

# The Playing Conditions of the Kent Cricket League

The Playing Conditions of the Kent Cricket League now appear in a single document with specific guidance for each “Tier” of the structure as set out in the League Constitution.

**Section 1** – Part 1 of 2 / Part 2 of 2 (former KCL Playing Conditions)

**TIER 1A**

**TIER 1B**

**TIER 2**

**ALL (TIER 1A / TIER 1B / TIER 2)**

**Section 2** – Part 1 of 2 / Part 2 of 2 (former KRCL Playing Conditions)

**TIER 3**

**TIER 4**

**TIER 5**

**ALL (TIER 3 / TIER 4 / TIER 5)**

**Date of Last Amendments – 22.02.25**

**Approved by Clubs at AGM – February 2025**

**Kent Cricket League Playing Conditions – adopted for season 2025**

## **Section 1**

### **The Playing Conditions of the Kent Cricket League**

#### **PART 1 OF 2**

**TIER 1A (50 overs) DLS**

**TIER 1B (50 overs)**

**TIER 2 (45 overs)**

#### **1. ELIGIBILITY OF PLAYERS {TIER 1A ONLY}**

##### **1 (a) COUNTY CRICKET PROFESSIONALS**

**1.1** All players contracted to Kent County Cricket Club shall normally be affiliated to a Kent League Club.

**1.2 Tier 1A (Premier, Championship & Division 1)** Clubs may register a maximum of two Category 2 players in any season, save that 'home grown' players may be registered as Exempt Category 2 players.

**1.3** The definition of 'home grown' shall be a player who is an active playing member of that Club when they are first offered and accepts professional terms by any First-Class County Cricket Club.

**1.4** Should Category 2 players not have an affiliation with a Club, the matter will be resolved by Kent County Cricket Club.

**1.5** A 'home grown' player may be registered with another Club at the discretion of the Management Committee, provided that such re-registration is consistent with enhancing the overall standard of the Premier League.

##### **1 (b) INTERNATIONAL PLAYERS**

Paragraph 17.16 of the Constitution will not apply in **Tier 1A (Premier, Championship & Division 1)** fixtures subject to the following requirements which are additional to and in the event of conflict override all other eligibility requirements:

- a) No more than one player as defined in 17.16 may be registered each year and
- b) A player as defined in 17.16 must be registered before 20th April each year and
- c) The written consent of the player to this registration must be received by 20th April each year and
- d) The player must play for the Club in a League fixture on or before 31st May each year.

## **2. PITCHES AND GROUNDS {ALL}**

**2.1** Clubs must abide by instructions as to the preparation, rolling, cutting and general care of pitches and grounds that may be issued by the Management Committee from time to time.

**2.2** The home team are responsible for ensuring that pitches are covered during any rain interruption and during intervals if there is rain or the threat of rain. The home team must therefore have covers available that are fit for the purpose and must put them on should either the umpires or the away team so request. If the home team consider such a request to be unreasonable, the umpires shall be the sole arbiters. Failure to comply with this regulation will incur a penalty of ten points deducted. (See the Guidelines on Pitches and Grounds).

## **3. UMPIRES AND SCORERS**

### **TIER 1A**

**3.1** There shall be a Kent League Umpires Panel (consisting of invited ACO Members) who shall be responsible to the Management Committee. The Management Committee will organise the umpiring of all matches in the Premier League, and in such other Divisions as the Management Committee may from time to time specify.

**3.2** Clubs will be required to complete and return assessment report forms on the umpires and other matters, according to instructions specified from time to time by the Management Committee.

### **TIER 1B & TIER 2**

**3.1** Each Club shall provide a suitable umpire, who may not participate as a player in that match. In the event of a Club not providing an umpire who is ready to officiate ten minutes prior to the start time, they shall EITHER forfeit the toss, and the choice as to whether to bat or field first shall pass automatically to the opposition, OR they may opt to play with ten players and nominate the eleventh player as the designated umpire.

**3.2** If a team chooses to forfeit the toss then both sides, when batting, must provide a temporary umpire to stand as the square leg umpire or to share umpiring duties, at the discretion of the bona fide umpire.

### **ALL**

**3.3** Each Club must provide a scorer for each match. A team that fails to provide a scorer shall ensure that they nominate two people to operate the scoreboard, or scoring table, throughout the innings of their own side.

## **4. TEAM SHEETS {ALL}**

**4.1** Teams shall submit a completed and signed standard ECB team sheet to the umpires, half an hour before the start of play.

## 5. DISCIPLINE {ALL}

**5.1** Clubs and Officials undertake to abide by the Voluntary Code of Conduct and the ECB General Conduct Regulations.

**5.2** Should there be any apparent conflict between the League Constitution, Code of Conduct and Playing Conditions, the League Constitution shall prevail.

## 6. FINES (Results and Scorecards) {ALL}

**6.1** There is a £10 fine for a summary result not input by 12 midnight on the day of the match or £20 fine if not submitted by 12 noon the following day. In addition, there will be a 5-point deduction for any results not submitted by 6 pm on a Sunday.

[Tier 1A – Premier, please refer to Section 7.7]

### 6.2

a) There is a £10 fine for a match scorecard not entered by 8 pm on a Sunday. Point deductions for late match score sheets will apply as below.

{Tier 1A Only – Championship & Division 1}

[Tier 1A – Premier, please refer to Section 7.8]

b) There is a £10 fine for a match scorecard not entered by 6 pm on a Tuesday. Point deductions for late match score sheets will apply as below.

{Tier 1B & Tier 2}

**6.3** A match scorecard entered more than two weeks after the match - £20 fine and 5-point deduction.

**6.4** A match scorecard entered more than three weeks after the match - £30 fine and 15-point deduction.

**6.5** A match scorecard entered more than four weeks after the match - appropriate penalty to be laid down at that time by Management Committee.

As there is no postal system to blame, the above fines will be applied rigidly.

If you are having any problems with accessing play-cricket, please contact the League Administrator by email only. Email Address > [brian\\_smith\\_scc@hotmail.co.uk](mailto:brian_smith_scc@hotmail.co.uk)

You will be aware that as the processes are automatic your position in the League Table will not be updated until you submit your results.

Although fines will only apply to **HOME** clubs, either side in any game may enter a result or score card.

## **7. FINES (Ground Preparation, Scorers and Captain's Reports)**

### **{TIER 1A ONLY}**

**7.1** Failure to cover wicket leading to an unsatisfactory playing surface and/or late start.

**7.2** Failure to produce an acceptable playing surface.

**7.3** Failure to mark boundaries.

**7.4** Failure to protect playing surface during a game.

**7.5** Failure to sweep and mark the wicket and to have a roller available between innings.  
{Premier League only}

**Each reported offence £20. Panel Umpires have been instructed to report all offences.**

**7.6(a)** Failure to provide a scorer - Fine for no scorers will be applied on a sliding scale - first offence £50, second offence £75, third and subsequent offences £100 plus 5 penalty points. A scorer may not participate as a player in the match.  
{Premier League only}

**7.6(b)** Failure to provide a scorer - Fine for no scorers will be applied on a sliding scale - 0-2 games with no scorer provided = zero, 3-10 games = £25 per game, 11-18 games = £50 per game. A scorer may not participate as a player in the match.  
{Championship and Division 1 only}

**7.7** Failure to add summary result on play-cricket by 10 pm on day of the match - £20 fine.  
{Premier League only}

**7.8** Failure to add match scorecard on play-cricket by 11 am on a Sunday on day following the match - £20 fine.  
{Premier League only}

**7.9** A Captains Report on Umpires Form is to be submitted by 8 pm on the Sunday following the match.

a) A form submitted after 8 pm on the Sunday following the match - £20 fine.

b) A form submitted more than one week after the match - £20 fine and 5-point deduction.

c) A form submitted more than two weeks after the match - £20 fine and 10-point deduction.

d) A form submitted more than three weeks after the match - £30 fine and 15-point deduction.

e) A form submitted more than four weeks after the match - appropriate penalty to be laid down at that time by the Management Committee.

## **8. CONCEDED MATCHES {ALL}**

**8.1** If a team is unable to fulfil a fixture commitment, it shall ensure that its opponents and the League Administrator are advised of that fact no later than 5pm on the Thursday of the week in which the match is to be played. It is the Club cancelling the fixture's responsibility to ensure that any messages are received and acknowledged. It is not sufficient to leave messages on mobile phones or answer phones

**8.2** In order to enable contact to take place, it is the responsibility of Clubs to ensure that at least three (3) current sets of contact details for at least three (3) separate individuals are displayed on their play-cricket web site page.

**8.3** If the contact details were available but cancellation is not communicated before the deadline in 8.1, the offending Club will be liable to compensate the other Club for any reasonable expenses incurred. If the amount due is not agreed between the Clubs, the Management Committee will determine that amount.

## **9. ABANDONED MATCHES {ALL}**

**9.1** If a match is abandoned (before or after the match commences) by reason of adverse weather or pitch conditions, the home team must give details of the circumstances (and of any opposing captain consent obtained) in the "highlights" section on the play-cricket.com website, when submitting the match result.

**9.2** If a match is abandoned for any other reason, notification of that must be given to the League Administrator on the day of the match. The captain of each side must submit an initial report, setting out the circumstances, to the League's relevant Tier Representative and the League Administrator by 12 noon on the following day and a full report, including reports from umpires and other relevant individuals by 12 noon on the Monday following the game.

## 10. COLOURED CLOTHING {TIER 1A ONLY}

**10.1** For matches played in Tier 1A the following condition applies to clothing worn and balls used.

- a) For matches played in the first half of the season (up to and including Week 9) the League will adopt – RED ball format with WHITE clothing.
- b) For matches played in the second half of the season (Weeks 10 onwards) the League will adopt – PINK ball format with COLOURED clothing.

**10.2** For the avoidance of doubt, during the Pink ball format of the season the following conditions will apply.

- a) Clothing – Teams can instead choose that all team members will wear White Clothing.

*Note: Clubs are encouraged to wear “coloured” clothing when possible. However, the League acknowledges the financial implication of this requirement for both Clubs and players. All members of the team must wear clothing of the same colour.*

- b) Sightcreens – may be White or Black.

### **10.3** Cricket Balls

- a) Two new balls as specified by the Management Committee shall be used for each match
- b) The home team are responsible for the provision of both match balls. They should also have a suitable supply of spare match balls available throughout the match.
- c) One new ball shall be taken at the start of each innings.

## **Section 1**

### **The Playing Conditions of the Kent Cricket League**

#### **PART 2 OF 2**

#### **TIER 1A (50 overs) DLS**

#### **TIER 1B (50 overs)**

#### **TIER 2 (45 overs)**

These Playing Conditions are in addition to the League Constitution.

### **1. HOURS AND CONDITIONS OF PLAY**

#### **TIER 1A & TIER 1B**

**1.1** Matches shall commence at 12.00 noon.

For matches starting after the 15th August, matches shall commence at 11am.

**1.2** The normal duration of play shall be 100 overs.

**1.3** The side batting first shall occupy not more than 50 overs, or half the overs in a reduced overs match.

**1.4** The side batting second shall occupy no more than 50 overs, or half the overs in a reduced overs match. For the avoidance of doubt, the side batting second does not receive any overs unused by the side batting first.

#### **TIER 2**

**1.1** Matches shall commence at 12.30 pm.

For matches starting after the 15th August, matches shall commence at 12.00 noon.

**1.2** The normal duration of play shall be 90 overs.

**1.3** The side batting first shall occupy not more than 45 overs, or half the overs in a reduced overs match.

**1.4** The side batting second shall occupy no more than 45 overs, or half the overs in a reduced overs match. For the avoidance of doubt, the side batting second does not receive any overs unused by the side batting first.

#### **ALL**

**1.5** If the side batting first declares before using all their allocated overs, maximum bowling points will be awarded to the fielding team.

**1.6** Two new balls as specified by the Management Committee shall be used for each match.



**1.7** The home team are responsible for the provision of both match balls. They should also have a suitable supply of spare match balls available throughout the match.

**1.8** One new ball shall be taken at the start of each innings.

**1.9** There shall be an interval of 30 minutes which, unless the captains and match day officials [umpires and scorers] all agree otherwise, shall normally take place between innings. This interval period can be reduced in length if captains and match day officials [umpires and scorers] are all in agreement. Drinks intervals are to be agreed before the start of each match.

**1.10** No match may start later than four hours after the appointed start time, nor be reduced to fewer than 40 overs.

#### **TIER 1A**

**1.11** In the event of delay or delays due to adverse playing conditions, no overs shall be deducted for a total of up to 30 minutes lost at any point before the start of or during play. Thereafter, the match shall be reduced in length by two overs for every seven and a half minutes lost [this is based on over rate of 16 overs an hour]. The side batting first shall occupy not more than half the total overs. Any of the 30 minutes not used once the match has commenced are then available to use before DLS comes into play.

**1.12** No match, once started, shall be reduced in length except under the provisions of Duckworth Lewis Stern (see 2.6).

#### **TIER 1B & TIER 2**

**1.11** In the event of a delayed start due to adverse playing conditions, no overs shall be deducted for the first 30 minutes. Thereafter, the match shall be reduced in length by two overs for every seven and a half minutes lost [this is based on over rate of 16 overs an hour]. The side batting first shall occupy not more than half the total overs.

**1.12** The two captains, in consultation with the umpires, may agree to reduce the number of overs from the outset. No match shall be reduced to fewer than 20 overs per innings. No match, once started, shall be reduced in length.

#### **ALL**

**1.13** A match in which a definite result is not achieved, and in which fewer than 40 overs are completed, shall be deemed to be abandoned.

#### **1.14**

a) A match in which a definite result is not achieved, and the agreed number of overs have not been completed, but in which a minimum of 40 overs have been bowled, shall be an incomplete match.

b) This will also apply to a match in which less than 40 overs have been bowled, but the first innings of the match has been completed. Please note that this does not apply to matches which are reduced in length.

#### **TIER 1B & TIER 2**

**1.15** In the event of an interruption in play, the final hour shall commence at 7.00 pm from which time a minimum of 16 overs shall be bowled. For matches starting after 15th August, the time 6.15 pm should be read.

**1.16** In the event of interference by weather or bad light in the last hour of play (as defined in 1.15), one over shall be deducted for each three minutes, or fraction thereof, that is lost. Before the recommencement of play, the umpires shall indicate to the scorers and players the minimum number of overs to be bowled.

## **ALL**

**1.17** Umpires shall call the last over of each innings in such a way as to be understood by the batters, the captain of the fielding side, and the scorers.

**1.18** Prior to the commencement of the final over of the match, the umpires shall confirm the score and indicate clearly to the batters and the captain of the fielding side the number of runs required to win.

**1.19** If, during the match, a bowler is unable to complete an over for any reason, the remaining balls shall be completed by another member of the fielding side. Such part of an over will count as a full over only in so far as each bowler's limit is concerned. No bowler may bowl two consecutive overs or part overs.

**1.20** At no point during an innings may the fielding side place more than five players on the leg side at the instant of delivery. In the event of an infringement, the square leg umpire shall call 'No Ball'.

**1.21** Power Plays and Restrictions on the placement of fielders.

In addition to the restriction contained in clause 1.20 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

The following fielding restrictions shall apply:

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.

At the instant of delivery:

## **TIER 1A & TIER 1B**

a) Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

b) Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

c) Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

## **TIER 2**

a) Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 1 to 9 inclusive.

b) Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 10 to 36 inclusive.

c) Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 37 to 45 inclusive.

### **ALL**

In circumstances when the number of overs of the match is reduced, the number of overs within each phase 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.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
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
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
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating their arm in a large circle.

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

**1.22** The fielding circle shall be marked with painted white dots at 5-yard intervals, each dot to be covered by a white plastic or rubber (not metal) disc measuring seven inches in diameter. It is the responsibility of the home team to ensure that the discs are in place prior to the start of the match.

### **1.23 No Balls.**

In the event of any no ball the batter will have a 'free hit' from the following delivery.

*The only exception to this rule is for a no ball that is called for a bouncer or short pitched delivery which passes the batter over-head height. However, if a bowler exceeds the number of short pitch balls permitted in that over (see 5.1 Dangerous and Unfair bowling) then that call of no ball will be penalised with a 'free hit' as per the existing regulations.*

The batter may not be dismissed in any way from this delivery, apart from run out, obstructing the field, hit the ball twice, even if the delivery is called a wide. If the 'free hit' delivery is called a wide the delivery is then bowled again as a 'free hit'. Field changes are not permitted for 'free hit' deliveries unless there is a change of striker (fielding restrictions as in 1.21 shall apply) 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. The umpires will signal a 'free hit' (after the normal no ball signal) by extending one arm straight upwards and moving it in a circular motion.

### **1.24 Abandoned Matches.**

In advance of the scheduled start time, no match may be abandoned without the prior consent of the captain of the away team, who shall have the right to inspect the ground before reaching a decision, if they so choose to. The home captain must use their best endeavours to contact the away captain or, in their absence or captain unknown, MUST contact a member of the Committee of that away Club to obtain contact details. A home team abandoning a match without the consent of the captain shall be deemed to have forfeited the match to the away team. Should the home team seek to abandon the match because they consider conditions to be unfit for play, but the captain of the away team disagrees, the umpires shall have the power to overrule the home team if in their view the conditions are clearly fit for play. Once a match has commenced, the Laws of Cricket and the rules of the League shall apply.

**1.25** Teams are required to adhere strictly to the ECB Fast Bowling Directives, ECB Fielding Directives, and the ECB Helmet Safety Directives.

**1.26** The restriction on bowlers running down the pitch shall be 5 feet in front and parallel with the popping crease and 1 foot either side of the centre stumps from end to end.

### **TIER 1A & TIER 1B**

**1.27** No bowler may bowl more than ten (10) overs in any one innings. In a reduced overs match, in each innings, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs of an innings is not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

### **TIER 2**

**1.27** No bowler may bowl more than nine (9) overs in any one innings. In a reduced overs match, in each innings, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs of an innings is not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

### **ALL**

**1.28** Bats of Grade A, B and C may be used.

## 2. SCORING OF POINTS

### **ALL**

**2.1** The side scoring the highest number of runs in their innings will be awarded eighteen (18) points for a win.

**2.2** In a match where the sides finish with equal scores [a tie], ten (10) points shall be awarded to each side.

**2.3** The side scoring fewest runs in a match will receive batting and bowling bonus points. One bonus point will be awarded for achieving each of the following targets:  
Batting - 125 runs, 150 runs, 175 runs, 200 runs (maximum of 4 points) and  
Bowling - 3 wickets taken, 5 wickets taken, 7 wickets taken, 9 wickets taken (maximum of 4 points).

**2.4** However, sides that receive points for a win or a tie shall not receive bonus points.

**2.5** In the event of a match being abandoned, each side shall receive nine (9) points, and no bonus points.

### **TIER 1A**

**2.6** 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 20 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 revised target being calculated by the Duckworth Lewis Stern method. A par score will be determined and agreed by the scorers and set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled, then the match shall be tied. If after the restart of play it is discovered that the wrong Duckworth Lewis Stern target has been set and agreed by the scorers, the target score played to shall stand.

**2.7** 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 20 overs), the result shall be decided by the Duckworth Lewis Stern method as determined and agreed between the scorers.

Note: The umpires are only responsible for recalculating the overs and giving these details to the scorer/s. It is the responsibility of both Clubs to ensure that there is someone present at each match who is competent to make the Duckworth Lewis Stern calculations. If neither side has such a person or there is equipment failure, then the umpires will abandon the match if there are interruptions after the match has started.

### **ALL**

**2.8** In the event of an incomplete match (as defined in 1.14), each side shall receive six (6) points, plus any bonus points they have earned during the match.

**2.9** In the event of a reduced overs match or a match played under Duckworth Lewis Stern, the thresholds for batting bonus points shall be pro-rated according to the number of overs available.

**2.10** Forfeiture of a match shall be deemed to be a breach of conduct by the offending Club. In the event of a team failing to fulfil a fixture, the following minimum penalties will apply:

- i) They will be deemed to have lost the match and will receive no points.
- ii) A further twenty (20) points will be deducted from their total for the season.
- iii) A fine of £50 shall be payable to the League.

**2.11** Where a side fails to fulfil a fixture, their opponents shall be awarded eighteen (18) points.

### **3. OVER RATES**

#### **TIER 1A**

**3.1** The required over rate is 16 overs per hour.

(a) It is within the Spirit of the Game for the umpires to advise captains when they are falling behind the required over rate.

(b) All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 10 minutes playing time (including time taken for drinks).

In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction area (as described in playing condition 1.21) 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.

**3.2** The full quota of overs will be completed.

**3.3** 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.

**3.4** The umpires 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 batters and their 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.

**3.5** Over-rate penalties apply only to innings of 20 overs or more duration unless a penalty has been applied before 20 overs have been bowled.

**3.6** This is the only penalty for a slow over-rate.

## **TIER 1B & TIER 2**

**3.1** The required over rate is 16 overs per hour.

(a) It is within the Spirit of the Game for the umpires to advise captains when they are falling behind the required over rate, and in addition to advise them at the close of play if points are to be deducted. Failure by the umpires to comply with this clause shall not invalidate the deduction of points.

**3.2** A side that fails to meet the required rate over the course of each innings will have points deducted (subject to 3.5) as follows:

Less than 16 overs an hour = 1 Point

Less than 15 overs an hour = 2 Points

Less than 14 overs an hour = 3 Points

Less than 13 overs an hour = 4 Points

Less than 12 overs an hour = 5 Points

Note: Overs calculation = overs bowled divided by net minutes of play, times 60.

## **TIER 1B**

**3.3** A side bowling the opposition out within 3 hours and 10 minutes will not be subject to any penalties.

## **TIER 2**

**3.3** A side bowling the opposition out within 2 hours and 50 minutes will not be subject to any penalties.

## **TIER 1B & TIER 2**

**3.4** In a reduced overs match, the time allowed under 3.3 will be pro-rated to the number of overs available for that match divided by 32.

**3.5** The umpires shall have the power to make allowance for time lost during an innings (including time wasting by the batting side) and to deduct such allowances from the total time taken to complete the innings before calculating the over rate. The umpire at the bowling end will inform the fielding captain, the batters and their fellow umpire of any time allowances as and when they arise. The allowances shall not be subject to retrospective negotiation.

**3.6** A side cannot return a negative value in points in a match. In any such cases, the return will be 0 points.

## 4. WIDES

### **ALL**

**4.1** Umpires shall interpret the Law relating to wide deliveries in the context of whether the batter has a reasonable opportunity of playing the ball. In addition, any ball passing behind a batter on the leg side (and outside the line of the leg stump) will be deemed a wide delivery. Wides will incur a penalty of one run plus any extras scored. As a guidance for umpires for off-side wides a line shall be marked at both ends on both sides of the wicket, 17" (43.18 cm) from and parallel to the return crease, from the popping crease to the bowling crease.

Ground staff are required to mark this line in blue-paint.

## 5. DANGEROUS AND UNFAIR BOWLING

### **ALL**

**5.1** A bowler shall be limited to a total of one fast short-pitched ball per over. The umpire at the bowler's end will make it clear to the bowler and the batters at the wicket when a delivery within this limit is bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No Ball on each such occasion. In addition the umpire will adopt the procedures of Law 41.6.3 to 41.6.5.

## 6. NOTIFICATION OF RESULTS

### **ALL**

**6.1** The League will support the service provided by the **play-cricket.com** website and all match results will be input via this facility on which the League tables and League statistics will also be maintained.

**6.2** Clubs shall appoint an administrator to be a point of contact for the League Administrator and to be responsible for all match results on each local website.

**6.3** The **home** team in any match shall be responsible for the input of the result to its website by 12 midnight on the day of the match.

### **TIER 1A**

**6.4** Similarly, the full scorecard for a match, other than a cancellation, shall be input by 8 pm on the Sunday following the game. For the Premier Division, the deadline for completion is 11am on the Sunday.

### **TIER 1B & TIER 2**

**6.4** Similarly, the full scorecard for a match, other than a cancellation, shall be input by 6 pm on the Tuesday following the game.

**6.5** The away side shall review the result and scorecard which has been input and shall either confirm that the information is correct or shall duly correct the information.



**6.6** Clubs are expected to keep their database of players and squads updated on a weekly basis and to ensure all its results and scorecards are correct with regard to scores, named personnel and performance details.

**6.7** When 'advertising/reporting' the results of matches, care needs to be taken at all times on opinions expressed to the press and on local websites. All reports must be in writing and must keep in mind the 'Spirit of Cricket' and must not lead to accusations of bringing the League or any member club/player into disrepute.

**6.8** Neither Clubs nor individual Club members should use social media of any kind (whether or not the material was intended for circulation to a limited group) to make offensive or derogatory remarks about other teams, match officials or others involved in a League fixture. Breach of this rule will constitute serious misconduct and will be dealt with under paragraph 18 of the League Constitution.

## **Section 2**

### **The Playing Conditions of the Kent Cricket League**

#### **PART 1 OF 2**

**TIER 3 (40 overs) FR**

**TIER 4 (40 overs)**

**TIER 5 (40 overs)**

#### **1. PITCHES AND GROUNDS** **(ALL)**

**1.1** Clubs must abide by instructions as to the preparation, rolling, cutting and general care of pitches and grounds that may be issued by the Management Committee from time to time.

#### **2. UMPIRES AND SCORERS** **(ALL)**

**2.1** Each Club should provide a non-playing umpire for a League fixture. There is no penalty for not providing an umpire, but it is expected that every side makes a reasonable effort to appoint an umpire who is familiar with the laws. In the event of only one umpire being present, they will do both ends, if and only if they agree to do so.

**2.2** If a Club does not provide an umpire then both sides, when batting, must provide a temporary umpire to stand as the square leg umpire or to share umpiring duties, at the discretion of the bona fide umpire. In the event of neither team providing an umpire, then each club will provide members of their team to undertake the umpiring duties at both ends throughout the innings in which they are batting.

**2.3** Each Club must provide a scorer for each match. A team that fails to provide a scorer shall ensure that they nominate two people to operate the scoreboard, or scoring table, throughout the innings of their own side.

#### **3. TEAM SHEETS** **(ALL)**

**3.1** Teams shall submit a completed and signed standard ECB team sheet to the umpires, 15 minutes before the start of play.

#### **4. DISCIPLINE** **(ALL)**

**4.1** Clubs and Officials undertake to abide by the Voluntary Code of Conduct and the ECB General Conduct Regulations.

**4.2** Should there be any apparent conflict between the League Constitution, Code of

Conduct and Playing Conditions, the League Constitution shall prevail.

## 5. FINES (Results and Scorecards)

### **TIER 3**

5.1 There is a £10 fine for a summary result not input by 10 am on the day following the match or £20 fine if not submitted by 10 pm on the Sunday. In addition, there will be a 5-point deduction for any results not submitted by 10 am on the Monday following the match.

### **TIER 4 & TIER 5**

5.1 There is a £10 fine for a summary result not input by 12 noon on the day following the match or £20 fine if not submitted by 10 pm on the Sunday. In addition, there will be a 5-point deduction for any results not submitted by 10 am on the Monday following the match.

### **ALL**

5.2 There is a £10 fine for a match scorecard not entered by 6 pm on a Tuesday. Point deductions for late match score sheets will apply as below.

5.3 A match scorecard entered more than two weeks after the match - £20 fine and 5-point deduction.

5.4 A match scorecard entered more than three weeks after the match - £30 fine and 15-point deduction.

5.5 A match scorecard entered more than four weeks after the match - appropriate penalty to be laid down at that time by the Management Committee.

As there is no postal system to blame, the above fines will be applied rigidly.

If you are having any problems with accessing play-cricket, please contact the League Administrator by email only. Email Address > [brian\\_smith\\_scc@hotmail.co.uk](mailto:brian_smith_scc@hotmail.co.uk)

You will be aware that as the processes are automatic your position in the League Table will not be updated until you submit your results.

Although fines will only apply to **HOME** clubs, either side in any game may enter a result or score card.

## 6. CONCEDED MATCHES **(ALL)**

6.1 If a team is unable to fulfil a fixture commitment, it shall ensure that its opponents and the League Administrator are advised of that fact no later than 5pm on the Thursday of the week in which the match is to be played. It is the Club cancelling the fixture's responsibility to ensure that any messages are received and acknowledged. It is not sufficient to leave messages on mobile phones or answer phones

**6.2** In order to enable contact to take place, it is the responsibility of Clubs to ensure that at least three (3) current sets of contact details for at least three (3) separate individuals are displayed on their play-cricket web site page.

**6.3** If the contact details were available but cancellation is not communicated before the deadline in 8.1, the offending Club will be liable to compensate the other Club for any reasonable expenses incurred. If the amount due is not agreed between the Clubs, the Management Committee will determine that amount.

## **7. ABANDONED MATCHES** **(ALL)**

**7.1** If a match is abandoned (before or after the match commences) by reason of adverse weather or pitch conditions, the home team must give details of the circumstances (and of any opposing captain consent obtained) in the “highlights” section on the play-cricket.com website, when submitting the match result.

**7.2** If a match is abandoned for any other reason, notification of that must be given to the League Administrator on the day of the match. The captain of each side must submit an initial report, setting out the circumstances, to the League’s relevant Tier Representative and the League Administrator by 12 noon on the following day and a full report, including reports from umpires and other relevant individuals by 12 noon on the Monday following the game.

## **Section 2**

# **The Playing Conditions of the Kent Cricket League**

## **PART 2 OF 2**

**TIER 3 (40 overs) FR**

**TIER 4 (40 overs)**

**TIER 5 (40 overs)**

These Playing Conditions are in addition to the League Constitution.

### **1. HOURS AND CONDITIONS OF PLAY**

**ALL**

**1.1** All matches shall commence at 1.00 pm.

In the event that both clubs are in agreement, then matches can start earlier (but not before 12.30 pm) or later (but not later than 1.30 pm). If any such fixtures are agreed to start earlier or later than the default time, then notification must be sent to the League Administrator.

For matches starting after the 15th August, matches shall commence at 12.30 pm.

In the event that both clubs are in agreement, then matches can start earlier (but not before 12 noon) or later (but not later than 1.00 pm). If any such fixtures are agreed to start earlier or later than the default time, then notification must be sent to the League Administrator.

**1.2** The toss is to take place at least 15 minutes before the appointed start time.

**1.3** A delayed start caused by a team's tardy attention to timeliness, and not by exceptional circumstances, will mean that team receiving one less over, when batting, for every 3 full minutes by which the start is delayed.

**1.4** Even though arriving late, a player must be ready to participate in a match, at the very latest, by the start of the 21st over of the first innings. If fielding, the player must take the field of play by that time. If batting, the player, or his captain must inform both umpires of their arrival before the 21st over has commenced.

**1.5** The normal duration of play shall be 80 overs.

**1.6** The side batting first shall occupy not more than 40 overs, or half the overs in a reduced overs match.

**1.7** The side batting second shall occupy no more than 40 overs, or half the overs in a reduced overs match. For the avoidance of doubt, the side batting second does not receive any overs unused by the side batting first.

**1.8** If the side batting first declares before using all their allocated overs, maximum bowling points will be awarded to the fielding team.

**1.9** Two new balls as specified by the Management Committee shall be used for each match.

**1.10** The home team are responsible for the provision of both match balls. They should also have a suitable supply of spare match balls available throughout the match.

**1.11** One new ball shall be taken at the start of each innings.

**1.12** In the event of a delayed start due to adverse playing conditions, no overs shall be deducted for the first 30 minutes. Thereafter, the match shall be reduced in length by two overs for every seven and a half minutes lost [this is based on over rate of 16 overs an hour]. The side batting first shall occupy not more than half the total overs.

**1.13** No match shall start later than 3 hours after the appointed start time, nor be reduced to fewer than 20 over per innings.

**1.14** The two captains, in consultation with the umpires, may agree to reduce the number of overs from the outset. No match shall be reduced to fewer than 20 overs per innings.

**1.15** No match, once started, shall be reduced in length.

**1.16** There shall be an interval of 30 minutes which, unless the captains and match day officials [umpires and scorers] all agree otherwise, shall normally take place between innings. This interval period can be reduced in length if captains and match day officials [umpires and scorers] are all in agreement. Drinks intervals are to be agreed before the start of each match.

**1.17** Any match in which the agreed number of overs have not been completed (e.g., due to stoppages for bad weather/light) and no result has been achieved, shall be deemed to have been abandoned. In the event of an interruption in play, the final hour shall commence at 7.00 pm from which time a minimum of 16 overs shall be bowled. For matches starting on or after 15th August, the time 6.15 pm should be read. If at the end of that hour (or 16 overs if later) no result has been achieved, the match shall be deemed to have been abandoned. In the event of interference by weather or bad light in the last hour of play, one over shall be deducted for each three minutes, or fraction thereof, that is lost. Before the recommencement of play, the umpires shall indicate to the scorers and players the minimum number of overs to be bowled.

**1.18** The maximum number of overs allowed per bowler is nine (9) overs.

**1.19** If a match is reduced in length, the limit on overs-per-bowler shall be as set out below: -

<b>Overs in reduced match (Innings)</b>	<b>Over limit per bowler</b>
37-39	9
33-36	8
29-32	7
25-28	6
21-24	5
Minimum 20 overs	4

**1.20** If, during a match, a bowler is unable to complete an over for any reason, the remaining balls in the over shall be bowled by another member of the fielding side apart from the bowler who delivered the previous over or anyone who has completed their allotted number of overs. Any balls so bowled will count as a complete over in each bowler's over allocation.

**1.21** Umpires shall call the last over of each innings in such a way as to be understood by the batters, the captain of the fielding side and the scorers.

### **TIER 3**

**1.22** At the instant of delivery, a maximum of five (5) fielders can be outside the Fielding Circle.

**1.23** In the event of an infringement, either umpire shall call 'No Ball'.

**1.24** The Fielding Circle is defined as an area bounded by two semi circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch. The Fielding Circle shall be marked with white plastic or rubber (not metal) discs measuring seven inches in diameter. It is the responsibility of the home team to ensure that the discs are in place prior to the start of the match.

### **ALL**

**1.25** Abandoned Matches.

In advance of the scheduled start time, no match may be abandoned without the prior consent of the captain of the away team, who shall have the right to inspect the ground before reaching a decision, if they so choose to. The home captain must use their best endeavours to contact the away captain or, in their absence or captain unknown, **MUST** contact a member of the Committee of that away Club to obtain contact details. A home team abandoning a match without the consent of the captain shall be deemed to have forfeited the match to the away team. Should the home team seek to abandon the match because they consider conditions to be unfit for play, but the captain of the away team disagrees, the umpires shall have the power to overrule the home team if in their view the conditions are clearly fit for play. Once a match has commenced, the Laws of Cricket and the rules of the League shall apply.

**1.26** Teams are required to adhere strictly to the ECB Fast Bowling Directives, ECB Fielding Directives, and the ECB Helmet Safety Directives.

**1.27** The restriction on bowlers running down the pitch shall be 5 feet in front and parallel with the popping crease and 1 foot either side of the centre stumps from end to end.

**1.28** Bats of Grade A, B and C may be used.

## **2. SCORING OF POINTS**

### **ALL**

**2.1** The winners of a match receive twenty (20) points, irrespective of whether they batted first or second.

**2.2** The losers of a match receive between 0 and 9 points depending on the margin of their defeat.

The allocation of points is as follows:

<b>Defeat between</b>	<b>Defeat by</b>	<b>Points</b>
1 and 9 runs	1 wicket	9
10 and 19 runs	2 wickets	8
20 and 29 runs	3 wickets	7
30 and 39 runs	4 wickets	6
40 and 49 runs	5 wickets	5
50 and 59 runs	6 wickets	4
60 and 69 runs	7 wickets	3
70 and 79 runs	8 wickets	2
80 and 89 runs	9 wickets	1
90 and more runs	10 wickets	0

**2.3** The losers of a match will also receive bonus points for bowling with one point being awarded for every two wickets taken. A maximum of five (5) bowling points will be awarded, either for all ten wickets taken or when a side is 'all out'.

**2.4** In the event of the scores being level [match-tied], each side receives twelve (12). In addition both sides will receive bonus points for bowling with one point being awarded for every two wickets taken. A maximum of five (5) bowling points will be awarded, either for all ten wickets taken or when a side is 'all out'.

**2.5** In the event of a match not being completed due to the weather, it will be classed as 'abandoned' and each side receives ten (10) points. There will be no bowling bonus points.

**2.6** Forfeiture of a match shall be deemed to be a breach of conduct by the offending Club. In the event of a team failing to fulfil a fixture, the following minimum penalties will apply:

- i) They will be deemed to have lost the match and will receive no points.
- ii) A further ten (10) points will be deducted from their total for the season.
- iii) A fine of £25 shall be payable to the League.

**2.7** Where a side fails to fulfil a fixture, their opponents shall be awarded twenty (20) points.

### **3. OVER RATES**

#### **ALL**

**3.1** The required over rate is 16 overs per hour.

(a) It is within the Spirit of the Game for the umpires to advise captains when they are falling behind the required over rate, and in addition to advise them at the close of play if points are to be deducted. Failure by the umpires to comply with this clause shall not invalidate the deduction of points.



**3.2** A side that fails to meet the required rate over the course of each innings will have points deducted (subject to 3.5) as follows:

Less than 16 overs an hour = 1 Point

Less than 15 overs an hour = 2 Points

Less than 14 overs an hour = 3 Points

Less than 13 overs an hour = 4 Points

Less than 12 overs an hour = 5 Points

Note: Overs calculation = overs bowled divided by net minutes of play, times 60.

**3.3** A side bowling the opposition out within 2 hours and 30 minutes will not be subject to any penalties.

**3.4** In a reduced overs match, the time allowed under 3.3 will be pro-rated to the number of overs available for that match divided by 32.

**3.5** The umpires shall have the power to make allowance for time lost during an innings (including time wasting by the batting side) and to deduct such allowances from the total time taken to complete the innings before calculating the over rate. The umpire at the bowling end will inform the fielding captain, the batters and their fellow umpire of any time allowances as and when they arise. The allowances shall not be subject to retrospective negotiation.

**3.6** A side cannot return a negative value in points in a match. In any such cases the return will be 0 points.

## **4. WIDES**

**ALL**

**4.1** Umpires shall interpret the Law relating to wide deliveries in the context of whether the batter has a reasonable opportunity of playing the ball, and in accordance with guidelines laid down by the Management Committee. This will mean a stricter ruling than the letter of the Law provides, albeit not as strict as the interpretation for 'limited over wides'.

Reference – MCC Laws of Cricket (2017 Code 3rd Edition – 2022)

Law 22 – Wide Ball

## **5. DANGEROUS AND UNFAIR BOWLING**

**ALL**

**5.1** A bowler shall be limited to a total of one fast short-pitched ball per over. The umpire at the bowler's end will make it clear to the bowler and the batters at the wicket when a delivery within this limit is bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No Ball on each such occasion. In addition the umpire will adopt the procedures of Law 41.6.3 to 41.6.5.

## 6. NOTIFICATION OF RESULTS

### **ALL**

**6.1** The League will support the service provided by the **play-cricket.com** website and all match results will be input via this facility on which the League tables and League statistics will also be maintained.

**6.2** Clubs shall appoint an administrator to be a point of contact for the League Administrator and to be responsible for all match results on each local website.

### **TIER 3**

**6.3** The **home** team in any match shall be responsible for the input of the result to its website by 10 am on the Sunday following the game.

### **TIER 4 & TIER 5**

**6.3** The **home** team in any match shall be responsible for the input of the result to its website by 12 noon on the Sunday following the game.

### **ALL**

**6.4** Similarly, the full scorecard for a match, other than a cancellation, shall be input by 6 pm on the Tuesday following the game.

**6.5** The away side shall review the result and scorecard which has been input and shall either confirm that the information is correct or shall duly correct the information.

**6.6** Clubs are expected to keep their database of players and squads updated on a weekly basis and to ensure all its results and scorecards are correct with regard to scores, named personnel and performance details.

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