

Britannia Cricket League Rules 2024

All games will be played on Sundays at Venues provided by the Clubs and by the BCL. 40 over Games will start at 13:00.

10 overs of power play at the start of each inning. All clubs will organize Colored Uniforms. White Balls will be used for 40 overs Games or as per league instructions.

Changing Rooms will be unavailable at some grounds so please make sure players and officials are changed before arrival at the grounds.

1. Duration

Toss Time:	First Innings	Interval	Second Innings
12:45	13:00-15:50	15:50-16:10	16:10-19:00

As shown above each team will play one innings per side, each innings limited to a maximum of 40 overs and should be completed within 2 hour 50 minutes, Interval will be 20 minutes depending on weather conditions. If the 1st innings is not completed in the duration given, the Umpire will decide as to which team is at fault and compensate the way he feels necessary.

2. Over-Rate Penalties

- a) If the fielding team is at fault and they couldn't manage to complete their overs in allotted time. In the remaining overs **1 extra fielder will be in the circle.**
- b) If the Batting team is at fault and allotted overs have not been completed by the duration time, the innings will come to a close; the team batting second will receive the full allotted overs to chase the target set. If this takes place in the second innings than the above rules apply.
- c) If both teams are at fault, the cut off time will come into play where whichever overs are completed in the first innings; the team batting second will receive the same amount of overs.

During Drinks break in both innings, it is the Umpire's responsibility to update and inform both captains on the over rate.

3. Interval

The interval will normally be 20 minutes, if first inning is completed before the allocated time period, then it's the umpire's discretion to decide to extend the interval time period. In reduced over matches, the interval will be cut or be taken earlier than

scheduled. Please allow a few minutes here and there if there are any unfortunate circumstances that took place.

4. Timed Out

The incoming batter must be in position to take guard or for his partner to be ready to receive the next ball within Two minutes of the fall of the previous wicket, this will be done at a strict timing rule by the umpire so please do follow the rule.

5. Ball

White match balls provided by the league are to be used in each and every match unless the committee decide otherwise for any specific reason. It is the responsibility for both teams to provide a spare league match ball each, if in case the ball is lost or damaged or any other circumstances during the game. Can all clubs keep their match balls once they finish their inning.

6. The Qualifications and Results

A) Teams will qualify on their respective league positions to advance onto the next stage. (Please see section 15)

If more than one team are on equal points, results on head to head will decide

If still equal, team with the superior win ratio

If still equal, team with lesser loss ratio

If still equal, team with the superior batting points

If still equal, team with the superior bowling points

If still equal, the teams will contest themselves in a Super Over.

B) The results are decided with the team scoring the superior total score is declared the winner.

If the total scores are equal, then the winner are declared with the least fall of wickets.

If still equal, then the superior total scored and least fall of wickets in 35 overs are declared as winner.

If still equal, then the superior total scored and least fall of wickets in 30 overs are declared as winner.

If still equal, then the superior total scored and least fall of wickets in 25 overs are declared as winner.

If still equal, then the superior total scored and least fall of wickets in 20 overs are declared as winner.

If still equal, then the superior total scored and least fall of wickets in 15 overs are declared as winner.

If still equal, the match will be declared as a draw (Only in League or group stages).

C) The Super over can only take place in the knockout stages. The Super over will be bowled where both teams face an over each and allowed only three batsmen, if 2 wickets fall before the completion of the over, that's the end of the innings. The result is decided with the team scoring the superior total score is declared the winners. If the total scores are equal, then the winners are declared with the least fall of wickets.

If still equal, then the superior number of maximums (Sixes) scored.

If still equal, then the superior number of boundaries (Fours) scored.

If still equal, then the superior total and least fall of wickets in 5 balls.

If still equal, then the superior total and least fall of wickets in 4 balls.

If still equal, then the superior total and least fall of wickets in 3 balls.

If still equal, then the superior total and least fall of wickets in 2 balls.

If still equal, then the superior total and least fall of wickets in 1 ball. If

still equal, then a toss of a coin will decide the winner.

D) In rain affected games, to constitute result, both teams must get an opportunity to play minimum of 15 overs in both innings.

7. Restrictions on the Placement of Fieldsmen

a) **Powerplay 1** - Fielding restrictions apply for the first 10 overs of each innings, only a maximum of two fielders are allowed outside the outer circle, e.g., if you have less than 11 players on field, same rule apply.

b) **Non Powerplay - 11-40 overs** A minimum of **four** fielders must be outside the circle after the power play overs.

c) in weather affected games this may change so please confirm with the Umpires on the day.

8. Maximum Number of Overs per Bowler

Each bowler may bowl a maximum of 8 overs. In a delayed or interrupted matches, no bowler may bowl more than one fifth of the total overs allowed unless such a number has been exceeded before the interruption.

9. Coloured Kits

a) All Teams will be uniformed in appropriate kit colours so it doesn't clash with the white ball, all members must wear **Matching Uniforms** to avoid **5 points** in penalty but we appreciate our Cricket Clubs to do their best.

b) No white skins clothing or white tops to be worn under shirts, as long as it's not visible on bowlers arms (will be umpires & batsman discretion on the day).

10. Short Pitched Bowling & Beamers

- a) In 40, 20 and 10 overs games, one short-pitched ball is allowed per over. Main Umpire's discretion only.
- b) The use of beamers is governed under Law 41.6 & 41.7 irrespective of the speed (slow or fast pace). The bowler is then given a first and final warning by the umpire for dangerous bowling (Beamer or dangerous only).
- c) If it passes above waist height irrespective of its pace from the upright striker standing in his crease, it will be a No-Ball. If repeated or deliberate cases may result in the bowler being barred from bowling again for the remainder of the match. It is the Main Umpire's discretion only to judge this unless he has a colleague at square leg.
- d) Both (c) followed by (b) or vice-versa, would result in bowler being barred from bowling again in that innings/match.

11. Players

- a) The Game shall be played with eleven players, if a team struggle with players, the minimum players required are 8 players, if failed to do so, then a deduction of 20 points & £50 fine along with a umpire fee will be incurred and the opposition team will receive 20 points. If the game is abandoned by a team before reaching the ground then a half payment for the umpire will have to be paid along with the £50 fine. The payment will have to be made 2 days before next game to be played otherwise the next game will also be forfeited. All on the above will be reviewed and decisions made by the League Management Committee.
- b) Team Cards must be completed before the toss and given to the umpire, a payment of £?? each side prior to each game and a match ball per team must be provided. The toss will not take place and the game will not start until the above has been completed. Team cards to be completed at original toss time confirmed by the league on the day, either the original due start time or late starts due to weather forecast.
- c) You must have 8 players in uniform ready to play which should be at the ground for the Match Official and opposition captain to witness before the toss time, which will be 15 minutes before the due start. Failing to have enough players will award the toss to your opposition. Home Teams must set their ground before the toss time, unless limited time of access.
- d) If the Umpire(s) hasn't arrived 15 minutes before the due start, then either captain must contact the Umpire allocated first, if you are unable to get through, try to contact Umpires Representatives for an update, the toss will not be awarded to

any team until the Umpire or an official has not turned up unless authorized by a League.

e) If both teams are late at the toss time, then the team who have their 8 players first in uniform ready to play will be awarded the toss, however the game will not commence until at least 8 players have arrived in uniform to play no later than 60 minutes after the game scheduled start time, once again the umpire or an official must be present.

f) If team(s) are late to start the game after the due start, overs will be deducted for the guilty team(s).

g) Players are allowed to participate as an active player(s) for all duties by 13:00 (Or **60 minutes** after the scheduled start time), **its captain's responsibility to inform the umpire and the opposition Captain about his arrival.**

h) if player(s) arrive after the time period, then those players are allowed to participate only on the 12th Man duties. No agreement can be made by the captains or umpire(s). Must be at least 12 man Team List before the toss time.

i) No game will start 60 minutes after the scheduled start time of 01:00pm and guilty team(s) will lose the game and will be fined £50 and a 20 points deduction. The only time you can start a match late is by Umpires discretion on either a venue being changed during the days play, weather effected games or if there is morning club/school match being played on the ground.

j) **12th or 13th man must be registered, uniformed and on the original team list for the day** to qualify for cricketing duties for the team on the day they play, the 11th and or 13th man can come on field of play at any time acting as only a fielder in replacement for one of the original 1st eleven playing members.

k) No player at the age of 13 or under, allowed to play at any stage during the season.

l) If team(s) can't complete their league fixture(s), 20 points deduction to the guilty team and 20 points will be awarded to the opposition. Please see section 13a.

m) **It's a Captains responsibility to make sure that all his team members are registered and haven't played for any other team before in the same league.**

n) **Any unregistered player found playing for any team there will be £50 fine, match will be rewarded to the opposition team, captain will be banned for 2 matches. And 5 points penalty for the team as well.**

12. Season Structure

- a) Premier Division, Clubs finishing first or second will be declared as Champions and Runners up of the Division, Club finishing eighth will be relegated to lower division.
- b) Championship Division, Clubs finishing first or second will be declared as Champions and Runners up of the Division. Club finishing first will gain automatic promotion to the Premier Division. Club finishing eighth will be relegated to the lower Division.

13. Players/Transfers

- a) All teams will register 20 eligible squad members must be registered 02 days before the very first fixtures are played. Once the season has started, any additional squad members are allowed to be registered with a £10 charge and must sit for **one** week (miss a Sunday of Cricket) before that player is eligible to participate.

Recruiting new registered players are allowed until **27th June 2024**.

- b) If any player(s) want to transfer from one club to another, they will need to inform the league along with his captains' confirmation.
- c) The player's registration forms, provide two photos, plus signature from the previous club secretary or captain and a payment of £25 being with the form. The player will miss **one** game and the following week will be eligible to play for his new club. There is a deadline for transfers, which will end before on **27th June 2024**

c) Players must play a minimum of 1 match by **07th July 2024** to be eligible to participate further in the league and in the Cup games (100 balls/T20/T10).

The player has to play a match, no matter he was registered with the team or not.

14. Team Captains & Players responsibility

- a) It is the responsibility of the Club to nominate the candidate of leading your side. It is the responsibility of the captain to keep his players within the conduct and the spirit of the game. If any disputes take place on the ground, the Umpires will send the League a report & will also give the Captains the opportunity to send a report to the League. The decisions will be made in accordance to the following. Any incident that takes place within a game must be reported in writing along with the fee of **£30** to the league by **Tuesday midnight** if you wish for any action to be taken. All details must be written on the first letter nothing can be added thereafter, the first decision will be made by the disciplinary committee and the relevant team captain

will be informed by Friday evening the same week by verbally, text message or via email will be valid officially, you then have till Saturday Midnight (24 hours) to file an appeal in for which there will be a cost of **£50** with each appeal letter, the decision for this will be taken by the panel of umpires we have within the league. If the appeal comes to us via text message or email along with payment of £50 by Saturday Midnight the player in question will be able to play the following game only if he has been banned for 2 matches or less.

b) Each decision will go through stages of different offences made by an individual player throughout the Season. The individuals that either are the ones who have provoked or has retaliated will get equal punishment, the most common sense thing to do at the time to diffuse the situation is to control your emotions and energy levels, inform your captain straight away, then your Captain must inform the Umpire on what took place, the Umpire must inform the opposition Captain on the matter that to control his player(s) and must be noted down on the time and over the complaint was made, (1st) First Offence, (2nd) Second Offence during the same season.

Any player hitting or removing the stumps in an aggressive manner (Frustration or Deliberate), (1st) 1 Match ban, £25 fine and minus 2 points, (2nd) 2 Match ban, £50 fine and minus 5 points.

Captains failing to control his players during a Game for any form of dispute, (1st) First Warning (2nd) 2 Match ban, £25 fine and minus 5 points

Extreme questioning the Umpires Judgement (1st) First Warning (2nd) 2 Match ban, £25 fine and minus 5 points

Exchanging threatening foul and abusive Language directly to a Player, umpire and/or spectator, (1st) 2 Match ban, £25 fine and minus 5 points (2nd) 4 Match ban, £50 fine and minus 10 points

Exchanging physically without a weapon to a Player, Umpire or Spectator, (1st) 6 Match ban, £50 Fine and minus 10 points (2nd) 12 months ban, £100 Fine and minus 20 points

Exchanging physically with a weapon to a Player, Umpire or Spectator, (1st) Life Ban and minus 25 points

Provocation or retaliation will be taken as similar offences, on the leagues point of view, we will Credit those members who will try to diffuse the situation.

c) Any player(s) served any form of a banned during the seas

on; they will be expelled from any Gold Awards (Only from an Umpire's report).

d) Any team walk off the field of play without the innings or the game being fully concluded, umpire will report it to league. guilty team will be deducted 20 points and

the opposition will receive 20 points, along with the captain of the guilty side to serve a 2 Match suspension, £50 fine.

15. Home Teams

All Home Teams must provide Scoreboard, Power-play disk (flat disk or flat visible markers), Boundaries, League logo Stumps & Sawdust. Failing to do so will incur points deduction, matches could also be forfeited to the opposition depending on any of the above equipment not being provided by the home teams, the umpires will make the final decision.

All on the above will be reviewed and decisions will be made by the League Management Committee.

Points to be deducted are as follows for home clubs:.

16. Submitting your results

1.	No scoreboard	= 5 points	(games will be played without a scoreboard)
2.	No Power Play Discs	= 10 points	(games will be played without power play rules)
3.	No Boundaries	= 5 points	(unless lines clearly marked, the umpire(s) will have
4.	No Stumps with league logo's	= 2 points	(other stumps can be used, but 2 points will be dedu
5.	No Saw dust	= 0 points	(match will be forfeited if rain affected, umpires still g

All results must be submitted on **play cricket** by **Wednesday 24:00** This will allow the league to update the league standings promptly. 2 points will be deducted if team(s) fails to submit their results. All scorecards on the website must be fully completed with respective club's bowling and batting information along with how they were out and opposition bowler's name.

All clubs will be given 2 weeks probation period to able to equip themselves with the system.

17. Points

a) Result Points

Win = 10 Points

Tie = 5 Points (weather in play)

Abundant = 10 points

Lost = 0 Points

b) Batting points

40 Runs = 1 Point (maximum 5 points up to 200).

Score 251 = 3 Points, Score 301 = 5 Points .

Chase Target under 20 overs (19.6) = 5 Points. Chase

Target under 25 overs (24.6) = 3 Points

c) Bowling Points

2 Wickets = 1 Point (All out is 5 Points).

Get a team all out under 20 overs (19.6) = 5 points, Get a team all out under 25 overs (24.6) = 3 points

Teams can receive a maximum of 25 points.

c) Abandon games without a ball being bowled in a bad weather condition Teams will be awarded = 10 points.

Cancelled and Rescheduled Matches

If a match is cancelled, it cannot be rescheduled for a later date unless under special circumstances (i.e. : Death in the family). Clubs who cancel a match in ordinary circumstances will be liable for £100 penalty, forfeit 18 points and 18 points being awarded to their opponents.

18. Weather Affected Games

If any games have interruption of bad weather during play, the overs shall be deducted in both innings by every 4 minutes. Each side must have faced (or had the opportunity to face) 15 overs in order to constitute a match (8 for T20 and 4 for T10). The BCL Method (Section 21) shall be used in interrupted matches.

1. The committee may step in if the weather is unrealistic for games to go ahead based on other cancellations and weather permitted.
2. Once match official(s) and teams are at their respective grounds and bad weather takes place during the game, it is the umpires or groundsmen's discretion to continue playing the match or not.
3. Overs to be deducted in both Innings every 8 minutes for weather effected games or last moment venue changes.

19. BCL Method

D/L method or as per league instructions.

20. Matches to be cancelled

Please note games may be called off if a close relative death takes place during the season, all decisions will go through the committee and all teams in questions shall be notified as soon as possible. Only on these circumstances games will be abandoned and both teams will receive 10 point or to reschedule the game.

21. Venue Change

In case of ground cancellation or in similar situation, we will try our level best to accommodate another venue, if not, season programme will continue without as it is.

22. Extra Thought

Apart from the playing conditions and rules mentioned above, during BCL matches, **MCC laws of cricket** and **ICC playing conditions** (pro 40, 20 and 10 over games) will apply. (umpire's or representative's discretion)