, the time allowed will be pro-rata. e.g. in a 25 over innings in a 100 over game the time allowed would be 1 hour 30 minutes.

Playing time excludes drinks breaks and any other delays or stoppages as determined by the umpires. The umpires match report on the CCCL website will be the definitive basis used for calculations.

18. Teams will be penalised 1 point for every complete 3 minutes 30 seconds by which they exceed the allowed time.

All the above is subject to :

- If the game is rain affected or if the ball needs constant drying at the start of the game, no penalty will be applied.

- If a 110 game finishes no later than 7 hours 10 minutes from the start, or a 100 over game no later than 6 hours 40 minutes from the start there will be no penalties applied.
 - These times include a 30 minute allowance for a tea break and one drinks break in each innings.
 - The times stated will be extended for any additional drinks breaks and any time allowances made by the umpires for delays or stoppages.
19. Although umpires should notify fielding captains of the number of overs bowled at the end of each hour, any failure to do so, does not mitigate the responsibility of captains to ensure that overs are bowled at an average of at least 17 per hour.
20. For the purposes of these regulations, the following definitions shall apply:

LEAGUE MATCH:

Any competitive match organised by the League between member clubs **in a league structure or subsequent play-off matches (i.e., excludes Cup Matches).**

PLAYING MEMBER:

Any player who is a paid-up cricket subscriber to his club in accordance with the club's regulations.

CONTRACTED PLAYER:

A player currently under a professional contract to play for a First-Class County Club or Irish Provincial Club. Contracted Player status is only available for England qualified players.

HOME GROWN CONTRACTED PLAYER:

Any player that has been at the same club continuously since the age of 15 should not be counted as a contracted player for that club if they are given a professional county contract. Such a player should be registered as a Home Grown Contracted Player. Continuously should be understood to mean that the player has played in at least 11 senior league games for the club each season since the season in which the player played (or would have qualified for) Under 15 cricket. Allowances may be made for injuries/illness and other exceptional circumstances under the special dispensation

of the Cricket Committee.

OVERSEAS PLAYER:

Any player not qualified to play for England or Scotland by virtue of the regulations governing the Qualification and Registration of Cricketers current at the date of the written application and who does not satisfy either of the Ordinarily Resident definitions that follow:

ORDINARILY RESIDENT (2 year option):

A player not qualified for England under current ECB regulations, but who

- (a) has been resident in the UK for 24 consecutive months before the date of his registration request;
- (b) has not been out of the UK for longer than 35 consecutive days or 70 days in total within the previous 24 months;
- (c) any remuneration he receives from playing cricket is not his main source of income

ORDINARILY RESIDENT (180 day option):

A player not qualified to play for England under current ECB regulations, but who:

- (a) as defined by the UK Border Agency (UKBA) is legally in the UK.
- (b) has been resident in the UK for at least 180 days immediately prior to playing his first match and has not been out of the UK for more than 21 days during that period.
- (c) any remuneration he receives from playing cricket is not his main source of income

VERIFICATION NOTE:

Clubs will be wholly responsible for obtaining copies of passports with relevant Visas together with evidence proving residence for 180 days when registering such players with the League.

21. Any club wishing to field a player as an Ordinarily Resident player on the 180 days basis, or as an Overseas player must complete a registration application on the prescribed form(s) and seek the prior approval from the

Registration Secretary before such a player appears in the League. Such approval shall cover the whole or remainder of the current season. Clubs are permitted to register only one Overseas player per season (except, if agreed by the Cricket Committee, in very exceptional circumstances) but there is no limit on Ordinarily Resident registrations.

22. All players not registered as Overseas or Ordinarily Resident as per the above process must be eligible to play cricket for England.
23. The most obvious route to qualification is that for players who are simply British or Irish citizens who were born within England and Wales. Other players may qualify under the prevailing ECB regulations. The ECB can be contacted on 020 7432 1200.
24. The responsibility for ensuring the valid status of all players, before they appear, rests entirely with the clubs at all times. The league advise clubs to take a proactive approach rather than a passive one as ignorance of facts will leave clubs culpable in line with the following regulation.
25. All 1st & 2nd XI squad players must be registered on Play Cricket with the League prior to playing a 1st or 2nd XI League or Cup game. Registration to be completed at least 24 hours before any 1st & 2nd XI game in which they play. Full name, date of birth and home address must be accurately recorded for each player on either their existing ID or on a new ID if the player is not already set up on Play Cricket. As well as being required for better Child Welfare control it enables teams to be accurately entered into Play Cricket scorecards without delay. There are to be no “unsure” players and any cases of confusion are to be sorted out on the day, preferably before the start of game.
26. For 3rd XI matches both teams are required to complete a team card before the start of a game. These are to be retained by the home captain for the entire season in case they are required by Play Cricket Administration. Again no “unsure” players are to be recorded on Play Cricket score sheets as we commit to stronger safeguarding standards.
27. To participate in a League match, a player must be a bona fide member of the club he represents. The Cricket Committee shall have the right to seek evidence of any player’s membership.
28. No player shall play for more than one club in the League in the course of

- a single season without the consent of his current club and the permission of the Cricket Committee.
29. To transfer a player into or within the League during the season the “new” club must provide written clearance from his previous club prior to taking part in any fixture. It is the responsibility of his new club to ensure that such clearance is lodged, acknowledged and approved by the Registrations Secretary at least 24 hours prior to the player appearing for his new club. (A transfer form is available to effect this transfer)
 30. No player playing in any other Saturday league **except for the Cheshire Cricket League**, shall be permitted to play in any league or cup match under the auspices of the League without the permission of the League
 31. No player currently playing in the League may play in a league or cup match **of a different Saturday playing League** outside the auspices of the League, (**except for the Cheshire Cricket League**), without the permission of the League;
 32. Any club wishing to either select a player from another league or to request permission for one of their players to play league or cup cricket outside the League must apply at least 48 hours in advance to the **Registrations Secretary** for approval.
 33. If approval is not sought or granted and the player appears in another league or cup competition outside the League, the player will be deemed to be ineligible and the club may be punished under the Playing Regulations for the subsequent League game(s) in which the player plays for the club following his appearance(s) outside the League. The League reserve the right to punish the player with a fine or suspension if deemed appropriate.
 34. This rule does not apply to permanent transfers into or out of the League or to full-time students
 35. No player may make his maiden 1st XI appearance of the season for his club during the last five Saturdays unless he has already played in a game for his club within the Cheshire cricket pyramid prior to the 5th last week of the season (including Over 40s fixtures (parent club only)), without obtaining permission from the Cricket Committee. Similarly a player who transfers into a club in the last five weeks of the season will not be allowed to play in the remaining 1st/2nd XI games for his new club.

36. Should the last three 2nd team games of the season involve championship honours (Promotion or Relegation) teams, no player who has played in more matches for a higher rated team, (this means in a higher division anywhere in the Cheshire Integrated League Structure) during the current season, shall be allowed to play in any of these matches, unless he has played not less than 6 second team or lower rated championship matches in this season or has played less than 6 matches in total for any club during the current season.
37. Clubs must submit written applications to the Registrations Secretary for Overseas players and 180 day Ordinarily Resident players at least 24 hours before they are due to appear in League matches. For Overseas players, a detailed CV of the individual concerned is required. No club is permitted to play more than one Overseas player in a season unless the club can satisfy the Cricket Committee that the player has left the country for compassionate reasons, or is unavailable due to serious injury and not available to play for the rest of that season. No application to register an Overseas player will be considered after May 31.
38. Except for players registered as Contracted Players no player who has played 1st class cricket (as defined by the ICC) in the six months prior to the current season will be allowed to play in the League.
39. A Contracted player may not be registered to play in League matches unless it is possible for him to play in four matches before June 30. If he does not play in four League matches before that date he will be ineligible to continue playing after June 30 in the current season. **As soon as it becomes impossible for an already registered Contracted player to complete four games before the deadline, he automatically becomes ineligible.** This cut-off does not apply to players who satisfy the Cricket Committee that they have been long-term playing members of their club before becoming contracted to a county.
40. A Contracted player may only play for his club's 1st XI. No club is permitted to register more than one Contracted player in a season who is not an Home Grown Contracted Player.
41. A Contracted player who appears as a professional for a club in an outside league shall be debarred from playing in the League for the remainder of the season unless he was instructed to play for the club by his county and

- subject to written confirmation of this instruction by his employer.
42. No club shall employ a player to play for the club in League matches
 43. A player is regarded as having played in a game when at least one ball has been bowled.
 44. In all League matches, clubs must satisfy the safety guidance on the use of helmets for players under 19 (detailed later in this book). In the case of a club flouting the directive and/or guidance without a satisfactory explanation to the Cricket Committee, the League will take action including a fine and/or the deduction of points.
 45. The League will designate which matches will be umpired by a Panel Umpire. This will normally be all 1st XI fixtures and as many 2nd XI fixtures as possible. For fixtures where there are no Panel Umpires it is left to clubs to provide umpires. Where only one non-playing umpire is available then, if he or she wishes, he or she should operate as the bowling end umpire throughout. That umpire becomes the sole judge of the fitness of playing conditions.
 46. All clubs are expected to provide a competent scorer for 1st XI games and will be fined £40 for each noncompliance.
 47. All 1st and 2nd XI League and Cup matches must be played on the club's main ground unless permission is otherwise granted by the Cricket Committee. Such permission is deemed to be granted implicitly to 3rd XI sides promoted within the Cheshire pyramid structure to 2nd XI cricket in the Cheshire County League.
 48. Players should wear traditional white cricket clothing (shirts, trousers, sweaters and footwear) for all League matches.
 49. Panel Umpires shall not allow play to commence or to resume after an interval or stoppage while it is raining.
 50. All questions regarding the eligibility and/or appropriateness of players as defined in the Playing Regulations will be dealt with by the relevant Competition/Results Secretary, except where that Secretary is compromised through his own club's direct or indirect involvement. In this case a member of the Cricket Committee will be deputed to deal with the

issue. If a team is considered to have infringed, the normal outcome will be loss of all points earned plus a penalty of 10 points for each game where the ineligibility occurred. The match will be awarded to their opponents.

Decisions made by a Competition Secretary may be appealed as below.

51. All other issues not covered by the disciplinary process will also be dealt with by the appropriate Competition/Results Secretary except where the Secretary is compromised through his own club's direct or indirect involvement. In this case, a member of the Cricket Committee will be deputed to deal with the issue.
52. If a team is deemed to have infringed, then penalties may be imposed at the discretion of the Competition/Results Secretary. Decisions made by this official may be appealed as below:
53. **Formal issues should be raised with League Officers by senior club officers and/or captains. If it relates directly to conduct of matches, League officers will generally only deal with the clubs directly involved in the match in question. Clubs should in all complaint cases as a matter of courtesy copy the other club in on all correspondence.**
54. It is the intention that all Appeals against League rulings both Disciplinary and Administrative, are conducted in an open and clear fashion, giving the Appellant a fair opportunity to have their case heard.
55. The Appeal must be lodged with the Secretary within seven days of the initial ruling. A deposit (returnable if the Appeal is successful) of £100 for Disciplinary matters or **£50** for Administrative matters should be submitted at the same time.
56. The Cricket Committee shall appoint an Appeal Chairman for the Appeal who shall have no immediate conflict of interest in the case. Subsequently the Appeal Chairman shall give seven days notice to the respective parties the date on which and where the Appeal is to be considered and offer each party the opportunity to make an initial written submission. The written submission must be lodged with the Appeal Chairman at least 24 hours prior to the hearing.
57. The Appeal Chairman shall appoint a sub-group to assist in the hearing of the case, who will have no immediate conflict of interest in the case,

the members of the sub-group must be disclosed to the Appellant. The Appellant has the right to attend the hearing, and should this occur the Appeals Chairman shall give the Appellant a fair and reasonable opportunity to present their case. The Appellant has the right for submissions from relevant parties to be requested and for these to be taken into account.

58. The result of the Appeal will be circulated in writing and is final and binding.

59. In League matches, bowlers are restricted as follows based on the overs of play at the start. See the Match Format Table for full details

102-110 over matches	maximum of 17 overs
92-100 over matches	maximum of 15 overs
82-90 over matches	maximum of 12 overs
60-80 over matches	maximum of 10 overs

NOTE: Allowances are not subsequently reduced in matches impacted by weather after play has started.

60. In all League matches clubs must satisfy the ECB Fast Bowling Directive (detailed later) for players aged under 19 as at 1st September prior.

61. The responsibility for policing the bowling restrictions in the two regulations above lies with the fielding captain and failures to comply may lead to disciplinary action being taken against the fielding side captain. **Excess overs will incur a 2-point penalty per excess over bowled. (In 3rd XI cricket below Premier Division level the penalty will be 1 point for the first excess over and an additional point for every subsequent 2 excess overs).**

62. **By prior agreement with the appropriate Competition Secretary**, and between captains (or other senior club officials) teams can agree to vary eligibility considerations. If captains agree to let players, who would otherwise not be eligible, to play then the players will not be considered ineligible for the match between their sides. Clubs are advised to get the agreement in writing and retain emails as a proof of agreement should facts subsequently be disputed.

NOTE: Players who are playing on this compromise basis cannot count any such appearance when counting games for eligibility purposes in League or Cup competitions

RULES APPLYING IN 3rd XI COMPETITIONS ONLY

63. Where possible promotion will be on the basis of the '2 up, 2 down' principle. However, there are occasions where '1 up, 1 down' or another system is more appropriate. Examples include, but are not restricted, to:
- (a) Regionalised divisions feeding a non-regionalised league
 - (b) Where divisions are unusually small
 - (c) Where divisions are being reorganised

Decisions will be taken by the Cricket Committee in line with Regulation **4b** of the League Constitution.

64. By mutual agreement if a ground is unfit for play, teams may switch the venue to the away team's ground without reference to a League official. Only grounds sanctioned by the League will be allowed.
65. If any result has not been loaded on Play Cricket 10 days after the scheduled date of the game, the home club will be notified by email. If this is still not resolved 4 days later the home club will forfeit all points they gained in the match. In the case of a team conceding ground advantage to their opponents as above, they will still be regarded as the home club.
66. **Anyone who appeared in a club 1st XI on a Saturday cannot play 3rd XI cricket on the subsequent Sunday or Bank Holiday.**
- 67 **A player aged between 21 and 40 (based on the player's age at midnight on August 31 the previous year) who played for his club's 2nd XI on a Saturday, cannot play 3rd XI cricket on the subsequent Sunday or Bank Holiday unless he has previously played eight or more 3rd XI League matches in the current season.**

NOTE: This does not apply to players whose 2nd XI appearance was in the Cheshire Cricket League or in a league of equivalent standard. The 3rd XI Competition Secretary will maintain a register of such leagues.