

Middlesex and Essex Invitation League

Playing Conditions 2018

FIXTURES AND TEAMS

- 1.1 Each side of Member Clubs of the League shall play all other sides twice during the Season unless the weather makes it impossible for an arranged fixture to take place.
- 1.2 The fixtures shall be arranged by the Fixtures Secretaries of Member Clubs to take place on mutually convenient Sundays during the season.
- 1.3 All Member Clubs participating in the League shall be equipped on their ground(s) with a clock sufficient in size to be readily visible by players and umpires during the course of a League Match.
- 1.4 Before the toss for innings, the captain must nominate his players, who may not thereafter be changed without the consent of the opposing captain. If a team has fewer than eight players at the ground one hour after the scheduled start of play, the match shall be forfeited and the opposing team awarded 20 points.
- 1.5 Each match is to be played with a new ball (Dukes Special League or equivalent) for the first innings. A new ball can also be used in the second innings at the discretion of the fielding captain. The old ball (the ball used in the first innings) can also be used with the option of taking the new ball at any time during the second innings. Both Home and Away teams must make available a new ball and teams shall bowl with the ball that they provide. The Home team must have an adequate supply of spare balls available in case the match balls are lost during play.
- 1.6 Teams are not required to provide umpires or scorers, but are encouraged to do so where possible.

TIMING OF PLAY AND OVERS

1. All matches shall start at 1.00 p.m. If one or both teams are not ready to begin by 1.00 p.m. then up to 10 minutes delay to the commencement of the match is allowable at the discretion of the captain of the team that has the highest number of players at the ground and ready to begin playing.
- 1.1. The tea and drinks intervals, the last hour of play and the cessation of play will be controlled in accordance with the Laws of Cricket except that the tea interval shall not be longer than twenty minutes. The match clock should be stopped at the beginning of the tea interval and restarted on the resumption of play, advanced by 20 minutes. In the event of a drinks interval being taken in the second innings it will be immediately prior to the "last hour" call by the umpires and playing time will not be affected. Drinks intervals can be taken as often as is appropriate but must be agreed by both captains.
- 1.2. All matches shall be completed within 5 ½ hours of the scheduled time of start, inclusive of tea intervals, except where 20 overs have not yet been bowled in the last hour of play, when the "Overs" rule as set out in 7.3. shall operate.
- 1.3. The Umpires shall indicate when one hour of playing time remains (i.e. at 5.30pm for matches that begin at 1.00pm). From that time, provided a result is not reached earlier, the game will continue for a minimum of 20 overs. The overs bowled shall be indicated in ascending order after each over has been bowled. In the event of play being interrupted during the last hour of play (including intervals or stoppage for rain, bad light, etc) the number of overs to be bowled shall be reduced in proportion to the time lost in the ratio of one over for every three minutes lost.
- 1.4. Captains of both sides must agree on whether to continue, or resume play, in adverse conditions of ground, weather or light. If the captains disagree then play will be suspended if currently in progress, or not restart if the players are off the field, until and if conditions improve and the captains agree.
- 1.5. The maximum number of overs that can be bowled in the First Innings of the match is 50 except where the start is delayed by more than 90 minutes when the maximum is 35 (see 9.5 below).

POINTS

2. The results of the matches played in the League shall be tabled in league form on the following points basis:
 - 2.1. for a Win 20
 - 2.2. for a Tie each side 3 plus Bonus Points
 - 2.3. for a Draw each side 0 plus Bonus Points
 - 2.4. for the losing side 0 plus Bonus Points
 - 2.5. for a cancelled match 8 each side
 - 2.6. for an abandoned match (a match where the side batting second has received less than 20 overs) each side 8
 - 2.7. for an abandoned match (where the side batting second has received 20 or more overs) each side 8 plus any bonus points in excess of 8 gained at the time of abandonment (but see 9.5 below)

BONUS POINTS AND RESULTS

3. Bonus points will be awarded as follows:
 - 3.1. Bowling side 1 point up to a maximum of 4 points awarded at 3, 5, 7 and 9 wickets
 - 3.2. The side batting first: 2 points up to a maximum of 8 points awarded at 125, 150, 175 and 200
 - 3.3. for the side batting second: 1 point up to a maximum of 4 points awarded at 125, 150, 175 and 200 runs
 - 3.4. In the First Innings the batting side will forfeit its Batting Bonus Points if the Innings lasts longer than 45 overs
 - 3.5. Where the start of a game is delayed by more than 90 minutes the batting points are only available in the first 30 overs of the first innings. The side batting first will forfeit its batting points if the innings lasts longer than 30 overs.
4. In a match adversely affected by conditions of ground, weather or light, and where a positive result is not obtained:
 - 4.1. If the last over due in the match has been bowled (regardless of any overs that may have been lost for previous interruptions), then the result will be a draw with bonus points, if applicable, in accordance with the match rules set out above.
 - 4.2. If the last over due in the match has not been bowled:
 - 4.3. If the side batting second has received less than 20 completed overs, then the match is classified as Abandoned and each side receives 8 points for an abandoned match and no bonus points are applicable.
 - 4.4. If the side batting second has received 20 or more overs, then the match is classified as Abandoned as a Draw and each side receives 8 points plus any bonus points awarded in excess of 8 points at the time of abandonment.
5. In the event of a club cancelling an arranged fixture for reasons other than adverse conditions of weather or ground, the non-offending club shall receive the maximum points (20). If a club cancels an arranged fixture for reasons other than adverse conditions of weather or ground after midnight on the Wednesday preceding the arranged fixture, the offending club shall be deducted 20 points and the non-offending club shall receive the maximum points (20).
6. If a ground arranged for a scheduled home fixture is unavailable, inaccessible or unplayable for any reason other than the weather then the visiting side shall be awarded 20 points and the home side 8 points.

LIMITATIONS ON BOWLING

7. No player shall bowl more than 12 overs in an innings.
 - 7.1. In addition to the limitation in 13. above, players aged under 19 shall be bound by the limitations on length of spell and maximum number of overs as set out in the ECB Fast Bowling Directives.*

LEAGUE RESULT

8. The side having the most points at the end of the season shall be the winner of the League
 - 8.1. In the event of two or more sides finishing equal on points with each other, the position shall be determined in the following manner:
 - 8.2. The side with the most number of wins shall be placed higher.
 - 8.3. If there are still two or more sides with an even number of points in equal position then the side with the most number of ties shall be placed higher.
 - 8.4. If there are still two or more sides with an even number of points in equal position then their position shall be decided by the results of the matches played between each other in that Season, ie the side which obtained the highest number of points in those matches shall be placed the higher.

CATERING

9. The Home team shall provide tea at a fixed price of £45 to the Away team. The tea should be of a good standard, with sufficient liquid refreshment provided both for the tea interval and for the drinks intervals.

RECORDING OF SCORES AND RESULTS

10. Both Captains shall agree the scores at teatime and the scores and result after the conclusion of play. The Home Captain is responsible for entering the basic scores, result and bonus points on the league's Play-Cricket website by the end of the Monday evening following the match. Each Captain is responsible for completing the detailed scores on the website for their own team and approving the scorecard within one week of the match taking place, but preferably sooner.

League Website: <http://meil.play-cricket.com>

*ECB Fast Bowling Directives

Age Group	Max overs per spell	Max overs per day
Up to 13	5	10
U14, U15	6	12
U16, U17, U18, U19	7	18