

CHESHIRE CUP AND SHIELD COMPETITIONS 2021

PLAYING REGULATIONS (COVID ADJUSTED)

The Laws of Cricket (2017 Code 2nd Edition - 2019) shall apply with the following exceptions:-

1 Duration

All matches will consist of one innings per side, and each innings will be limited to 40 six-ball overs. A minimum of 10 overs per team will constitute a match (subject to the provisions of 8 below).

1.1 The ball

A new Grade A British manufactured red ball shall be used in each innings. Both clubs shall use the same make of ball. In the event of clubs playing in a different league the home club will provide both balls and the away side shall pay for the ball at cost.

2 Hours of Play and Intervals

2.1 Normal start time shall be 1 pm unless otherwise agreed by both sides which should not be later than 2 pm apart from delays due to weather. The scheduled close of play should be agreed with the umpires before the start of the game.

2.2 The interval will be 30 minutes unless otherwise agreed by both teams.

In the event of time being lost umpires have the discretion to reduce the length of the interval.

3 Length of Innings

3.1 Uninterrupted Matches

(i.e. Matches which are neither delayed nor interrupted)

(a) Each team shall bat for 40 six ball overs unless all out earlier. A team shall not be permitted to declare its innings closed.

3.2 Delayed or Interrupted Matches

3.2.1 General

Rearrangement of the number of overs may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason. The timing and duration of all suspensions of play (including all intervals) or delays during the match will be taken into account when calculating the length of time available for either innings.

(a) The object shall always be to rearrange the number of overs in a delayed start so that, if possible, both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.

A minimum of 10 overs must be bowled to the team batting second in order to constitute a match (subject to the provisions of 8 below).

The calculation of the number of overs to be bowled shall be based on a rate of 15 overs per hour in the total time available for play up to the scheduled close of play (15 overs per hour allows for the COVID rules which require sanitation of ball and hands every 6 overs which obviously slows the game down).

(b) If, owing to a delayed start to the second innings or a suspension of play during the second innings, there is insufficient time for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated as in 3.2.1 (a) above.

(c) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended if light permits until the overs have been bowled or a result achieved.

(d) The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less than the agreed number of overs.

(e) Fractions are to be ignored in all calculations regarding the number of overs, with total rounded up.

Please refer to 8 (Result) for methodology of calculating target scores in interrupted matches.

4 Restrictions on the Placement of Fielders

4.1 The following fielding restrictions shall apply.

At the instant of delivery there may not be more than five fielders on the legside.

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 (4.57metres) 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:

(a) Powerplay 1 – no more than two fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.

(b) Powerplay 2 – no more than four fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive.

(c) Powerplay 3 – no more than five fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive.

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

4.3 If play is interrupted during an innings, overs are reduced and the table in Appendix 1 is applied, the Powerplay overs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

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

4.5 In the event of the striker's end umpire failing to call and signal No Ball when the fielding restrictions in this playing condition have been breached or when Law 28.4 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to that Umpire's attention. If the striker's end Umpire is able to verify the breach he shall call and signal No Ball. If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

5 Number of Overs Per Bowler

5.1 No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. This will be 8 overs in a full 40 over game. However, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. after 18 overs, rain interrupts play and the innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl 7 overs and three bowlers can bowl 6 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.

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

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

5.4 The ECB Fast Bowling Directives will apply to all matches.

6 No Ball

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

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

6.1.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batsmen at the wicket when a delivery within the limit in 6.1.1 has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

6.1.3 If a short pitched delivery either:

6.1.3.1 Passes or would have passed clearly over head height of the striker standing upright at the popping crease, and in the umpire's opinion so prevents him from being able to hit it with his bat by means of a normal cricket stroke or;

6.1.3.2 Passes or would have passed clearly over shoulder height of the striker standing upright at the popping crease, and in the umpire's opinion he is able to hit it with his bat by means of a normal cricket stroke or;

6.1.3.3 Passes clearly over shoulder height of the striker standing upright at the popping crease and wide of the striker so that in the umpire's opinion he is unable to hit it with his bat by means of a normal cricket stroke and, although not necessarily threatening physical injury, is deemed dangerous in accordance with Law 41.6.1, it shall be considered as part of the warning sequence in Laws 41.6.3 and 41.6.4.

6.1.4 A delivery as described in 6.1.3.1 shall be called No ball in accordance with Law 21.10.

6.1.5 A delivery as described in 6.1.3.3, if not a No ball, shall be called and signalled wide. (Refer Law 22).

6.1.6 Law 41.6.5 shall not apply. Any warnings applied in Law 41.6.3 shall be added to any warnings applied in Law 41.7 and action taken according to Law 41.

6.2 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply with the following amendment:

6.2.1 Law 41.7.5 shall not apply. Any warnings applied in Law 41.7 shall be added to any warnings applied in Law 41.6.3 and action taken according to Law 41.7.4.

6.3 Free Hit after a No Ball

6.3.1 The delivery following a no ball shall be a free hit for whichever batter is facing it.

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

6.3.2 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 shall become a free hit for whichever batter is facing it.

6.3.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

6.3.4 Field changes are not permitted for free hit deliveries unless there is a change of striker or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

6.3.5 The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

7 Wide Bowling – Judging a Wide

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. The following criteria shall be adopted as a guide to umpires.

Off side markings shall be painted between the popping crease and the bowling crease as follows: The inner edge shall be 17 inches inside each return crease, 35 inches from the imaginary centre line.

Any ball which passes outside this line or outside the line of leg stump without touching the striker shall be called and signalled wide by the umpire.

8 The Result

8.1 A result can be achieved only if both teams have had the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs.

All matches in which a match has begun but both teams have not had the opportunity of batting for a minimum of 10 overs (subject to the provisions of this clause) shall be declared 'Abandoned'.

8.2 Where the maximum number of overs available to both sides remains unaltered once play has commenced the team scoring the higher number of runs shall be the winner.

8.3 In the event that scores are tied there will be a superover under the supervision of the umpires to determine a winner. Each side shall bowl one over and bat one over. One bowler shall be nominated to bowl one six ball over. Three batsmen shall be nominated by the batting side. If two wickets fall the batting side is all out. The team with the highest score is the winner. In the event of scores being equal another superover shall be played until there is a winner. In second or subsequent superovers the nominated players may be changed. Both teams shall bowl from the same end which shall be chosen by the toss of a coin. The fielding team at the end of the original tied game shall field first.

8.4 If due to weather conditions the game is interrupted and either innings loses overs the target score for the side batting second shall be calculated using Duckworth Lewis Stern calculator (DLS) as follows.

8.4.1 If, due to suspension of play, the number of overs in the innings of the side batting first has to be reduced during their innings their final score shall be adjusted by DLS taking account of their actual final score, wickets lost and overs lost in their innings. This will be the target score for the side batting second. If due to suspension in play the number of overs of the side batting second has to be reduced, their target score shall be calculated by DLS. Play-Cricket Scorer should be used to calculate par and target scores. The target score shall be agreed by the umpires. With the DLS method, an integral target will be set for the team batting second with one run less than this target resulting in a Tie.

8.4.2 If the match is abandoned before the Close of Play, the result shall also be decided on the DLS method.

8.4.3 If 8.4.1 or 8.4.2 results in a tie there will be a superover (as in 8.3) unless weather conditions continue to prevent this.

8.5 If circumstances in 8.4.3 make a 'superover' impossible, the match shall be won by the side losing fewest wickets. If the same number of wickets have been lost the match shall be decided by a bowl out if weather permits unless it is possible to rearrange the fixture for another date. If this is not possible the match shall be decided by a toss of a coin.

8.6 Bowl Out. Five players from each side will bowl two fair overarm deliveries each at a wicket. The side which hits the wicket most shall be the winner. If the scores are equal the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis.

Cheshire Cup 2021 Duckworth-Lewis Protocol

These instructions are to be followed in all matches where the Duckworth-Lewis method is used to determine revised target scores and /or the winners of matches where play is interrupted. However, where it has not been possible for the minimum number of overs to be played to determine a result, the outcome of the match shall be determined according to the competition regulations.

1. The Duckworth-Lewis-Stern standard edition (hereafter referred to as DLS standard, or sometimes, D/L, or D/L standard) shall be used in all matches.
2. The DLS standard edition that is found on the Play Cricket Scorer app or the Play Cricket Scorer Pro software shall be used to make necessary calculations. No other DLS app should be used.

2a) The Play Cricket Scorer (PCS) app or the Play Cricket Scorer Pro (PCSP) software can be downloaded free of charge and it is recommended that match officials and captains have the app downloaded onto a suitable device. Note that it is possible to use the DLS standard calculator independently of the PCS scoring app – in other words, the game does not have to be scored on PCS for the DLS calculator to be used. However, if PCSP is being used, the match must be scored on this software in order to use the DLS calculator.

2b) The 'G' (general) figure used as part of some calculations in DLS standard is to be set at the current standard level (245 in 2020) when using the DLS calculator on Play Cricket Scorer Pro software. The Play Cricket Scorer app automatically has the G figure set at 245.

3. Clubs are strongly advised to provide a competent scorer and ensure that this person has availed themselves of the training available to be confident in using DLS.

4. In matches where DLS standard is in use, it is mandatory for the correct target score to be displayed on the scoreboard. Match officials should liaise closely so that it is clear which part of the board is displaying this information. Umpires are responsible for ensuring the players are aware of the target score and the overs

remaining, and are encouraged to work closely with scorers to ensure accuracy of information.

5. In matches where DLS standard is in use, it is preferable (although not mandatory) to display the par score, and update this after each over and fall of wicket. Match officials should liaise closely so that it is clear which part of the board is displaying the par score information, especially in matches where frequent weather interruptions appear likely.

5a) It is possible to produce a par-score table using PCSP, although this is not possible using PCS. However, even using the PCS app, a par score can still be calculated and communicated. This should be discussed between umpires, captains and scorers before the start of play to determine how such information is going to be conveyed during the match.

6. Any captains, umpires or scorers unsure of any aspect of this protocol are advised to contact the County Scorers Officer James Emmerson as soon as possible in advance of match day by emailing semajemm@gmail.com

Appendix 1

Illustrations of Powerplay Regulations (Men's)

Playing Conditions – 40 overs per side

4.2 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase (Powerplay) 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.

Overs per Innings	Powerplay 1	Powerplay 2	Powerplay 3
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
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

Overs per Innings	Powerplay 1	Powerplay 2	Powerplay 3
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

4.3 If play is interrupted during an innings, overs are reduced and the table in 4.2 is applied, the Powerplay overs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 4.3:

A 40 over innings is interrupted after 8.3 overs and on resumption has been reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase(Powerplay 2) fielding take immediate effect when play resumes and last for a further 17.3 overs. The final phase (Powerplay 3) begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs, and on resumption has been reduced to 22 overs. New phases are 5+13+4. When play resumes, the final phase (Powerplay 3) fielding restrictions apply for the remaining 3.1 overs.

