



## **LCF Knock Out Cup Competition 2023**

### **Playing Conditions**

All matches are to be played under the Laws of Cricket 2023, except as otherwise provided for in these rules, and in accordance with the ECB Code of Conduct and General Conduct Regulations

#### **Umpires**

Neutral umpires will be appointed to all games by the Lancashire Association of Cricket Officials.

#### **Duration**

1. Normal hours of play will be 1.00pm – 7.10pm (except for the final), or, with the agreement of both captains this may be amended to 1.30pm – 7.40pm.
2. Each innings shall be limited to 45 six ball overs.
3. The close of play shall be agreed by both captains and umpires prior to the toss for choice of innings.
4. If prior agreement is reached to start later than 1.00pm, the number of overs per innings must not be reduced to a figure below 45 overs.
5. In case of potential inclement weather, if both Captains agree before the toss takes place the number of overs in each innings may be reduced to no less than 20 overs per side.

#### **Interval**

The tea interval shall be 30 minutes, between the innings in an uninterrupted match. Should there be an interruption or delay, the length of the interval shall be agreed mutually between the umpires and both captains as long as the interval is not more than 30 minutes, or less than 10 minutes.

#### **Additional Hour**

Subject to ground, weather and light, in the event of play being suspended for any reason other than normal intervals, the playing time shall be extended by the amount of time lost up to a maximum of 30 minutes.

⚡ If the scheduled start time of the match is after 1.00pm or the match is reduced to less than 45 overs per side this condition will NOT apply.

#### **Length of Innings**

In uninterrupted matches each team shall bat for 45 overs unless all out earlier.

1. All sides are expected to be in position to bowl the first ball of the last of their 45 overs within 2 hours 50 minutes playing time. In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction area in the section 'Restriction on Placement of Fielders' than would normally be the case in the Powerplay or non Powerplay overs in progress at the time. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings. The full quota of overs will be completed. If the innings is terminated before the scheduled or re-scheduled cut off-time, no over rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The Umpire shall inform the fielding team Captain when taking the field for the first time and on every

subsequent occasion if play is interrupted, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time. Over-rate penalties apply only to innings of 15 overs or more duration unless a penalty has been applied before 15 overs have been bowled. This is the only penalty for a slow over-rate.

2. If the team batting first is dismissed in less than 45 overs, the team batting second shall be entitled to bat for 45 overs.
3. If the team bowling second fails to bowl 45 overs, or the rescheduled number of overs as provided for by the scheduled cessation of the second innings, the hours of play shall, subject to ground, weather and light be extended until the required number of overs have been bowled or a result achieved.

### **Bad Weather**

1. If bad weather delays the start of the match, or play is suspended during the first innings, the number of overs will be re-arranged so that each team bats for the same number of overs. This shall be calculated by deducting 2 overs for every full period of 7 Mins 30 Secs, to be deducted equally from each side.
2. If play is suspended during the second innings, 1 over shall be deducted for every full period of 3 Mins 45 Secs.
3. Each team must bowl 10 overs to ensure a result. unless the side batting second scores enough runs to win the match in 10 overs or less.
4. Captains and Umpires are reminded that they must agree on the covering of the pitch before the toss is made. Every effort must be made to protect the pitch before and during the match.

### **Bowling**

1. A 'New' Grade 'A' Cricket Ball made in England must be used at the start of each innings. Each club is to bowl with its own ball.
2. In an uninterrupted match no bowler may bowl more than 9 overs.
3. If the start of a match is delayed and both teams are restricted to less than 45 overs, no bowler may bowl more than one fifth of the total overs allowed except when the number of overs is not dividable by five. Up to 4 bowlers may then bowl one extra over. E.g. at 32 overs, 2 bowlers may bowl 7 overs maximum for the other 6 overs.
4. A fielder may polish the ball on their clothing provided that no artificial substance or saliva is used and that the polishing does not waste playing time.

### **Wide Ball**

In addition to Law 22 the following will apply.

1. 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. A Wide Ball shall be called if, irrespective of where the ball pitches, it passes on the leg side of the striker and the leg stump, despite the striker's movement. (For additional clarity, a ball that passes between the batsman and the leg stump shall not be called a wide. If a ball is hit by the batsman or if the ball hits any part of his equipment, it shall not be called a wide, irrespective of where it pitched or would have passed.)
- ~~2.~~ <sup>2.</sup> Pitch markings shall include lines, 17 inches (43.18cms) inside either return crease as an aid to umpires in judging whether an offside wide has been bowled. These lines shall be coloured blue.
- ~~3.~~ <sup>4.</sup> If the striker plays a switch hit or reverse sweep or gets into a position to play such a shot, he shall be deemed to bring the ball equally within his reach on the leg side as on the off side. Consequently, in these circumstances, Clause 1 above shall not apply and the guidance given in Clause 2 shall apply on both the off side and the leg side

### **No Ball**

1. Law 21.15 will apply except that the penalty for a no ball will be 2 runs.

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#### Free Hit after a No Ball

1. The delivery following a no ball 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.
2. For any free hit, the striker can only be dismissed under the circumstances that apply for a no ball even if the delivery for the free hit is called wide ball.
3. Field changes are not permitted for free hit deliveries unless there is a change of striker.
4. 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.

#### Unfair Play

Law 41 will be applied in full with the addition of the following regarding **Dangerous and Unfair Bowling**

In addition to Law 41.6 the following regulations shall apply:

1. Any delivery, after pitching, which is clearly over the head of the striker standing upright at the crease, will be called No Ball. (Law 21.10)
2. A bowler shall be limited to one fast short pitched ball per over. (The Umpire at the bowler's end shall make it clear to both the bowler and the batsman when such a delivery has been bowled).
3. A fast short pitched ball is defined as a ball which passes or would have passed above the shoulder of the batsman standing upright in the crease.  
If this limit is exceeded the Umpire at the bowler's end shall call and signal "No Ball" on each occasion.
4. If the bowler exceeds his limit of short pitched deliveries in an over not only must the Umpire call "No Ball" but he must invoke the procedures of Law 41.6 in regard to cautioning the bowler indicating that this is a first and final warning.
5. If a bowler is "No Balled" a second time in the innings for the same offence the Umpire shall direct the captain of the fielding side to suspend the bowler immediately from bowling.

#### Restriction on Placement of Fielders

1. 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 a continuous white line 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 7inches (18cm) in diameter.
2. At the instant of delivery, there may be no more than 5 fielders on the leg side.
3. The first 10 overs of each innings will be a compulsory power play.
4. Only two players are allowed outside the 30 yard circle for the first 10 overs at the instant of delivery.
5. After the compulsory overs have been completed, at the instant of delivery there must be 4 fieldsmen plus the wicket keeper and bowler within the 30 yard (27.43metre) outer circle.
6. In circumstances when the number of overs of the batting team is reduced, the number of power play overs shall be reduced in accordance with the following 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.
7. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

#### Innings Duration   Powerplay Overs

10-15	3
16-20	4
20-25	5
26-30	6
31-35	7
37-40	8
41-43	9
44-45	10

### **Match Result**

1. The side with the highest aggregate score will be the winners.
2. If the scores are equal at the end of the match, the side losing the least number of wickets shall be declared the winners. Except where DLS has been used (see 4 below).
3. If the number of wickets lost is still equal. The scoring rate on the first 30 overs (20 overs, 10 overs, 9 overs and then reducing by one over) should be considered until a result has been realised. Except where DLS has been used (see 4 below).
4. In an interrupted game where DLS has been used and the team batting second only achieve the 'par score' the game shall be decided by comparing actual score to the par score at the end of each previous over. Until a winner is determined.

### **Interrupted Matches**

5. In an interrupted match where the number of overs has had to be reduced, a result can only be achieved only if both teams have batted for at least 10 overs unless one of the teams has been all out in less than 10 overs or unless the team batting second scores the runs to win in less than 10 overs.
6. 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 that originally allotted (minimum of 10 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing. This will be calculated by using Duckworth Lewis Stern (DLS) Method in all rounds using the D/L Calculator in the Play-Cricket Scorer App
7. If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 10 overs or reached their target as calculated by the relevant method within the set number of overs), the result shall be decided by DL Method in all rounds using the DLS Calculator in the Play-Cricket Scorer App.
8. If a result cannot be achieved based on any of the above (outdoors or indoors) will take place to achieve a result.

**It is the responsibility of the host club to make sure that the Play-Cricket Scorer 'App' is available and that the 'Par Score' is clearly displayed on the scoreboard during the 2<sup>nd</sup> Innings prior to each over starting.**

**Both Teams/Umpires/Scorers need to familiarise themselves with how the 'App' works in the event of rain delays.**

### **Bowl-Outs**

If a match cannot be completed as above and both teams agree, then a bowl out using the following procedure can be used to determine the winning team:

The Umpires shall be in sole charge and their decision shall be final.

- Five players from each team, in the order nominated to the umpires, will each bowl two fair over-arm deliveries at a wicket and from a wicket (conforming to Law 8, e.g. including bails) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9).
- If the original match has started, the five cricketers to take part in the 'bowl-out' must be selected from the 11 players named on the team sheet.
- If there has been no play in the original match (i.e. the toss has not taken place), the five cricketers may be selected from any of the players in the squad as registered on Play-Cricket.
- The captains will toss a coin and the winner will decide which team bowls first.
- One umpire will stand at the bowlers end to adjudge 'no balls', the other will stand at square leg to remake the wicket and check the position of a wicket-keeper, he will also look for no balls (bowlers action) and for the ball pitching prior to the stumps.

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- Each team will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.
- The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval.
- If a bowler bowls a 'no ball' it will count as one of his two deliveries but will not count towards the score of the team. A fair delivery must pitch before reaching the wicket and only bounce once.
- The first bowler from 'Team A' will bowl two deliveries, then the first bowler from 'Team B' will bowl two deliveries, then the second bowler from 'Team A' will bowl two deliveries, etc.
- The team which bowls down the wicket (as defined in Law 29.1) most times shall be the winner.

If the scores are equal, the other players from each team will bowl, in the order nominated to the umpires, one ball each alternately to achieve a result on a 'sudden death' basis.

If circumstances make the bowl out impossible, the match shall be decided by the toss of a coin.

#### **Other Matters**

Straight after all games the winning team is responsible for putting the FULL scorecard onto Play-Cricket within 48Hrs. The losing team needs to verify the scorecard as being correct by ticking the appropriate area.

In the event of any disagreement, the decision of the LCF Chairman and/or Jen Barden [jbarden@lancashirecricket.co.uk](mailto:jbarden@lancashirecricket.co.uk) shall be final.

The LCF League Executive Group shall have the power to amend the Playing Conditions and Guidance Document from time to time.

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