

DURHAM WORLD FRIENDSHIP CLUB CRICKET FESTIVAL

Rules and Regulations

1. TEAM MEETING

Team Managers and/or Team Captains are required to attend a briefing with the Festival organisers at 9.00 a.m. on each day of the duration of the competition. This is the team's opportunity to bring any disputes for consideration by the Appeals Committee, along with any general queries to the organisers. Information regarding the Festival timetable will be given at this meeting and the new balls and scoresheets will be distributed for each match. (Team representatives are not obliged to attend this meeting on their rest day).

One representative from each participating club together with the Festival organisers will constitute an Appeals Committee. The Festival organisers will have the casting vote and the Committee decision is final. The Committee will only be called to meet on the occurrence of an appeal during the Festival week.

2. UMPIRES & SCORERS

The organisers shall be responsible for appointing Umpires for all matches and for supplying them with copies of the rules. All scoring shall be honest at all times and under the scrutiny of the umpires who have the right and power to declare the result null in void if they suspect and have evidence of underhand scoring. Any such case and evidence shall be reported to the Festival Scoring Co-ordinator as soon as possible.

3. NOMINATION OF SQUADS

Each participating team must nominate a squad of not fewer than 12 players for each team entered in the Festival. A full written squad list must be submitted to the organisers on at least the day before the start of the Festival to allow for organisational matters to be arranged.

4. NOMINATED PLAYERS

- i. Before the toss of innings, each Captain must give a written list of her nominated players for the match to the Umpires, scorer(s) and organisers.
- ii. This list must include the names of any juniors who have permission from their parents to play without a helmet.
- iii. The ECB directives on fast bowling and fielding restrictions for U/15 and the safety guidelines on wearing of helmets will be observed.

5. SCOREBOARD

In all matches, it shall be the responsibility of the batting side to ascertain the details of score, wickets and overs from the scores and to see that the scoreboard is brought up to date with this information at least at the end of every over.

6. DURATION

- i. Unless there is a prior agreement to the contrary between Captains, Umpires and the Ground Authority, matches will start at 11.00 h unless delayed by adverse conditions of ground, weather or light.
- ii. Each match will consist of one innings by each side. Each innings shall be not more than 40 6-ball overs.
 - a) The playing time allowed for the first innings will be 2 hours 30 minutes to comply with 6 c).
 - b) No drinks interval is to count as playing time.
 - c) If the full 40 overs are not bowled within the 2 hours 30 minutes playing time, the innings shall continue until the side batting first has received 40 overs. However, the maximum number of overs for the side batting second shall be reduced to the number received by the side batting first within the 2 hours 30 minutes limit, rounded up to the next whole number except as in (d).
 - d) If the Umpires consider that the slowness of play in the first innings was due to matters beyond the control of the side fielding first, they are empowered to waive some or the entire penalty in (c).
- iii. If adverse conditions of ground, weather or light interfere with the progress of play, the Umpires shall be empowered to re-arrange the number of overs to be bowled by each side, so that as far as possible, each team shall have the opportunity of batting for the same number of overs (minimum 10 overs). As a rough guide for re-arrangements, a rate equivalent of 3 overs in 10 minutes should be expected. For calculation purposes in interrupted matches only, a finishing time of 5.00 p.m. should be taken.
- iv. If the number of overs for the first innings has to be thus reduced, Umpires shall calculate the new time limit for that innings on the basis of 18 overs per hours, rounded up to the next 5 minutes.
- v. In a match in which there have been stoppages for adverse ground, weather or light conditions (and only in such matches):
 - a) If at 17.10 h play is in progress, and there is no further interruption, play may continue for 9 more overs after the one in progress or until the agreed number of overs have been completed, whichever is the sooner.
 - b) If at 17.10 h an interruption of play is in progress, or if an interruption occurs at or after 5.10 p.m., there shall be no resumption of play unless the Umpires consider that there is a prospect of completing the minimum 10 overs before 17.50h
- vi. The number of overs for the team batting second shall not be reduced merely because the team batting first has been dismissed in less than agreed number of overs.
- vii. The cut off time for matches shall be 18:00h

7. GROUND, WEATHER AND LIGHT

Law 3, Section 8 and Law 3 Note (d) shall apply i.e. decisions about the fitness of ground, weather or light for play shall be made by the Umpires, who shall suspend play if they consider that conditions warrant it.

Otherwise, the provisions of law 3.8 (i) and 3.8 (ii) shall apply:

- (a) The Captains have the right to agree to continue play in unfit conditions.
- (b) The batting Captain (batsman at the wicket) has the right to continue to play in unfit light. In this case, the batting Captain (batsman at the wicket) may subsequently appeal against the light but the appeal will be upheld if the light has deteriorated since the decision to continue was made.

8. HELMETS

Any player under the age of 18 playing in this competition must wear a helmet when batting and when standing up to the stumps when keeping wicket unless prior written consent has been given by a parent or guardian. The Umpires must be provided with a team sheet before the start of the match identifying any player who is not yet 18 on the date of the match. Any player who has parental consent not to wear a helmet should be identified on the team sheet.

9. FIELDING RESTRICTIONS

At the instant of delivery there may be not more than 5 fielders on the leg side, not more than 2 of who may be behind the line of the popping crease at the striker's end.

10. JUNIOR FIELDING RESTRICTIONS

- i. No young player in the Under 15 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the middle stump, except behind the wicket on the offside, until the batsman has played at the ball.
- ii. For players in the Under 13 age group and below the distance is 11 yards (10 metres).
- iii. These minimum distances apply even if the player is wearing a helmet.
- iv. Should a young player in these age groups come within the restricted distance the Umpire must stop the game immediately and instruct the fielder to move back.
- v. In addition any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet when fielding within 6 yards of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

11. MEALS

Meals will be supplied at the ground at all festival games.

12. INTERVALS

- i. In an uninterrupted match:
 - a) Lunch shall be taken between innings, except as in b below and shall be of 40 minutes duration.
 - b) Lunch shall not be taken earlier than 13.30h. If the first innings finishes before 13.30h, a 10-minute interval shall apply and lunch will be taken at 14.10h.
- ii. If conditions of ground, weather or light delay the start, or interfere with the progress of play before lunch, the Umpires shall adjust the timing of lunch as follows:
 - a) Lunch shall be taken not earlier than 13.30h, nor later than 14.10h and 40 minutes duration.
 - b) Lunch shall be taken between innings if this is possible, otherwise there will be a 10-minute interval between innings.
 - c) In making these adjustments, Umpires must take into account the needs of the Ground Authority for due notice.

13. DRINKS

- i. Drinks may be taken on the field of play after not less than 45 minutes without interruption since the last resumption of play, providing that:

Such drinks intervals have been agreed prior to the start of play
- b) At least 10 overs of an innings remain to be bowled and, before lunch, at least 25 minutes remain before the interval.

- ii. If weather conditions warrant it, the Umpires and Captains are permitted to agree that more frequent drinks breaks be taken, providing that this agreement is made before the start of the match.
- iii. Once agreed, a drinks interval will be taken as in (i). above, unless both Captains agree to forgo the interval.
- iv. If a wicket falls within 5 minutes of the time agreed for a drinks interval, the interval will be taken immediately. Otherwise, a drink interval will be taken at the end of the over in progress when the time agreed for it is reached.

14. BALLS

- i. The balls shall be specified in number Law 5, note (a) (ii). (5 oz)
- ii. There shall be one new ball for each innings.
- iii. Law 5.2 shall apply, that is all balls used in the match shall be approved by the Captains and Umpires before the toss.
- iv. The balls, once approved, shall remain in the possession of the Umpires until brought into use.

15. LIMITATION OF OVERS BY ANY ONE BOWLER

- i. In an interrupted match, no bowler may bowl more than one fifth of the agreed number of overs for the innings.
- ii. If, after revision of the number of overs, the new limit for each bowler is not a whole number, for the minimum number of bowlers only it shall be interpreted as the next whole number above.
- iii. If a bowler is incapacitated or suspended during an over, another bowler will complete the over. The two part overs shall each count as a full over insofar as each bowler's limit is concerned, but not otherwise.
- iv. If the number of overs has to be revised after the start of the match then: -
For the first such revision:
 - a) The first innings is completed before the revision, all bowlers thereafter, in the second innings, shall be limited to one fifth of the revised total.
 - b) If the revision occurs before the completion of the first innings, or if the first innings has to be prematurely terminated at this point, then all subsequent bowlers, if any, in the first innings shall be limited to one fifth of the revised total:
 - c) If the number of overs agreed for the second innings is the number actually bowled in the first innings, the limit for each bowler in the second innings will be one fifth of the revised total. If, however, one or more bowlers in the first innings exceed this new limit then a maximum of 2 bowlers in the second innings may also exceed the limit, matching, each to each, two bowlers in the first innings. The second side may not then use fewer than 4 bowlers, unless the first side used fewer than four. In that case, the second side may use as few bowlers as the first side insofar as is consistent with the other provisions of this paragraph.
 - d) If the numbers of overs agreed for the second innings is fewer than the number actually bowled in the first innings, then the minimum number of bowlers for the second side shall be five or the number actually used in the first innings, whichever is the fewer. Each shall be limited to one fifth, one quarter, one third, or one half of the total, according as this minimum is five, four, three or two bowlers. In each case a fractional limit shall be interpreted. Once the minimum number of bowlers for the second innings has been set it shall not be changed, even if there are further interruptions.

For any further revision:

- e) All subsequent bowlers shall be limited to one fifth of the revised total or, if a reduced minimum of bowlers is already in operation, to the appropriate fraction thereof.

16. WIDE BALL

- i. On the leg side, a ball that pitches on or outside of leg stump and continuing to move outside of the Leg Stump shall be called a wide. The length and speed of the delivery are to be taken into consideration. Umpires are instructed to be "tight and consistent" in particular on leg side bowling.
- ii. A Wide Ball shall score one penalty run recorded as a wide, in addition to any other runs scored by the batsmen.
- iii. Umpires are instructed to make sure that batsmen do not walk across their stumps in an attempt to obtain a wide ball.

17. NO BALL

- i. An umpire calling "No Ball" shall score ONE penalty runs, recorded as No-Ball extra, in addition to any other runs scored.

18. RESULT OF THE COMPETITION

- i. The teams will be placed in rank order according to the points awarded for all matches during the competition. If it is necessary to distinguish between teams with the same number of points, the criteria shall be wickets taken to wickets lost, in favour of wickets taken. If this fails, then the side to have taken the highest number of wickets shall be ranked higher. If this cannot separate the teams, or if there was no game played then a bowl out will be used.
- ii. The two Group Winners and Runners-up shall play their respective 'Finals' on the last day of the Festival to decide the overall winners of each group.

19. SPECIAL CONDITIONS

- i. A Captain may not declare their innings closed.
- ii. A Captain CAN NOT choose to abandon a game all decisions must be made by the umpires, in an attempt to stop any captain from making decision to aid league standings. Any breach to result in 4-point penalty.
- iii. Underarm bowling is not permitted.
- i. The Umpires shall have the power to consider a stoppage for exceptional circumstances on the same basis as one for conditions of ground, weather or light.
- ii. Full cricket whites must be worn at all times, and coloured clothing will not be allowed.

20. OTHER CONDITIONS OF PLAY

The matches will be played in accordance to the Laws of Cricket (2000 code) except that in Law 2.2 if the wicket keeper is injured a substitute shall be allowed to act as wicketkeeper providing that the opposing Captain consents.

21. DISPUTES

Any dispute arising from the application or interpretation of these rules shall be referred to the Festival Committee appointed for the purpose. Any decision of this panel shall be final and binding on the parties concerned.

22. MATCH POINTS

- i. For a Win 4 points
- ii. For a Tie 2 points
- iii. For a no result match, the two teams shall have 2 points awarded.

- iv. Loss 1 point

23. BONUS POINTS

- i. No bonus points to be awarded.
- ii. The "bonus" shall be wickets taken to wickets lost, in favour of the side who takes the most wickets.

24. FEWER THAN 11 PLAYERS

- i. If a player is unable to bat because of illness or injury, sustained during the match, or the match, or a batsman who is retired /not out, this shall not count as the fall of a wicket for the award of a bonus bowling points.
- ii. If a team has fewer than 11 batsmen, then the opposing side will be awarded 4 points if they dismiss all the batsmen in fewer than the allotted number of overs.

25. BOWL -OFF PROCEDURE (to apply if no play on Sunday 1st August-play off or Saturday 7th August Final)

- i. The umpire will determine the location, in consultation with the Tournament Organiser and Ground Authority, which may take place on a normal pitch, artificial wicket or indoors.
- ii. The Captain will nominate 5 players who will each bowl two balls (alternatively with the opposition) at a wicket (comprising of three stumps and two bails) from a distance of 22 yards.
- iii. The teams shall toss for the order of bowling, and then one player from each side shall bowl one ball alternately.
- iv. The wicket shall not be obstructed by any person or item; however teams may decide to nominate a wicket keeper that shall stand behind the stumps, where they will be unable to affect the path of the ball until it has passed the stumps. They must not be able to reach the stumps, while a bowler is bowling (i.e. they cannot "stand up")
- v. The umpire shall officiate at the bowling end.
- vi. If a player scores a hit from a no ball, that hit shall NOT COUNT, nor shall he retake the attempt.
- vii. The winner shall be the team with the highest number of hits from their 10 attempts. Should the score be equal, then the bowl off shall continue using the same 5 bowlers in the same order, until such time as an equal number of balls have been bowled and one team has hit the wickets more times than the other.

Clarification of Rule 18i

Example A

Each team has the same number of points

Team A has taken 50 wickets and lost 13

Difference = +37

Team B has taken 40 wickets and lost 12

Difference = + 28

Team A wins

Example B

Each team has the same number of points

Team A has taken 50 wickets and lost 25

Difference = + 25

Team B has taken 51 wickets and lost 26

Difference = +25

Team B wins on more wickets taken

Example C

Each team has the same number of points

Team A has taken 50 wickets and lost 49

Difference = + 1

Team B has taken 51 wickets and lost 52

Difference = - 1

Team A wins because they have a + difference in favour of wickets taken to wickets lost.

Clarification of Rule 24

If for whatever reason a team has fewer than 11 batsmen, then the opposing team will be awarded 4 points if they win the game, and will be deemed to have taken 10 wickets if rule 18i needs to be applied.

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