



# MATCH GUIDANCE & RULES

Thames Valley Cricket League  
<https://tvlcricket.uk/cricket-league-downloads/guides>

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## MATCH DAY GUIDANCE FOR UMPIRES & CAPTAINS

**It is important that these guidance notes are used as an aide memoire and not as a substitute for reading and understanding and following the league rules.**

Umpires and captains together are responsible for the conduct of the match. Captains are responsible for *the behaviour of their players*. In the absence of Panel or League Registered Umpires, the captains have sole responsibility for the conduct of the match and player behaviour.

ALL umpires and captains must be aware of, and ***understand***:

- the Laws of Cricket,
- the Spirit of Cricket,
- the ECB directives,
- and the relevant TVCL match rules and regulations

Together with the umpires, captains are responsible for ensuring compliance with the Laws, Spirit, Directive and Rules & Regulations, before, during, and after TVCL matches, including the behaviour of their players throughout.

The safety of ALL players is paramount.

The Umpires should conduct ground and pitch inspections prior to the toss and at any other time as necessary.

**The umpires should meet before the start of play and thereafter work together as a team.**

**Both** umpires and **both** captains are expected to attend the pre-toss meeting to discuss any relevant matters. The umpires should speak to the captains only during the match; and the captains should be the only ones to address the umpires.

The role of the umpire at the 'bowler's end' and 'striker's end' are included in Appendix A as an 'aide memoir' for umpires and to assist captains who may need to appoint club umpires, or players, to act as umpires for all or part of a match.

In the event of an umpire determining that a reportable incident has occurred, e.g. 'showing dissent' or 'swearing at an umpire' then the umpire must call 'dead ball' and consult with the other umpire. If both are agreed that an offence has occurred, the relevant captain should be told to deal with the player immediately and that the offence will be reported after the match.

Reportable offences must be reported after the match using the league disciplinary process. A copy of this report will be sent to the league and the opposition team; and the latter will be expected to deal with it promptly. Captains and clubs who fail to deal with an incident reported to them by the umpires, including applying any mandatory penalties, may themselves be the subject of subsequent disciplinary action

Guidance for determining action for **Ground, Weather and Light** is attached at Appendix 4

Guidance for **Duckworth-Lewis-Stern** scoring in an interrupted match can be found on the TVCL website. The relevant app should be downloaded from ECB play-cricket site to enable familiarisation prior to matches. Practice using the relevant app is strongly encouraged for easy and correct application when a match is interrupted.

Maintaining the required 'Over rates' are the sole responsibility of the fielding team and its captain. The umpires may advise a captain if his team is falling behind the required rate.

In interrupted or delayed matches where more than 30 minutes has been lost, overs must be deducted to avoid late finishes which could result in diminished light and safety concerns for players.

## ROLES AND RESPONSIBILITIES OF THE UMPIRES

### Pre-match ritual – ECB ACO ‘best practice’

- Arrive minimum 45 minutes before the start time to avoid feeling rushed
- Introduce yourself to Club representatives and Team Captains, Scorers
- Ground/pitch Assessment – advise any obstacles for Home team to deal
- Boundary markings, availability of covers, of wood shavings etc.
- With colleague agree consistency of decisions, e.g. tolerance levels, Wide ball, all communications, signals and pre-signals,
- Take control of the match balls & spares prior to the Toss
- Receive & Check completed, signed ‘team card’

### Supervising the Toss

- NOT earlier than 30 mins, or later than 15 mins, before the scheduled start time
- Both Umpires and both Team Captains are expected to be present at the Toss.

### Pre-match meeting with the Team Captains

- Confirm responsibility of the captains for the safety and behaviour of players
- Confirm the match format and Competition Rules and Regulations
- Receive Team Cards and **identify** all young players
- Ensure **BOTH** captains are aware of ALL young players
- Hours of play, Master clock and back-up
- Intervals, meals and drink breaks (inc. Scorers)
- Use of substitutes, runners, (if appropriate)
- Over rates (if applicable)
- Use of covers and Who will move sightscreens
- Any Re-marking creases & Rolling between Innings
- Confirm who are their Scorers and their location
- Who will display: Runs, Wickets, Overs, DLS?

### Scorer’s briefing notes

- Confirm the intended location of the Scorers
- If practical, leave the spare balls with Scorers
- Confirm the match format, rules & conditions
- Confirm the hours of play and intervals
- Confirm the master clock and back-up to use
- Confirm the boundary and allowances, any local conditions
- Confirm the display of Runs, Wickets and Overs
- Agree and confirm with them your pre-signals
- Agree acknowledgement of signals
- Any assistance they might provide
- Control of, and restricted access to, the spare balls
- Discuss and identify ALL young players ensure Scorers, Umpires, & both captains aware

### ECB Safety Regulations - Bowling

The following table sets out the mandatory maximum number of overs a Fast Bowler can bowl per Spell and per day:

Age in years	Max overs per Spell	Max overs per day
11	4	8
12 & 13	5	10
14 & 15	5	12
16 & 17	6	15
18 & 19	7	18

## ECB Safety Regulations - Fielding

Players must observe the following minimum fielding distances even if the player fielding is wearing Protective Equipment:

Age in years	Minimum Fielding Distance (from the striking batter)
11 - 13	11 yards (10 metres)
14 - 15	8 yards (7.3 metres)
16 - 17	No minimum distance but if fielding within 8 yards (7.3 metres) in Hardball Cricket cricketers MUST comply with Protective Equipment Regulation 4.2.3 (e.g. helmet and abdominal protector)
18+	No minimum distance but if fielding within 8 yards (7.3 metres) in Hardball Cricket cricketers are always recommended to wear the appropriate Protective Equipment

## UMPIRE BASIC MATCH DUTIES

### On arrival

Introduce yourself to your colleague, club representatives and team captains.

Take responsibility for the ground from the Ground Authority.

Have a pre-toss meeting with your colleague. This should include an inspection of the pitch, square and outfield/boundary.

### At the Toss – the Umpires together...

Brief the Captains on your expectation for the match, thus setting the tone for the match.

Take possession of the Team cards - check & confirm any U18s.

Take possession of the match balls and spare balls.

Confirm the match details, drink breaks, the clock/watch to be used, over rates, any local rules, e.g. obstacles inside the boundary, 4 at one end, etc.

If you do not have a colleague and are a Panel or League Registered Umpire then the captains whether you are prepared to stand at both ends.

Conduct the Toss and advise the Scorers of the team's decision to bat or bowl.

### 5-minute bell

Ring the 5-minute bell and take the field with your colleague.

Align the stumps and place the bails in position.

Check your starting position.

## UMPIRE BOWLERS END DUTIES

Offer the Bowler a marker and confirm his bowling action

Advise the Striker of the Bowler's action, and on any subsequent change of bowler

Offer the Striker their guard position

Check with the Striker the Sightscreen alignment

Check that your colleague, the scorers, and all players are ready to start

Give the Bowler the match ball

### Call "PLAY"

To start each innings and to re-start after any interval or interruption

### During the Over

Count the number of balls in the over

Confirm and signal 4th valid delivery with colleague

When the ball is 'dead' after the 6<sup>th</sup> valid delivery — Call "OVER"

### **In game Signals and calls**

No balls\* within Bowler's End jurisdiction, Wide balls\*, Dead ball \*

[ \*Repeat these 3 signals to the scorer, when the ball is 'dead' ].

Short runs at the Bowler's end

### **Signals – without calls**

Boundaries, Byes, Leg byes, Out, Penalties,

*When the ball is dead*

Revoke last signal

### **Answer appeals for**

Bowled, Caught, LBW, Run Out (bowler's end), Handled the ball, Timed Out, Obstructing the Field

Hit the ball twice

### **General duties**

Consult with Colleague, as appropriate

Give Fielders permission to leave the field of play and/or to re-enter the field of play (*note the time off and the return time*)

Monitor the over rate 'to maintain momentum'. Advise the Captain of the over and bowler status, when requested.

### **Law 41 Unfair play**

Watch position of batsmen when they are running

Watch close fielders for pitch encroachment

Watch for boundaries scored

With colleague keep a check on the *correctness of the score*

Make frequent, irregular checks on the condition of the ball

### **Law 42 Player's conduct**

Watch for, and deal with, any player behaviour issues, as umpires together, and take action through the relevant team Captain

Issue Cautions / Warnings as appropriate for division and match.

### **Call "TIME"**

At the end of the innings, the start of any interval or interruption, (other than drinks), and at the conclusion of the match.

## **UMPIRE STRIKERS END DUTIES**

Align the stumps and place the bails in position

Check your starting position

Check the number of fielders is no more than 11 and any fielding restrictions, e.g. the number of players within the 30-yard circle

Confirm to your colleague that you are ready to start

### **During the Over**

Count the number of balls in the over

Confirm and signal 4th valid delivery with colleague

### **Signals – with calls**

No balls within their jurisdiction

Dead ball, (as appropriate)

Short runs at Striker's End

### **Pre-arranged Signals – to assist colleague**

Distance Striker's guard is forward of popping crease

Bat or pad for Runs, Byes, or Leg byes

Height of delivery passing the striker – upright at the crease

Did the ball carry to a fielder for a fair catch

### **Answer appeals for**

Run Out – Striker's end, Stumped, Hit Wicket

### **General duties**

Consult with colleague, as appropriate

Give Fielders permission to leave the field of play and/or to re-enter the field of play (*note the time*)

Watch Bowlers arm action for any unfair delivery

Watch for pitch encroachment by close fielders, and the wicketkeeper

Check number of leg-side fielders behind the popping crease

Check number of players inside and outside the 30-yard circle

### **Law 41 Unfair play**

Watch position of batsmen when they are running

Watch close fielders for pitch encroachment

Watch for boundaries scored

With colleague keep a check on the *correctness of the score*

Make frequent, irregular checks on the condition of the ball

### **Law 42 Player's conduct**

Watch for, and deal with, any player behaviour issues, as umpires together, and take action through the relevant team Captain

Issue Cautions / Warnings as appropriate for division and match.

The role of the Umpire at the Strikers End is not to be undertaken lightly. It is a critical responsibility to support your colleague and to be supported.

Captains should ensure that, *wherever practical and possible*, any Club Umpire or player you appoint as an umpire for the duration of, or part of, the match is capable of performing the duties above competently, fairly and consistently.

## **ADVICE TO CAPTAINS ON COMPLETING THE CMRF**

This document gives guidance to captains on how to complete the Captain Match Report Form ("CMRF") on TVCL24.

### Match Status

Status means the result of the match and captains should select the correct one from the dropdown list. If it was cancelled then the CMRF is not required. However, if it was abandoned with play (even just one ball bowled) then the CMRF is required.

### Marks for Pitch & Ground (away team only)

When marking pitch and ground on the CMRF, captains should use 3=Acceptable as their default mark and vary it up or down as they think appropriate.

For the pitch mark consistency of bounce is the key criterium. If multiple balls kept low or popped up off a length, then a mark of 2=Poor or below for pitch would be appropriate.

For the outfield mark captains should consider whether or not fielders were able to attack the ball in confidence that it would not bounce unexpectedly. They should also consider whether there was a good coverage of grass on all parts of the outfield and whether there were any potholes. If any of the above shortcomings were noticeable then a mark of 2=Poor or below for ground should be considered.

If captains are in any doubt about the above then they should seek advice from the Gradings & Standards sub-committee ([gradings-standards@tvclcricket.uk](mailto:gradings-standards@tvclcricket.uk)).

### Mark for Fair Play

Captains will be asked to rate the opposition for 'fair play' with 1 being the worst mark and 10 the best. Marks of below 4 will require an explanation; for marks of 4 and above any comments are optional. Please try to be brief and concise when making comments.

It is important that captains do not confuse fair play marks and comments with a formal disciplinary process. The former will not trigger a disciplinary process. However, the league does take note of fair play comments and may act on them if they are repeated/corroborated in reports from other captains.

### Panel Umpire performance (Divisions 1 & 2 captains only)

Captains will be asked to mark each umpire on five criteria (see below). They should use 3=Meets Expectation as their default mark and vary it up or down as they think appropriate. If they are in any doubt about how to mark then they should seek advice from the Umpires Sub-committee ([umpires-scorers@tvclcricket.uk](mailto:umpires-scorers@tvclcricket.uk)).

### Decisions

Did the umpire make Decisions that were correct and consistent with the Laws and the TVCL playing regulations? In doing so did he or she appear always calm, well positioned and confident; and offer clarity if explaining his or her decision-making?

## Match Management

Did the umpire show good Match Management skills? Did he or she ensure a safe and positive playing environment and apply the Laws of Cricket & playing conditions accurately?

## People Management

Did the umpire show good People Management skills? Did he or she work well with players and captains pre-, during and post-match and deal with player behaviour challenges early and fairly?

## Presence and Image

Did the umpire show a Presence and Image? Did he or she use a variety of communication styles to interact positively with players and captains for the benefit of the game?

## Teamworking

Did the umpire create a Teamworking environment with his or her colleague, captains etc? Did he or she show effective co-operation with officiating colleagues for an effective game?

# **ADVICE TO PANEL UMPIRES ON COMPLETING THE UMRF**

This document gives guidance to Panel Umpires on how to mark teams for team discipline; pitch and ground; and whether a scorer was provided on the Umpire Match Report Form (UMRF). The UMRF should be submitted on TVCL24 after every match.

Each umpire should submit his own report and minor discrepancies with a colleague's report are fine. However, low marks must be agreed by the two umpires. If there are significant discrepancies then they will be queried by league administrators.

## Mark for Team Discipline

The team discipline mark on the UMRF is awarded for the general behaviour of the *team* and **not** for a single transgression by one individual player. A low mark of 2 or below must be accompanied by an explanatory comment. The criteria for a low mark for team discipline is *multiple* transgressions; *further* transgressions after a warning to the captain; or *persistent* low level poor behaviour throughout the match.

Umpires should use 3=Acceptable as their default mark and vary it up or down as they think appropriate. There are implications for teams who receive marks of 2=Poor or below - see Discipline & Complaints Rule 6.4. The first low mark will lead to a first and final warning; subsequent low marks will lead to points deductions.

A formal Laws of Cricket report and a low mark for team discipline on the UMRF may be used separately or together.

If umpires are in any doubt about the above then they should seek advice from the Discipline & Complaints sub-committee ([discipline-complaints@tvclcricket.uk](mailto:discipline-complaints@tvclcricket.uk)).

## Marks for Pitch & Ground

When marking pitch and ground on the UMRF, the umpires should use 3=Acceptable as their default mark and vary it up or down as they think appropriate. There are implications for teams who receive marks of 2=Poor or below for pitch and ground - see Venues, Grounds & Standards Rule 5.3. For pitches there are two warnings before the third and any subsequent low mark leads to a points deduction. For grounds the threshold is higher with four warnings before the fifth and any subsequent low mark leads to a points deduction.

For the pitch mark consistency of bounce is the key criterium. If multiple balls kept low or popped up off a length, then a mark of 2=Poor or below for pitch would be appropriate.

For the outfield mark the umpires should consider whether or not fielders were able to attack the ball in confidence that it would not bounce unexpectedly. They should also consider whether there was a good coverage of grass on all parts of the outfield and whether there were any potholes. If any of the above shortcomings were noticeable then the umpires should consider a mark of 2=Poor or below for ground.

If umpires are in any doubt about the above then they should seek advice from the Gradings & Standards sub-committee ([gradings-standards@tvcricket.uk](mailto:gradings-standards@tvcricket.uk)).

### Scorer provided?

Teams which fail to provide a *competent* scorer for a Division 1, 1B or 2 match will be deducted one point - see Generic Match Rules 7.3 and 7.4.

If a team has provided a competent scorer for the full duration of the match then this question on the UMRP should be marked as 'Yes'. If the scorer was unable to keep an accurate scorebook, either online or hard copy; did not acknowledge signals from the umpires correctly during play; or was not able to help with timings for DLS calculations, then he or she is not competent and this question should therefore be marked 'No'. If the scorer was not present for the full duration of the match then this question should be marked 'No'.

Notwithstanding the above, umpires are encouraged to be lenient if they think it appropriate. For instance, the scorer was learning 'on the job' and there were no problems because he or she was fortunate to be scoring with an experienced colleague; or the scorer left shortly before the end and a player completed the scoring. The wider picture here is that we are trying to encourage clubs to find and train scorers not to rile them by docking points when they have clearly made an effort.

**IT IS EXPECTED THAT CLUB OFFICIALS, TEAM CAPTAINS AND UMPIRES KNOW, UNDERSTAND AND UPHOLD THE TVCL REGULATIONS, THE ECB DIRECTIVES, THE MCC LAWS AND THE SPIRIT OF CRICKET.**

## **MATCH RULES**

### **1. LAWS**

TVCL Matches shall be played according to the Laws of Cricket (2017 Code – 3rd Edition - 2022), and any subsequent new Laws or amendments, and such experimental laws as from time to time may be applied to Club Cricket or may be decided upon by the Management Committee. The Management Committee shall liaise with the Umpires Sub-Committee (“USC”) before making any such decision.

- Law 41 (Unfair Play) - will be fully implemented in Divisions 1 to 4 by the Panel or League Registered Umpires (Club and Player Umpires are excluded).

Dependent on the offence and in line with the Laws the Umpire may issue a warning, a suspension from bowling, 5 Penalty Runs and subject to Report to the DCSC. See **Appendix 2** for a breakdown of the list of offences.

This shall additionally include Subject to Law 41.3.2.1 - The use of saliva to polish the ball, which is now banned, the only natural substance allowed being sweat. A 5 penalty runs sanction of Law 41.3.4.2 will apply if saliva is used in Divisions 1 to 4.

To confirm, in Divisions 5 & below, the only occasion for 5 Penalty Runs to be awarded is for the ball hitting a helmet (inclusive of any other player equipment placed behind the wicketkeeper and stumps) on the ground (Law 28.3.2).

- Law 42 (Players’ conduct) - the application of in-match penalties shall only be applied by TVCL Panel Umpires and only in Divisions 1 & 2. Otherwise, any misconduct is to be reported as a complaint after the match as per the Discipline, Complaints & Appeals Procedures.

### **2. FIXTURES**

2.1) The fixture schedule of all TVCL Matches is co-ordinated by the Fixture Secretary. TVCL Matches are contested, within the TVCL Season, between Member Clubs as a “Home Team” and “Away Team”.

2.2) All TVCL Matches are to be played on Saturdays allocated by the Management Committee and as published by the Fixture Secretary. The fixtures between the Member Clubs shall take place on consecutive Saturdays in the TVCL Season commencing on the Saturday fixed by the Management Committee.

However, a Home Team in Divisions 8 & below only, **excluding the last 4 fixtures of the season (Rounds 15-18)**, shall be allowed to host that weekends Saturday fixture on the Sunday (same weekend) provided that the following conditions are met:

- A) The Home Team notifies the Away Team of the request, no later than 1 week preceding the original fixture date.
- B) the Away Team agrees to play on the Sunday.
- C) The Home Team notifies the Management Committee / Result Secretary of the agreed change, no later than 10pm on the Monday preceding the original fixture date.

Once a fixture date has been changed per these conditions, the fixture date may NOT be changed back to the Saturday in the week prior to the fixture.

If the Away Team does not agree to a change of date, the Match must continue to be played on the Saturday as originally allocated.

*(Note: Such change of fixture date overrides clauses 2.2 & 2.3 of Venues Grounds Grading and Standards)*

- 2.3) If a Member Club is playing in the final of a recognised major cricket competition on the same weekend as a TVCL Match (this includes the preceding Friday) that weekend's TVCL Match involving the said Member Club may be rearranged for a later date, not later than the Sunday prior to the last Saturday of the TVCL Season, subject to the prior approval of the Management Committee. Any other required variation of fixture dates allocated, shall be subject to the approval of the Fixture Secretary, and at least twenty-eight calendar days' notice of such variation must be given by and to both Member Clubs concerned.
- 2.4) If any Member Club withdraws a Team during the Season, any points gained (or deducted) due to fixtures with that Team, shall be removed from the relevant Division Table, however the match and player statistics will continue to be valid.

### **3. ECB SAFETY REGULATIONS**

The TVCL fully endorses, and requires all Member Clubs to observe, all youth mandates, directives and guidance issued by the England and Wales Cricket Board and requires all Umpires, Scorers, Captains and Officials to ensure that they are enforced, in particular the ECB Recreational Cricket Safety Regulations (March 2025):

- (2) Fielding Distances / Minimum Distances by Age in years.
- (4) Protective Equipment requirements
- (5) Fast Bowling / Mandatory Limits by Age in years

**(5.2.1)** The following table sets out the mandatory maximum number of overs a Fast Bowler can bowl per Spell and per day:

<b>Age in years</b>	<b>Max overs per Spell</b>	<b>Max overs per day</b>
11	4	8
12 & 13	5	10
14 & 15	5	12
16 & 17	6	15
18 & 19	7	18

These ECB Regulations must be adhered to and enforced by the Umpires and Captains. Play shall be **suspended** by the Umpires and/or Captains should any such young player breach these requirements. Play will only recommence once appropriate protective equipment has been fitted, or the player has moved from the close fielding position. Umpires will be allowed to add on time for any such stoppage with regards to any Over Rate calculation.

#### **4. PLAYER CLOTHING**

4.1) Member Clubs participating in:

- a) Division 1+1B Win/Lose Matches only – each Team shall play in Club Branded Coloured clothing.
- b) All other TVCL Matches – each Team shall play in predominantly White clothing.

Important: Club clothing, arm bands, inclusive of visible under garments, may not be of the same/or very similar colour as the TVCL Ball in use.

4.2) Member Clubs are to ensure discreet usage of Sponsor Logo's and Member Club badges. Player names and squad numbers are acceptable.

4.3) The Management Committee shall solely determine upon any issues arising, or any permissible exemptions relating to player clothing.

#### **5. PITCH COVERS**

5.1) Before the start of play full length pitch covers shall be used at the discretion of the Home Team and its Grounds Authority to protect the pitch and bowlers' run-ups as may be required.

5.2) Once the TVCL Match has commenced, full covering of the pitch and bowlers' run-ups may be used as and when requested throughout any break in play at the request of either of the Captains, and the Umpires shall be notified.

#### **6. UMPIRES**

In the TVCL, there are 4 definitions / categories of Umpires:

- Panel Umpire
- League Registered Umpire
- Club Umpire
- Player Umpire

6.1) For all Umpires who officiate regularly, it is recommended to join the ECB ACO, otherwise to be DBS checked as per ECB Safe Hands Guidelines.

*Note: Umpires who are ECB ACO members should ensure that they carry a copy of their ECB authority with them - either in physical form or on their phone.*

- All Panel Umpires should be members of the ECB ACO.
- A League Registered Umpire is someone who has completed the qualification steps required as published by the TVCL, and has been registered with the TVCL via Play-Cricket as an approved umpire. They will officiate for the full duration of the match, be present at the Toss, and take no part in the match as a player.
- A Club Umpire is someone who has not been registered per above and takes no part in the match as a player.
- A Player Umpire is someone who is participating in the match as a player but stands as an umpire for a period of time during the match.

6.2) Panel Umpires will be appointed for matches in Divisions 1, 1B & 2. Member Clubs will be advised of Panel Umpire appointments in advance.

6.3) Teams in Divisions 3 & below, are each expected to provide a League Registered Umpire or Club Umpire (or a Panel Umpire) for each match.

Subject to availability, Panel Umpires can be allocated upon request from Member Clubs. All such allocations shall be at the discretion of the Umpires Sub-Committee (“USC”).

*Note: The Management Committee reserves the right to appoint Panel Umpires to any match at its sole discretion.*

6.4) No Team shall refuse to allow a Panel, League Registered or Club Umpire (provided that they are not a player serving a suspension) to officiate in a match.

6.5) Each Umpire in a match shall officiate from one (the same) end, and for both innings.

6.6) However, solely to be determined at the Toss, in the event that one Team does not supply a League Registered or Club Umpire, and the other Team has provided a Panel Umpire or a League Registered Umpire, then if they wish to do so, they may officiate from the bowler’s end throughout the match.

For clarity, an unregistered Club Umpire does not have this right and may only stand at one (the same) end throughout the match as per rule 6.5 above.

Bonus Point

6.7) In Divisions 3 & below, each Team that provides a League Registered Umpire (or a Panel Umpire) in a match shall be awarded 1 bonus point.

The League Registered (or Panel) Umpire must officiate for the full duration of the match, and be present at the Toss, for the bonus point to be eligible.

Unregistered Club or Player Umpires are not eligible for the bonus point.

The Captains shall confirm the Umpires at the Toss.

Should a Team claim to have a League Registered (or Panel) Umpire officiating for their Team erroneously when submitting the post-match documentation, they shall be penalised as follows:

Offence	Penalty
First	5 Penalty Points.
Second & any subsequent cases	9 Penalty Points, on each occasion

Note: To qualify for the bonus point, the League Registered (or Panel) Umpire's name must show on the Play-Cricket scorecard. Applications to apply a bonus point shall not be entertained if submitted after 10.00pm on the Wednesday following the match.

Panel Umpire Expenses

6.8) All Panel Umpires shall be entitled to receive expenses at a value as determined by the Management Committee.

Member Clubs with a Team in Divisions 1, 1B & 2 only, shall be invoiced by the TVCL for the upfront payment to the TVCL and not to each Umpire directly, as per the procedure notified by the

Management Committee. In the event of any over payment due to inclement weather cancelling fixtures, a reconciliation will be conducted at the end of the TVCL Season to return the difference.

In any other Divisions where Panel Umpires may be appointed, the umpire expenses procedure is as follows.

Payment may either be in cash on the day, should both parties be amenable – otherwise the Umpire will need to supply their bank details to the Member Club on the match day for electronic payment. In such case, the electronic payment should normally be concluded at the latest on the Tuesday following the fixture.

*\*Note: Should a Member Club make the request, a Panel Umpire must sign an expense claim form prior to being paid.*

- 6.9) In the event of a TVCL Match being Cancelled before the Start Time due to inclement weather, or for any other reason, each Panel Umpire appointed shall be notified immediately the decision to Cancel has been made.

Payment of Expenses, per 6.8, shall be adjusted based on the following scenarios:

<b>Expenses</b>	<b>Payable by</b>	<b>Scenario Description</b>
None	n/a	Match is called off in the morning. Home Team informs both Umpires who acknowledge that they are not to travel to the ground.
50%	<b>Home Team only</b>	Match is called off in the morning. Home Team are not able to contact Umpire(s) / or are not informed – so arrive at the ground to find the Match has already been called off.
50%	Home & Away Team to pay one Umpire each*	Umpire(s) arrives at the Venue to start their duties. However, the Match is then cancelled before the scheduled Start Time.
100%		Due from the scheduled Start Time (provided the Match has not already been cancelled).

- 6.10) Failure by a Team to pay Panel Umpires as designated above shall be reported by the Panel Umpire(s) and may render the offending Team liable to a financial penalty being imposed on it by the Management Committee as it deems appropriate.

## **7. SCORERS**

- 7.1) A scoring facility shall be provided at the Venue which has adequate light, is comfortable and clean, and has adequate cover in the event of inclement weather.
- 7.2) All Member Clubs are expected to make every effort to provide one Scorer for each of their Teams. Ideally two people should be scoring during each TVCL Match at all times.
- 7.3) In Divisions 1, 1B & 2, a competent scorer shall be provided by each Team, who will be available to score and who shall take no part on the field of play during that TVCL Match.
- 7.4) In Divisions 1, 1B & 2, each Team that does not provide a dedicated Scorer in accordance with 7.3, for a TVCL Match that has commenced, shall be deducted 1 Penalty Point for that TVCL Match.

## 8. POST MATCH ADMINISTRATION

- 8.1) The format of communications shall be determined by the Management Committee prior to each TVCL Season. Member Clubs failing to submit the reports in time (or correctly) shall be liable to a fine. The TVCL strongly endorses the use of Play Cricket Scorer Pro.

### Match Result in Play-Cricket

- 8.2) Following the conclusion of a TVCL Match, even if Cancelled or Abandoned, in all Divisions the **Home Team** is responsible to ensure that the Match Result is submitted via Play-Cricket on the same day, as soon as possible but no later than **11:00pm** in all cases.

Should the Match Result have not been submitted (or has been submitted, but with an incomplete/incorrect Match Result), the submission / correction must be received no later than **11:00pm on Sunday** after that TVCL Match, otherwise the Home Team will be deducted **5 Penalty Points** in addition to any fine.

(Even if the Match Result is submitted by the Away Team, the Home Team is responsible to check that it has been submitted correctly, and resolve accordingly.).

### Scorecard in Play-Cricket

- 8.3) Following the conclusion of a TVCL Match (excluding the instances of a Cancelled Match), the **Home Team** must no later than **11:00pm on Monday** after that match, complete the Match Scorecard.

The **Away Team** must then validate the Scorecard and “Tick the Box” to confirm, no later than **11:00pm on Tuesday** after that match.

Note: Scorecards are due to be locked from Midnight on Tuesday.

Scorecards shall be completed without any ineligible players (currently on Play-Cricket this means any player described as ‘Unregistered’, ‘Unsure’ or ‘Free Text’).

**Each Team** with ineligible players, will be deducted **5 Penalty Points**, and shall be referred to PESC as a deemed breach of Player Eligibility rules.

### Captains Match Report Form (“CMRF”) in TVCL24

- 8.4) **Both Home & Away Team Captains** must each complete and submit a CMRF on TVCL24 by no later than **11:00pm on Monday** after the match. They are required to assess the Outfield and Pitch; the default mark should be 3=Acceptable, but could be varied up to 4=Good or 5=Excellent, or down to 2=Poor or 1=Unacceptable as appropriate.

For Captains in Divisions 1, 1B & 2, the CMRF will additionally incorporate the assessment of the Panel Umpires standing in that match.

### Umpires’ Match Report Form (“UMRF”) in TVCL 24

- 8.5) Panel Umpires in Divisions 1, 1B & 2, shall each complete and submit the UMRF on TVCL24 by no later than **11:00pm on Monday** after the match. They are required to assess the Team Discipline of both teams as well as the Outfield and Pitch; the default mark should be 3=Acceptable, but could be varied up to 4=Good or 5=Excellent, or down to 2=Poor or 1=Unacceptable as appropriate.

- 8.6) A penalty will be levied against the Member Club for each and every occurrence of the infringement of Match Rules 8.2, 8.3 and 8.4 by its Teams as set out in the table below, payable by invoice (TVCL Constitution 5.6)

<b>Rule Breached</b>	<b>1<sup>st</sup> &amp; 2<sup>nd</sup> occurrence</b>	<b>3<sup>rd</sup> &amp; subsequent occurrence</b>
8.2	£25 fine	3 Penalty Points
8.3	£25 fine	3 Penalty Points
8.4	£25 fine	3 Penalty Points

- 8.7) Additionally, should any of these reports still not have been completed by the Home or Away Teams for 1 week from the original deadline, the Team responsible will, in addition to any fine, be deducted **5 Penalty Points**.

## **9. MATCH RESULTS AND POINTS**

### **9.1) Match Result definitions**

Each Team's position in their Divisional Table shall be determined by reference to the total number of Match Points and Bonus Points it gains during the TVCL Season base on these Result types.

<b>Match Result Definitions</b>	
<b>Win</b> <i>(Traditional)</i>	When one Team bowls out the other Team for less runs than it scored in the first innings, or when one Team scores more runs than the other Team achieved in the first innings.
<b>Tie</b> <i>(Traditional)</i>	When the scores are level at the completion of the Match Duration regardless of how many wickets have been lost by the team batting second.
<b>Draw</b> <i>(Traditional)</i>	When the Team batting second is not "all out" and has not scored more, <b>or the same, number of</b> runs than the Team batting first, provided that all the available overs were completed.
<b>Win</b> <i>(Win/Lose)</i>	The Team that scores more runs in their innings (as maybe adjusted by DLS / ARR or Penalty Runs) than the other Team.
<b>Tie</b> <i>(Win/Lose)</i>	When the scores are level (or 1 less than the Target or Revised Target Score) at the completion of the match regardless of how many wickets have been lost by the team batting second.
<b>Loss</b>	Should the other Team achieve a Win.
<b>Abandoned</b>	When play had started, however little, and where neither Team were able to achieve a Win or a Tie due to the scheduled overs not being able to be completed due to adverse playing conditions.
<b>Cancelled</b>	Should there have been no play whatsoever.

9.2) **Match Points**

Traditional Match Result	Match Points	Bonus Points Available
Win	26	No
Tie	16 (each)	No
Draw, Loss or Abandoned in the 2 <sup>nd</sup> Innings.	3	Yes
Abandoned in the 1 <sup>st</sup> Innings, or Cancelled (Washout)	8 (each)	No
Cancelled (Forfeited)	26 ‡ (for the opposing Team) Zero (for the forfeiting Team)	No

Win/Lose Match Result	Match Points	Bonus Points Available
Win	22	No
Tie	14 (each)	No
Loss	0	Yes
Abandoned or Cancelled (Washout)	7 (each)	No
Cancelled (Forfeited)	22 ‡ (for the opposing Team) Zero (for the forfeiting Team)	No

‡ Exception for Cancelled (Forfeited) TVCL Matches: The Opposing Team shall only be awarded a reduced number of Match Points (Traditional = 8 / Win/Lose = 7) for a Cancelled (Forfeited) result, when ALL the Remaining Fixtures in that Division have a Match Result of either "Abandoned" or "Cancelled (Washout)". Where "Remaining Fixtures" excludes cancellations due to Match Rule 9.4 as well as any other Cancelled (Forfeited) results in that same Division.

9.3) **Bonus Points** (applies to both Traditional & Win/Lose Formats)

**Team batting first**

Total Runs Scored	Points (Batting First)	Total Wickets Taken	Points (Bowling Second)
100	1	1	0
125	2	2	1
150	3	3	2
175	4	4	3
200	5	5	4
		6	5
		7	6
		8	7
		9	8
		10	n/a

Note: 8 Bowling Bonus Points shall be awarded to the bowling Team, when a batting Team is "All Out" even if the batting Team has fewer than ten players.

## Team batting second

Total Wickets Taken	Points (Bowling First)	Total Runs Scored	Points (Batting Second)
1	1	100	1
3	2	125	2
5	3	150	3
7	4		
9	5		
			<b>PLUS</b>
≥ 75% of 1st Innings Score			1
≥ 80% of 1st Innings Score			2
≥ 85% of 1st Innings Score			3
≥ 90% of 1st Innings Score			4
≥ 95% of 1st Innings Score			5

*Note: 5 Bowling Bonus Points shall be awarded to the bowling Team, when a batting Team is "All Out" even if the batting Team has fewer than ten players.*

*Below is an illustration of the combination of the Fixed Batting Points + %Target Points in the 2<sup>nd</sup> Innings.*

% Target Points	% Target Score	100	125	150	175	200	225	250	275	300
5	95%	95	118	142	166	190	213	237	261	285
4	90%	90	112	135	157	180	202	225	247	270
3	85%	85	106	127	148	170	191	212	233	255
2	80%	80	100	120	140	160	180	200	220	240
1	75%	75	93	112	131	150	168	187	206	225
0	70%	70	87	105	122	140	157	175	192	210
0	65%	65	81	97	113	130	146	162	178	195
0	60%	60	75	90	105	120	135	150	165	180
0	55%	55	68	82	96	110	123	137	151	165
0	50%	50	62	75	87	100	112	125	137	150
0	40%	40	50	60	70	80	90	100	110	120
0	30%	30	37	45	52	60	67	75	82	90

### Examples:

- *If the Target Score is 215, and the chasing team reach 210 at the end of the match, then they will receive the full 8 Batting Bonus Points = 3x Fixed Batting Points for scoring more than 150 runs, plus 5x %Target Points. (as  $210/215 = 97.6\%$ )*
- *However, if the Target Score was 270, and the chasing team reach 210 at the end of the match, then they will receive 4 Batting Bonus Points = 3x Fixed Batting Points for scoring more than 150 runs, plus 1x %Target Point. (as  $210/270 = 77.7\%$ )*
- *Should the Target Score be just 99 runs, and the chasing team reach 93 at the end of the match, then they will receive 4 Batting Bonus Points = Zero Fixed Batting Points for not scoring 100 runs, plus 4x %Target Point. (as  $93/99 = 93.9\%$ )*

#### 9.4) **Alternative Arrangements**

In the event of a Team being unable to play a TVCL Match owing to external restrictions being imposed (for example because of foot and mouth disease), no Match Points shall be awarded to either Team. The final positions in any Division where such a Cancellation occurs, for example shall be determined by the Management Committee on an average Points per match basis, by dividing the total number of Points gained by a Team by the number of TVCL Matches played not affected by any such restrictions.

#### 10. **CANCELLED (FORFEITED) FIXTURES**

10.1) In the event of a Member Club being unable to fulfil all its Teams fixtures on any day due to a lack of availability, the playing of the highest Level/Divisional fixture(s), inclusive of the HCPCL, shall always take precedence.

If this rule is breached, all lower Teams of that Member Club shall also forfeit their Matches. The offending Member Club may also be subject to further disciplinary action by the Management Committee upon review.

10.2) Should a Member Club need to forfeit a Match, the opposing Team will be awarded Match Points for a Cancelled (Forfeited) result subject to Match Rule 9.2. The Team that forfeits the Match shall be penalised with a **5 Penalty Points** deduction on every occasion.

10.3) The Member Club forfeiting a TVCL Match shall first notify the Opposing Team and receive acknowledgement. Subsequently they shall notify the relevant Divisional Results Secretary without delay that the fixture has been forfeited. The Home Team shall also submit the result on the Match Result Form without delay.

10.4) **However, in addition**, if a TVCL Match is forfeited after **10:00pm on Wednesday** prior to that Saturday (or within an equivalent period prior to a fixture arranged for any other day), the Member Club that forfeits the TVCL Match shall have a further **5 Penalty Points** deducted at the absolute discretion of the Management Committee. The offending Team may also be subject to further disciplinary action by the Management Committee upon review.

This deadline for such notification will be extended by 24 hours, if the only reason for the forfeit is due to an issue by the Home Team to find a replacement Venue.

Failure to notify the Opposing Team (and Divisional Result Secretary) without delay of the decision to forfeit a TVCL Match shall render the offending Member Club liable to a fine of **£20** and additionally the need to reimburse the Opposing Team all reasonable costs incurred. Any disputes as to costs are to be resolved by the Management Committee.

*Note: any travel expenses so incurred by an Away Team will be based on 4 cars travelling the distance between their Home club and the Venue.*

10.5) Should any Team forfeit a TVCL Match on **FIVE** occasions in the same TVCL Season, the Member Club will need to re-apply to the Management Committee before the 31<sup>st</sup> October for that Team to be considered for entry in the League for the following Season.

Additionally, should any Team forfeit a TVCL Match on **SEVEN** occasions in the same TVCL Season, the Management Committee may withdraw that Team from the League with immediate effect.

- 10.6) If a Member Club fails to honour a TVCL Match for any reason, excluding the whole process described in Clause 11, which is not considered satisfactory by the Management Committee then the opposing Team will be awarded Match Points for a Cancelled (Forfeited) result subject to Match Rule 9.2.

*Note: Except in exceptional circumstances a Team will be deemed to have failed to honour a TVCL Match where that Team are not ready, have not arrived and prepared to commence the TVCL Match by the Latest Start Time as listed in Match Rule 11.1. In such circumstances only after that time has passed may the game be declared as "Cancelled (Forfeited)" by the Opposing Team.*

## **11. CANCELLED (WASHOUT) MATCHES**

- 11.1) TVCL Match shall commence no later than the Latest Start Times as shown in the table below:

<b>Format</b>	<b>12:00pm Starts</b>	<b>12:30pm Starts</b>
Win/Lose Matches	3:30pm	4:00pm
Traditional Matches	2:22pm	2:52pm

- 11.2) The Home Team shall make every effort to ensure the Fitness of the Ground ready for the original Start Time, and shall continue to do so up and until the Latest Start Time. Venues with Pitch Covers shall ensure that they are used ahead of any inclement weather. Mopping equipment is also recommended to be made available.

- 11.3) TVCL Matches shall not be called off due to a lack of Fitness of the Ground (caused by the weather) prior to the Latest Start Time applicable, except when:

- A) Between 8am & 11:30am: The Home Team can advise the Away Team not to travel due to adverse conditions, but that they must offer the Away Team the chance to travel to inspect the ground conditions for themselves. Should the Away Team agree that no play shall be possible that day, and decline to travel, the Home Team shall submit the Match Result Form as a Cancelled (Washout) once they have received that confirmation.

If the Away Team advise that they wish to travel (continue to travel), then the Match cannot be deemed Cancelled until after the Away Team Captain arrives at the Venue for an inspection.

- B) After 11:30am: Should one Panel Umpire, or in the absence of any Panel Umpire one League Registered Umpire, deem that no play at all shall be possible before the Latest Start Time, then they shall determine that the Match is to be deemed a Cancelled (Washout), and will notify both Captains accordingly.

- C) After 11:30am, in the absence of either a Panel or League Registered Umpire, the Captains alone are responsible for any decision:

- i) Should both Captains agree, then the Match can be decided as a Cancelled (Washout) at that time.
- ii) However, should either of the Home or Away Captains believe that the match can commence by the Latest Start Time, then the Match may NOT be cancelled until that Latest Start Time.

(Note: If the Toss has not yet taken place, the decision shall be taken 15 minutes before the Latest Start Time)

In the event that Both Captains have not agreed to deem the Match as Cancelled prior to the Latest Start Time (where there is no Panel or League Registered Umpire present), if a Team only has 5 (or less) players at the Venue to commence the Match at that Latest Start Time, then that Team shall be deemed to have Forfeited the Match.

D) Otherwise, if the none of A, B or C are fulfilled, and where no play has commenced at all due to a lack of Fitness of the Ground (caused by the weather) by the Latest Start Time, then the Match shall only then be declared as Cancelled (Washout) because the minimum Match Duration cannot be completed.

11.4) To note, at all times, the consideration of the fitness of the ground for play shall be strictly controlled by the application of the Laws of Cricket. The potential weather forecast shall not be applied by either the Umpires or Captains when making any such decision.

## **12. THE TOSS, TEAM SHEETS & BALLS**

### **12.1) The Toss**

The Captains, and any Umpires, shall meet normally 30 minutes prior to the start time, for the Toss to be made. All Member Clubs are reminded that Captains need to introduce themselves to Umpires, whether Panel or Club appointed, upon their arrival.

The Toss shall not commence until the Pitch has been prepared and marked by the Grounds Authority. However, in the event that the Pitch is altered for any reason after the Toss, but before the TVCL Match has commenced, then the Umpires shall arrange for a new Toss to take place, and the commencement of the TVCL Match to be delayed accordingly.

In the event of the Toss being delayed due to the late arrival of players (not the weather), then once a minimum of 7 players from both Teams have arrived at the Venue, then the Toss must commence without further delay even if the designated Captain has not yet arrived. Play should then commence within 15 minutes of the delayed Toss.

### **12.2) The Balls**

All TVCL Matches will be played using a Red Ball, with the exception of Win/Lose Matches in Divisions 1, 1B & 2 only, which shall be played using a Pink Ball.

The Home Team at all Divisions shall provide the following and they must be available for inspection and approval by any Umpires and both Captains not later than at the meeting for the Toss:

- A) 2 new TVCL balls
- B) And 2 spare new TVCL balls, only to be used should the new ball be lost within the first 5 overs of the Innings.
- C) And at least 6 other spare TVCL balls (of the same or better grade as the new ball) of variable use and wear.

In the event that the Home Team does not have 2 new TVCL (same or better grade) balls available, the TVCL Match may continue with lower grade balls, should Umpires and both Captains agree, but the Home Team will forfeit the Toss.

### 12.3) **The Team Sheet**

A Team Sheet shall be completed before the Toss is made as required by the Laws.

No player may be changed on the Team Sheets after their submission without the consent of the opposing Captain. Once the TVCL Match has started, no changes are permitted.

In Divisions 1-3, a Team Sheet shall be completed on official cards provided by the Management Committee and submitted to the Panel Umpires before the toss is made. In the absence of Panel or League Registered Umpires, the Team Sheets are to be exchanged between the Captains.

Prior to the commencement of the TVCL Match, any Umpires must be notified by each Captain as to the age group of all players participating who are in the Under 19 age group or younger irrespective whether the player is a fast bowler or not. This requirement also covers any young player who may subsequently take to the field as a substitute fielder.

### 12.4) **Drink Breaks**

Drink Breaks will be agreed by both of the Captains, with any Umpires, at the meeting for the Toss.

A) In Traditional Matches normally:

- Following the 26<sup>th</sup> over of the first innings.
- Following the 24<sup>th</sup> over of the second innings.

B) In Win/Lose Matches normally in the mid-point of either innings.

Umpires, in the interest of time, may call the drinks break early should there be a fall of a wicket in the preceding over.

In the event of hotter weather, a 2nd drinks breaks may be agreed for each innings. Umpires will factor in sufficient additional time to cover such additional drinks intervals with regards to any Over Rate calculation.

### 12.5) **Last Over**

Umpires shall call the last scheduled over of each innings and ensure that the call is understood by the batsmen in possession, the Captain of the fielding Team and by the Scorers.

### 12.6) **Tea Interval**

Up to 30 minutes shall be allowed for the Tea Interval between innings, or at a time agreed by both Umpires, or by both Captains in the absence of Umpires.

The Home Team shall provide, at its own cost, a beverage such as Tea, Coffee or Squash etc. for both Teams and Officials (Umpires, Scorers and DLS Managers).

### 12.7) **Substitute Fielders**

In the event of injury, any member of that club shall be eligible to act as a substitute fielder provided that:

- 1) They are themselves not serving a suspension
- 2) And are a minimum of 13 years of age. (or is a registered Cat1B)

Note: If that member has taken part in another TVCL (or HCPCL) Match on the same day - they **ARE** still eligible to act as a substitute fielder. (see also Player Eligibility 3.4).

# TRADITIONAL MATCH RULES

## (For Divisions 1 to 4 only)

### T1. HOURS AND DURATION OF PLAY

#### T1.1 Starting Time

Traditional TVCL Matches shall take place in Rounds 6 to 14 and are expected to start as follows:

Divisions	Starting Time
1 & 2	12:00pm
3 & 4	12:30pm

Member Clubs are expected to ensure they start matches promptly. Where there are no Panel / League Registered or Club Umpires present, the Captains shall be responsible for the Match Timings.

Only by exceptional request to the Management Committee, or at its sole discretion, may TVCL Matches be approved to change their Starting Time.

#### T1.2 Duration of Play

The normal Duration of play shall be a maximum of 100 overs.

The Team batting first shall occupy not more than 52 overs. The Team batting second shall occupy the balance of the 100 overs (where any incomplete over in the first innings will be counted as a completed over).

#### T1.3 The Ball

One new TVCL Ball (Red) shall be used from the start of each innings.

The ball used in the 1st innings may not be used in the 2nd innings (unless used as a spare ball).

#### T1.4 The Over Rate

Teams shall maintain an over rate of 17 overs per hour (one over = 3.5 minutes).

It is the responsibility of both Captains, whether batting or bowling, to maintain this over rate (not the Umpires). Umpires may assist the Captains with monitoring.

### T2. OVER RATE PENALTIES (Divisions 1, 1B & 2 only)

Whether or not the TVCL Match is officiated by Panel /League Registered or Club Umpires, the following penalties will apply for slow over rates on an individual match basis:

Adjusted Over Rate per Hour	Points Deduction
17 Overs per Hour or better	0
Between 16 and Below 17	1
Between 15 and Below 16	2
Below 15 Overs per Hour	5

These Point Deductions shall not apply if the innings is completed in less than 40 overs.

The Umpires will be the sole judges of over rates in consultation with the Scorers.

The Umpires will agree timings with the Scorers and calculate the **adjusted over rate** taking into account the following allowances:

- i) Three minutes per wicket taken in that innings (maximum 27 minutes).
- ii) Three minutes per drinks break
- iii) Exceptional stoppages - the actual time lost for any single stoppage of greater duration than 5 minutes, which will be confirmed to the batsmen and the fielding captain at the time of the delay and will not be subject to negotiation.

The Umpires calculation shall be final and not subject to appeal.

At the conclusion of every TVCL Match, the Umpires shall provide the calculation and confirm to both Captains whether any Points Deduction are to be applied. The Home Captain shall then include the Penalty Point Deductions when submitting the Match Result Form.

### **T3. DELAYED OR INTERRUPTED TRADITIONAL MATCHES**

T3.1 In all cases the TVCL Match shall only start or continue if **both** the Umpires decide that the conditions are fit for play in accordance with the Laws of Cricket. In a TVCL Match in which an ECB ACO Umpire (whose membership is current and is also qualified to minimum level 1) is standing with an Umpire who is not, then the ECB ACO Umpire will have the final decision on all aspects of safety including Ground, Weather and Light. In TVCL Matches where there are no Umpires appointed, both Captains must agree conditions are fit to play.

#### **T3.2 In the First Innings**

In a TVCL Match where there is a delayed start or an interruption in the first innings only, the first cumulative 30 minutes of the time lost shall be ignored.

Thereafter, overs shall be deducted from the maximum Duration on the basis of two overs for every completed seven minutes of time lost (one over deducted from each innings to maintain the 4 over difference).

The first innings shall not be reduced below 37 overs, otherwise the Match Result shall be declared as "Abandoned".

#### **T3.3 In the Second Innings**

Except when the first innings has been completed due to dismissal or declaration prior to the full use of the maximum overs permissible - then in all other cases the second innings shall always be entitled to **4 overs less** than the completed number of whole overs which were bowled in the first innings.

Even if further time is lost during the second innings, no further reduction to the "entitled" number of overs in the second innings can be made.

Any incomplete over will not be considered, and in all cases the Team batting second will be “entitled” to receive an exact number of overs as shown in the table below:

1 <sup>st</sup> Innings (Overs Bowled at point of final GWL interruption)	2 <sup>nd</sup> Innings Overs “Entitlement”	Match Duration	Effective Match Duration	Split
52	48	100	100	4
51.5	47		98.5	4.5
51.4	47		98.4	4.4
51.3	47		98.3	4.3
51.2	47		98.2	4.2
51.1	47		98.1	4.1
51	47	98	98	4
50.5	46		96.5	4.5
50.4	46		96.4	4.4
50.3	46		96.3	4.3
50.2	46		96.2	4.2
50.1	46		96.1	4.1
50	46	96	96	4
... repeated until...				
38	34	72	72	4
37.5	33		70.5	4.5
37.4	33		70.4	4.4
37.3	33		70.3	4.3
37.2	33		70.2	4.2
37.1	33		70.1	4.1
37	33	70	70	4
36.5	<b>Match Abandoned!</b>			

- T3.4 If during the second innings play cannot be resumed due to prevailing GWL conditions (with reference to Match Rule T3.1) and only once no further play is at all possible, then at this stage the result shall be declared as “**Abandoned**” (not as a “Draw” as the Team batting second was unable to receive the remaining ‘entitled’ overs of the Duration).

If play has been suspended for more than 30 minutes, and the match has not been able to resume by 7:15pm, then from this time the Match shall be declared as Abandoned. This includes any suspension of play of more than 30 minutes which ends beyond 7:15pm.

- T3.5 In Divisions 3 & 4, if play is still in progress at or after 7:15pm, then should **both** Captains be in agreement, the Match Result can be confirmed immediately as “Abandoned”. However, if either Captain wishes to continue (subject to prevailing Ground, Weather and Light conditions allowing) then the remaining overs of the Duration shall be bowled as normal.

#### **T4. Bowler Restrictions**

- T4.1 In all Divisions, a bowler may bowl a maximum of 15 overs. In the event of a reduction in overs, there will be no change to this number of maximum overs permitted.
- T4.2 In the event of a bowler being incapacitated or suspended and being unable to complete an over, the remaining balls will be bowled by another bowler providing that bowler did not bowl the previous over or part thereof. Such part of an over shall count as a full over for each bowler’s limit.
- T4.3 A Bowler will be restricted to bowling 2 bouncers (over shoulder and under the top of head height) per over. A No Ball shall be called upon the occasion of a 3<sup>rd</sup> (or each subsequent) such delivery in the same over. For the avoidance of any doubt, any bouncer over head height will automatically be called a No Ball, and it shall be counted within the restricted limit of deliveries per over above shoulder height.

# WIN/LOSE MATCH RULES

## **W1. HOURS AND DURATION OF PLAY**

### **W1.1 Starting Time**

<b>Divisions</b>	<b>Starting Time</b>
1 & 2	12:00pm
3 & below	12:30pm

Member Clubs are expected to ensure they start matches promptly. Where there are no Panel / League Registered or Club Umpires present, the Captains shall be responsible for the Match Timings.

Only by exceptional request to the Management Committee, or at its sole discretion, may TVCL Matches be approved to change their Starting Time.

### **W1.2 Duration of Play (Maximum)**

There will be two sessions of play of expected to be no longer than approximately 3 hours 10 minutes each, separated by a tea interval of up to a maximum of 30 minutes.

<b>Divisions</b>	<b>Maximum Overs</b>
1 & 2	50 per Innings
3 to 7	45 per Innings
8 & below	40 per Innings

No declarations are permitted.

Should the Team batting first be dismissed before the overs to which it is entitled have been completed, the team batting second shall still be entitled to their Maximum Overs (as may previously have been reduced due to interruption).

### **W1.3 Duration of Play (Minimum)**

There shall be a minimum of 20 overs per innings for there to be a result (unless either or both Teams were dismissed in less than their entitled overs, or the Target Score has already been achieved).

Once a Match has been started, otherwise should the loss of time result in less than 20 complete overs being available to either Team, the game shall be declared as "Abandoned".

## **W2. The Balls**

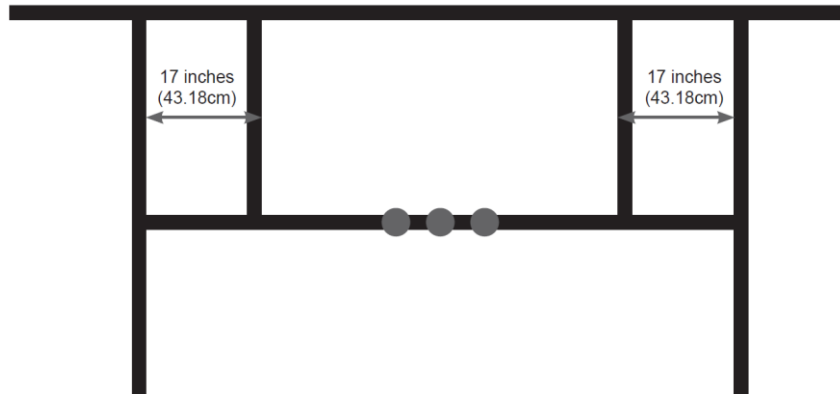
In Divisions 1, 1B & 2 only, one new TVCL Ball (Pink) shall be used from the start of each innings. In Divisions 3 & Below, one new TVCL Ball (Red) shall be used from the start of each innings.

The ball used in the 1st innings may not be used in the 2nd innings (unless used as a spare ball).

### W3. Additional Pitch & Outfield Markings

#### W3.1 Additional Crease Marking (Mandatory for Divisions 1 to 7, but recommended for all)

An additional crease marking shall be made 17" inside and parallel to each Return Crease, joining the Popping and Bowling creases as shown below – which can aid the decision of Wides on the off side. (Please note that the crease is the inside edges of both these new markings.)



#### W3.2 The 30 Yard Ring (Mandatory in **ALL** Divisions)

Two semi-circles shall be drawn, with a radius of 30 yards from the back of each middle stump. The ends of each semi-circle shall be joined to the other by a straight line drawn parallel to the pitch to create the ring. The ring should be marked by painted 'dots' at approximately five-yard intervals. Each 'dot' will be, where possible, covered by a white plastic or rubber (but not metal) disc measuring no more than seven inches in diameter.

### W4. Bowler Restrictions

W4.1 In all Divisions, a bowler may bowl a maximum of 1/5<sup>th</sup> of the Total Duration for that Innings.

W4.2 Where there has been a reduction of overs, please see the Table in **Appendix 6** for the associated reduction to the maximum number of permitted overs per bowler.

W4.3 In the event of a reduction in overs after the commencement of the Innings, and a bowler has already bowled more than the revised limit as calculated in W4.2, they shall no longer be able to bowl in that Innings (but may complete an in-progress over following an interruption).

*For example (50/50): after 16 overs, rain interrupts play and the Innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. The revised calculation allows for 2 bowlers to bowl a maximum of 7 overs and 3 bowlers to bowl a maximum of 6 overs. Bowlers 1 and 2 have therefore already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs maximum.*

W4.4 In the event of a bowler being incapacitated or suspended and being unable to complete an over, the remaining balls will be bowled by another bowler providing that bowler did not bowl the previous over or part thereof. Such part of an over shall count as a full over for each bowler's limit.

## **W5. Free Hits**

- W5.1 The delivery following any kind of No Ball, shall be signalled as a “Free Hit” for whichever batter 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 also become a Free Hit for whichever batter is facing it.
- W5.2 The Umpire will signal a Free Hit (after the normal No Ball signal) by announcing “Free Hit” and then extending one arm straight upwards and moving it in a small circular motion.
- W5.3 The Free Hit delivery counts as a regular ball in the over - unless it in turn is a Wide Ball or any form of No Ball.
- W5.4 For any Free Hit, the striker can only be dismissed under the circumstances that apply for a No Ball, even if the delivery for a Free Hit is called a Wide Ball.
- W5.5 Field changes are **NOT** permitted for the same batter, except:
- a) if the No Ball was a result of a fielding restriction breach, in which case the field may change to correct the breach, or
  - b) 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.

However, there are no Field change restrictions for the Free Hit if there has been a change to the batsmen facing.

## **W6. Wide Ball**

- W6.1 Law 22 shall apply with the following addition;

### **Divisions 1 to 4**

- W6.2 Umpires are instructed to apply a very strict and consistent interpretation regarding this Law to prevent negative bowling wide of the stumps.
- W6.3 Leg side: A Wide Ball shall be called if, irrespective of where the ball pitches, the ball passes wide of the batsman’s leg-side, subject to:

The umpire shall not adjudge a delivery as being a Wide, if:

- the batter or their equipment touches the ball.
- the ball does not pass outside the leg stump, or
- the ball passes between the batter and the leg stump

Where the batter attempts, or aborts, any form of switch hit, then they will be deemed to have changed from a right-handed to a left-handed batter (or vice versa). In such circumstance for determining a Wide, both off-side and leg-side shall be judged with reference to the 17-inch crease marking, as per W6.4

- W6.4 Off side: Where a 17-inch crease marking is provided, if the ball passes outside the inside line of the 17-inch crease marking on the off side, it shall be called as a Wide Ball - unless the batter has moved significantly towards the off side to bring the ball into play.

*(Any delivery passing outside the Return Crease on the off side will be a Wide Ball regardless of movement by the batter.)*

## **Divisions 5 & below**

- W6.5 Umpires are instructed to apply a consistent, but less strict, interpretation regarding this Law as set out below to prevent overtly negative bowling wide of the stumps.
- W6.6 Leg side: Any delivery passing outside the leg side line of the batter and Outside the 17-inch crease marking on the leg side, will always be called a Wide Ball regardless of movement by the batter.
- W6.7 Off side: Where possible a 17-inch crease marking is recommended to be added in all TVCL Matches to be used as defined in W6.4.
- W6.8 Where a 17-inch crease marking is not provided, the Captains and any Umpires should meet and agree between them at the Toss as to what shall constitute a wide. The Umpires are to be instructed to apply a consistent interpretation throughout the Match for both sides of the stumps.

### ***Guidance:***

Off side: 3 feet (90cm) outside the off stump

Leg side: 1 foot (30cm) outside the standing leg line of the batter in their stationary stance.  
*(or from the leg stump depending on whichever is closest to the legside).*

# PART A - WIN/LOSE MATCHES (Divisions 1, 1B & 2 Only)

## A1. Fielding Restrictions

A1.1 The following fielding restrictions shall apply during the Match. Any infringement of these fielding restrictions shall be called and signalled "No Ball" by the Umpires.

**At all Times:** At the instant of delivery:

- there must **NOT** be more than **FIVE** fielders on the leg side.
- Plus, further restrictions apply during:

**Powerplay 1:** there must **NOT** be more than **TWO** fielders outside the 30 Yard Ring.

**Powerplay 2:** there must **NOT** be more than **FOUR** fielders outside the 30 Yard Ring.

**Powerplay 3:** there must **NOT** be more than **FIVE** fielders outside the 30 Yard Ring.

A1.2 The normal split of the 3 Powerplays in a 50 over innings is 10/30/10. In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay shall be reduced in accordance with the following table.

Upon resumption, the Powerplay phase in progress is determined with immediate effect as to the number of overs bowled, even if the interruption was mid-over.

Innings Length	Powerplay1	Powerplay2	Powerplay3	Innings Length	Powerplay1	Powerplay2	Powerplay3
	(overs inclusive of)				(overs inclusive of)		
20	≤ 4	4.1 ≤ 16	16.1 ≤ 20	35	≤ 7	7.1 ≤ 28	28.1 ≤ 35
21	≤ 4	4.1 ≤ 17	17.1 ≤ 21	36	≤ 7	7.1 ≤ 29	29.1 ≤ 36
22	≤ 5	5.1 ≤ 18	18.1 ≤ 22	37	≤ 8	8.1 ≤ 30	30.1 ≤ 37
23	≤ 5	5.1 ≤ 19	19.1 ≤ 23	38	≤ 8	8.1 ≤ 31	31.1 ≤ 38
24	≤ 5	5.1 ≤ 19	19.1 ≤ 24	39	≤ 8	8.1 ≤ 31	31.1 ≤ 39
25	≤ 5	5.1 ≤ 20	20.1 ≤ 25	40	≤ 8	8.1 ≤ 32	32.1 ≤ 40
26	≤ 5	5.1 ≤ 21	21.1 ≤ 26	41	≤ 8	8.1 ≤ 33	33.1 ≤ 41
27	≤ 6	6.1 ≤ 22	22.1 ≤ 27	42	≤ 9	9.1 ≤ 34	34.1 ≤ 42
28	≤ 6	6.1 ≤ 23	23.1 ≤ 28	43	≤ 9	9.1 ≤ 35	35.1 ≤ 43
29	≤ 6	6.1 ≤ 23	23.1 ≤ 29	44	≤ 9	9.1 ≤ 35	35.1 ≤ 44
30	≤ 6	6.1 ≤ 24	24.1 ≤ 30	45	≤ 9	9.1 ≤ 36	36.1 ≤ 45
31	≤ 6	6.1 ≤ 25	25.1 ≤ 31	46	≤ 9	9.1 ≤ 37	37.1 ≤ 46
32	≤ 7	7.1 ≤ 26	26.1 ≤ 32	47	≤ 10	10.1 ≤ 38	38.1 ≤ 47
33	≤ 7	7.1 ≤ 27	27.1 ≤ 33	48	≤ 10	10.1 ≤ 39	39.1 ≤ 48
34	≤ 7	7.1 ≤ 27	27.1 ≤ 34	49	≤ 10	10.1 ≤ 39	39.1 ≤ 49
				50	≤ 10	10.1 ≤ 40	40.1 ≤ 50

Examples:

*The innings is interrupted after 8.3 overs and reduced to 32 overs (a split of 7+19+6). Therefore, referring to the table, the Powerplay2 fielding restrictions shall take immediate effect when play resumes and last for a further 17.3 overs. Powerplay3 begins after the 26<sup>th</sup> over has been bowled.*

*The innings is interrupted after 18.5 overs and reduced to 22 overs (a split of 5+13+4). When play resumes, Powerplay3 fielding restrictions apply for the remaining 3.1 overs.*

## **A2. Stricter Laws - No Balls (Divisions 1, 1B & 2 only)**

A2.1 Law 21 will apply except that the penalty for a 'No Ball' will be **2 runs**, (and shall be followed by a Free Hit as per W5).

A2.2 A bowler shall be limited to one fast short-pitched delivery per over, which is defined as one that passes or would have passed over shoulder height of the batter standing upright at the popping crease. This ruling shall apply even though the striker may have made contact with the ball with their bat, person or equipment.

For the avoidance of doubt, any short-pitched delivery passing over head height will automatically be called a No Ball, and it shall be counted within the restricted limit per over above shoulder height.

The Umpire at the bowler's end will make it clear to both bowler and batsmen at the wicket when such delivery within this limited is bowled. It is unfair if this limit is exceeded in the same over and the Umpire shall call and signal No Ball on each such occasion.

## **A3. OVER RATE & PENALTY (Divisions 1, 1B & 2 only)**

A3.1 Teams shall maintain an over rate of 17 overs per hour (one over = 3.5 minutes). It is the responsibility of both Captains, whether batting or bowling, to maintain this over rate (not the Umpires). Umpires may assist the Captains with monitoring.

### **Cut-off Time**

A3.2 Teams are expected to have completed the 49th over of their 50 overs within 3 hours 05 minutes playing time (49 x 3.5 minutes per over + 13.5 minute normal time allowance for any drinks breaks and lost balls). There will be no other additional normal time allowance.

*For example, in a Match starting at 12pm, the Cut-off Time to have **completed the 49th over**, in the first innings shall be 3:05pm. For the second innings (due to start at 3:40pm) would have a Cut-off Time of 6:45pm.*

A3.3 Only in Exceptional Circumstances (e.g., on field injuries, protective equipment requests, or prolonged ball searches) will the Umpires have the discretion to delay the Cut-off Time.

A3.4 If the innings is interrupted and a reduction of overs occurs, the Cut-off Time for the completion of the total innings shall be recalculated based on the reduced number of overs x 3.5 minutes, plus 13.5 minutes normal stoppage allowance (rounded up to a whole number) plus any Exceptional Circumstances as maybe determined by the Umpires. The Umpires shall consult with the Scorers and confirm the new Cut-off Time to the Captain of the fielding team at the commencement of each innings or following any significant interruption in play.

A3.5 If the innings is completed before the Cut-off Time, then no over rate penalty shall apply.

A3.6 An over rate penalty will only be applied to an innings of 20 overs or more duration.

### **Penalty**

A3.7 In either Innings, if the fielding team fails to complete the penultimate over of the entitled overs by the Cut-off Time, then the fielding team shall be penalised by reducing by one the maximum number of fielders allowed outside the 30 Yard Ring. (e.g. 4 out, rather than 5)

The penalty will be imposed immediately the ball first becomes dead after the Cut-off Time has passed for the innings.

#### **A4. DELAYED OR INTERRUPTED MATCHES**

A4.1 In all cases the TVCL Match shall only start or continue if **both** the Umpires decide that the conditions are fit for play in accordance with the Laws of Cricket. In a TVCL Match in which an ECB ACO Umpire (whose membership is current and is also qualified to minimum level 1) is standing with an Umpire who is not, then the ECB ACO Umpire will have the final decision on all aspects of safety including Ground, Weather and Light. In TVCL Matches where there are no Umpires appointed, both Captains must agree conditions are fit to play.

#### **A4.2 Reduction of Overs in the First Innings**

After the first cumulative 30 minutes of the time has been lost, thereafter the Umpires shall reduce the number of overs in the Match by 2 (one per innings) for every completed 7 minutes of subsequent time lost – AND – at the end of the 1<sup>st</sup> Innings a Revised Target Score will be calculated using D/L method.

#### **A4.3 Reduction of Overs in the Second Innings**

If following the completion of the first innings, AND once the 30 minutes allowable delay to the TVCL Match has been used, either a delayed start to the second innings or a suspension of play during the second innings, then the Umpires shall reduce the number of overs in the second innings by 1 for every completed 3.5 minutes of subsequent time lost – down to the minimum of 20 overs to constitute a Match.

On every occasion where there is a reduction of overs during the second innings, then a new Revised Target Score will be required, which will be calculated by the DLS method.

In the event of:

- the first innings was completed by the team being bowled out in less than their entitled number of overs, then any such unused whole overs shall be included in the calculation /shall be deducted first before any further reduction of overs is applied to the second innings.
- a suspension occurring in the middle of an over, the number of full overs remaining to be bowled will be calculated, and any balls remaining to be bowled in the over during which play was suspended, will be added.

Before taking the field to resume play, the Umpires will confirm with the Scorers and inform the Captains accordingly of the newly Revised Target Score.

#### **A5. DUCKWORTH LEWIS (DLS) METHOD – PCS PRO**

A5.1 The Home Team shall provide a DLS Manager (who may be the Scorer) and who must be present at all Home Matches.

A5.2 The Home Team shall provide for the use of the Scorers (and DLS Manager) a computer for the use of DLS software / Play-Cricket Scorer Pro in order to produce the Par Score for Target sheets in the 2<sup>nd</sup> Innings.

A5.3 The Home Team (DLS Manager) will be responsible for the displaying the Par Score (visible from the Pitch) at the end of each over and at the fall of each wicket in the 2<sup>nd</sup> Innings.

This is required to be displayed in **ALL** matches even if there has been no loss of overs. Failure to do so shall be reported by the Panel Umpires to the Management Committee. Should there be more than 1 report in a Season of the lack of displaying the Par Score in the 2<sup>nd</sup> Innings, the Home Team shall be deducted 5 penalty points, and on each subsequent occasion.

- A5.4 In the event that the Home Team computer should malfunction, (and the Away Team did not bring their computer as a back-up), then the Home Team (DLS Manager) must be competent to carry out an Alternative D/L Calculation – or otherwise manually using the D/L Standard Edition methodology and tables. The Umpires and Captains must be immediately notified of any such computer malfunction. Once the method of calculation has been changed from DLS version to an Alternative D/L Calculation – as advised to the Umpires - then the match shall not return to using DLS to calculate the Match Result.
- A5.5 Should the TVCL Match be interrupted after the commencement (as per A4.2 or A4.3), and there has been a computer malfunction to prevent the use of the DLS version and an Alternative D/L calculation is unable to be performed by the Home Team – then the Match Result shall be awarded to the Away Team and the Home Team will receive no points.

Should any such failure occur in more than 1 match, then any subsequent failure, will result in the Home Team being deducted 5 penalty points, and on each subsequent occasion.

# **PART B - WIN/LOSE MATCH RULES (DIVISIONS 3 & BELOW)**

## **B1. RESTRICTION ON FIELDERS**

The following fielding restrictions shall apply during the Match. Any infringement of these fielding restrictions shall be called and signalled “No Ball” by the Umpires.

**At all Times:** At the instant of delivery:

- there must **NOT** be more than **FIVE** fielders on the leg side.
- there must **NOT** be more than **FIVE** fielders outside the 30 Yard Ring.

## **B2. Stricter Laws - No Balls (Divisions 3 & Below only)**

B2.1 Law 21 shall apply with just the normal 1 run scored for a No Ball, (and shall be followed by a Free Hit as per W5).

B2.2 In accordance with Law 21.10, **any** short-pitched delivery, which is defined as one that bounces & passes or would have clearly passed **over head height** of the batter standing upright at the popping crease, shall be called as a No Ball. (This ruling applies even though the batsman may have made contact with the ball with their bat, person or equipment.)

## **B3. CUT-OFF TIME 1<sup>st</sup> Innings Only**

Matches are expected to be conducted at a ‘good over-rate’ to allow for the intended number of overs to be bowled as expected.

However, provided there has been no rain interruption to the Match (see B4 below) – then in all other circumstances, provided that the minimum 20 overs have been completed, the 1st Innings will always be deemed completed at **4:00pm** for a 12:30pm start. Any Over in progress at the Cut-off Time will be allowed to be completed.

The 2nd Innings will then be reduced in length to match the same number of completed overs as was achieved in the first innings.

*E.g., at 4:00pm if 40.4 overs have been bowled. That Over shall be completed before the Innings closes. The 2nd Innings will then only receive the matching 41 overs in reply.*

## **B4. DELAYED OR INTERRUPTED MATCHES**

B4.1 In all cases the TVCL Match shall only start or continue if **both** the Umpires decide that the conditions are fit for play in accordance with the Laws of Cricket. In a TVCL Match in which an ECB ACO Umpire (whose membership is current and is also qualified to minimum level 1) is standing with an Umpire who is not, then the ECB ACO Umpire will have the final decision on all aspects of safety including Ground, Weather and Light. In TVCL Matches where there are no Umpires appointed, both Captains must agree conditions are fit to play.

#### **B4.2 Reduction of Overs in the First Innings**

After the first cumulative 30 minutes of the time has been lost, thereafter the Umpires shall reduce the number of overs in the Match by 2 (one per innings) for every completed 7 minutes of subsequent time lost – AND – at the end of the 1<sup>st</sup> Innings a Revised Target Score will be calculated using D/L method.

#### **B4.3 Reduction of Overs in the Second Innings**

If following the completion of the first innings, AND once the 30 minutes allowable delay to the TVCL Match has been used, either a delayed start to the second innings or a suspension of play during the second innings, then the Umpires shall reduce the number of overs in the second innings by 1 for every completed 3.5 minutes of subsequent time lost – down to the minimum of 20 overs to constitute a Match.

On every occasion where there is a reduction of overs during the second innings, then a new Revised Target Score will be required, which will be calculated by the D/L method.

In the event of:

- the first innings was completed by the team being bowled out in less than their entitled number of overs, then any such unused whole overs shall be included in the calculation /shall be deducted first before any further reduction of overs is applied to the second innings.
- a suspension occurring in the middle of an over, the number of full overs remaining to be bowled will be calculated, and any balls remaining to be bowled in the over during which play was suspended, will be added.

Before taking the field to resume play, the Umpires will confirm with the Scorers and inform the Captains accordingly of the newly Revised Target Score.

#### **DUCKWORTH LEWIS (DLS) METHOD – PCS**

B5.1 The Scorers shall use Play-Cricket Scorer to calculate a Revised Target Score following any loss of overs during the TVCL Match.

The Team Batting Second will be responsible for regularly updating the scoreboard, inclusive of the Par Score.

Note: this is required to be displayed in all matches even if there has been no loss of overs.

# **Appendix 1: ECB Recommendations: suspect bowling actions non-first-class cricket**

## **1) On the Field of play:**

Although it is the primary responsibility of the striker's end Umpire to assess the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end Umpire from calling and signalling "No ball" if he considers that the ball has been thrown. Whenever an umpire calls "No ball" under these Laws, it will be recorded by the Umpires (whether the first, second or third occurrence in the match) and a report submitted to the TVCL D&C Sub-Committee ("DCSC").

**NOTE: The below process (1A) does not apply to a clear and obvious contravention of Law 21.2 which shall be applied at all times.**

### **1A) Suspect Bowling Action:**

The following is the recommended process to be followed in the event where a Panel Umpire suspects, but it is not clear and obvious, that in their opinion a player's bowling action may not conform to the Laws of Cricket.

- A) On the first occurrence of what the Umpire suspects is an illegal action the umpire should make a note, to be used as a formal record if required in future, containing the name of the player, over and ball.
- B) Upon a second occurrence (recorded as above) the umpire concerned should first establish if their colleague has similar concerns / recordings.
- C) At this point and whether the other umpire has any specific input or not, the Captain of the fielding Team must be alerted in the presence of both Umpires as to the nature and recorded facts of the observations and informed that a report will be made in writing to the DCSC immediately following the completion of that TVCL Match. It is the responsibility of the Captain to inform the player concerned. The game should continue without undue delay.
- D) If in the opinion of **BOTH** Umpires their concern regarding the player's bowling action is of such a nature that it could affect the game itself, then **TOGETHER** they may agree to:
  - i) Advise the Fielding Captain of their concerns and recommend that he takes appropriate action, which could mean amending delivery action or removal of the Player from the bowling attack.
  - ii) Inform the Captain, who will inform the Player, that each subsequent delivery, suspected to be illegal, **WILL** be called "No Ball."

## **2) Post Match Report:**

A concise written report of the breach of Law 21.2 or any suspicions above must be completed and signed by the observing Panel Umpire(s) to be sent within 48 hours of the TVCL Match to the DCSC.

## **3) Report Management:**

Upon receipt of the report the DCSC will investigate whether there are any similar reports on file and in any event write to the Club Secretary affected, recording that a report has been received and an investigation commenced.

- A) If the report is the first received regarding the player and their bowling action, the notification to the Club will be the only action taken.

- B) If the report is the second regarding the player and their bowling action, within any 36-month period and the report was from a different Panel Umpire(s), then the player shall be suspended from bowling in TVCL Matches until an assessment of the bowling action has taken place and clearance has been received from the DCSC.

The DCSC will notify the Club Secretary of the suspension and provide details as to how an assessment of the players bowling action may be undertaken. The responsibility, enforcement and any costs incurred in assessing the bowling action will reside with the Club and / or the player.

Additionally, the ECB Competitions Executive, the ECB ACO Senior Executive Officer and the TVCL Umpires Sub-Committee ("USC") will be notified of the players bowling suspension.

#### **4) Assessment**

For detailed instructions on how an Assessment (using 200 Hz high speed video recordings) must be carried out and the subsequent creation of an Opinion Report, please read the ECB recommendations document available on the TVCL website.

#### **5) Primary Notification**

It is the responsibility of the DCSC to communicate with the affected parties on the course of action to be followed. Both the Club and the player will be advised within 7 days following receipt of the Opinion Report as to the decision of the DCSC as to that Assessment. The USC will be copied into the communication for completeness.

Any subsequent updates to this Primary Notification shall be at the discretion of the TVCL and be driven by the needs of cricket and the status of the issue. At all times the aim of all parties must be to address any issues with sympathy and understanding for the player concerned but not to the exclusion of the Laws of Cricket.

#### **6) Appeals**

Any player or Club may appeal the decision of the DCSC on any substantive matter relating to the suspect action, or their findings, or conclusions. Such an appeal should be made in writing to the TVCL Secretary.

#### **7) Removal of suspension to bowl**

It should be understood that irrespective of any previous assessment taken, all bowlers are subject to this protocol and having satisfied the testing criteria of a fair action under analysis, does not prevent future application of this process.

## Appendix 2: LAW 41 Analysis (Applied in Divisions 1 to 4 only)

Law 41	Unfair Play Description	Occurrence	Warning ?	Dead Ball or No Ball?	Other Actions	5 Penalty Runs	Report After Match
41.2	Unfair actions	1 <sup>st</sup>	1 <sup>st</sup> & Final	Dead Ball - see note	Call DB as soon as it will not disadvantage the non-offending side	~	~
		Subs	~		Call DB as soon as it will not disadvantage the non-offending side	Yes	Yes
41.3	The match ball – changing its condition	1 <sup>st</sup>	1 <sup>st</sup> & Final	~	Offer change of ball; Team warning for <b>match</b>	Yes	Yes
		Subs	~		As above plus: suspend bowler of previous ball for the <b>match</b>	Yes	Yes
41.4	Deliberate attempt to distract the striker	Any	~	Dead Ball Immediately	Ball doesn't count in over; batter not dismissed	Yes	Yes
41.5	Deliberate distraction, deception or obstruction of a batter	Any	~	Dead Ball Immediately	Ball doesn't count in over; all runs attempted are scored (no need to cross); batsmen can't be dismissed and choose who faces the next ball. (May also come under Law 42)	Yes	Yes
41.6	Bowling of dangerous & unfair short-pitched deliveries	1 <sup>st</sup>	1 <sup>st</sup> & Final	No Ball	Warn bowler for innings	~	~
		2 <sup>nd</sup>	~		Direct captain to suspend bowler for innings	~	Yes
41.7	Bowling of dangerous & unfair non-pitching deliveries	1 <sup>st</sup>	1 <sup>st</sup> & Final	No Ball	Call No ball; warn bowler for innings	~	~
		2 <sup>nd</sup>	~		Call No ball; direct captain to suspend bowler for innings	~	Yes
	<b>41.7.6</b>	<b>If deliberate!</b>	1 <sup>st</sup>	None	No Ball	Call No ball; direct captain to suspend bowler for innings	~
41.8	Bowling a deliberate front-foot No ball	1 <sup>st</sup>	~	No Ball	Call No ball; direct captain to suspend bowler for innings	~	Yes
41.9	Time wasting by the fielding side	1 <sup>st</sup>	1 <sup>st</sup> & Final	Dead Ball	Team warning for innings	~	~
		Subs	~	Dead Ball	Between Overs If during an over: direct captain to suspend bowler for innings	Yes ~	Yes Yes
41.10	Batsmen wasting time	1 <sup>st</sup>	1 <sup>st</sup> & Final	~	Team warning for innings	~	~
		Subs	~		Penalty	Yes	Yes
41.12	Fielder damaging the pitch	1 <sup>st</sup>	1 <sup>st</sup> & Final	~	Team warning for innings	~	~
		Subs	~		Penalty	Yes	Yes
41.13	Bowler running on protected area	1 <sup>st</sup>	1 <sup>st</sup>	~	Caution bowler	~	~
		2 <sup>nd</sup>	2 <sup>nd</sup> & Final		Final warning	~	~
		3 <sup>rd</sup>	~		direct captain to suspend bowler for innings	~	Yes
41.14	Batter damaging the pitch (other than 41.15)	1 <sup>st</sup>	1 <sup>st</sup> & Final	~	Team warning for innings	~	~
		Subs	n/a		Disallow all runs except NB, Wide or 5PR (other than for ball hitting a helmet); return batsmen to their original ends	Yes	Yes
41.15	Striker in protected area	1 <sup>st</sup>	1 <sup>st</sup> & Final	Dead Ball - see note	Dead Ball if pre-delivery; Team warning	~	~
		Subs	~		Dead Ball if pre-delivery; Disallow all runs except NB, Wide or 5PR (other than for ball hitting a helmet); return batsmen to their original ends	Yes	Yes
41.16	Non-striker leaving their ground early	n/a	~	~	Vulnerable to being run out until instant when the bowler would be expected to deliver the ball	~	~
41.17	Batsmen stealing a run	Any	~	Dead Ball – when cross	Call dead ball as soon as batsmen cross; return them to their original ends; 5PR for offences other than ball hitting a helmet are awarded	Yes	Yes

## **Appendix 3: Non-Panel Umpires in the TVCL**

Member Clubs are advised of the need to ensure that their appointed Umpires are fully advised of the Laws of Cricket and that they can be reasonably expected to work at all times within the Spirit of Cricket. They should also be familiar with the TVCL Match Rules.

It is recommended that Member Clubs organise for their Umpires to undertake the online training courses, and join the ECB ACO, to become a League Registered Umpire so that they can qualify for claiming the bonus point available in Matches in Divisions 3 & below.

Should there be any questions on how to register an Umpire, please contact the Umpires Sub-Committee (USC).

### **Incidents of Poor Performance by Club Umpires (not Panel Umpires)**

Note. If there is one Panel Umpire standing in a match with a Club Umpire, then the Panel Umpire takes precedence in dealing with any poor performance issues.

The following is a general guideline to be applied to all Umpires (excluding “player umpires”) in TVCL Matches where Panel Umpires are not standing:

1. In the event that any Captain has a need to make a complaint about a particular Umpire, they should submit a report in writing to the TVCL Secretary, as soon as possible following the Match.
2. Following the receipt of a first (or second) report of a complaint about an Umpire the USC will acknowledge receipt of the complaint and then review the details.
3. The USC will then talk to the Member Club about the possibility of any remedial action arising from the complaint received.
4. Should there be a third similar complaint occurrence from another Member Club, the USC may then recommend to the Management Committee to ban that Umpire concerned from standing in future TVCL Matches, or remove their League Registered Umpire status, until any specified remedial action has been undertaken by their Member Club.
5. The USC will notify the Member Club accordingly, and that Member Club will be fully responsible for sending their Umpire to an appropriate umpire training course or remedial action as notified, and the Umpire will be expected to take and pass any examination associated with that course.
6. Once the USC and Management Committee have received proof that the remedial action has been completed or relevant examinations have been passed, then only at that point will the Member Club be informed that their Umpire is eligible to stand in TVCL Matches again, or have their League Register Umpire status reactivated.

## Appendix 4: Ground Weather and Light Assessment Guidance

In all cases the TVCL Match shall only start or continue if both the Umpires decide that the conditions are fit for play in accordance with the Laws of Cricket. In a TVCL Match in which an ECB ACO Umpire (whose membership is current and is also qualified to minimum level 1) is standing with an Umpire who is not, then the ECB ACO Umpire will have the final decision on all aspects of safety including Ground, Weather and Light.

In TVCL Matches where there are no Umpires appointed, both Captains must agree conditions are fit to play.

**This guide represents the key issues and actions umpires should consider in reviewing GW&L issues caused by weather conditions.**

### General Principles for Umpires. (and Captains)

1. If a 'designated' groundsmen says the ground is not fit, then it's difficult for most to argue.
2. In the absence of any trained, qualified umpires - then the Captains substitute.
3. The ground staff handover responsibility for the ground 1 hour before scheduled start to the appointed umpires, (or Captains).
4. Safety of players is paramount.

### Ground, Weather & Light

In order for play to start, continue or resume, both umpires (subject to point 9 below) should agree, at all times, that conditions do not present an actual and foreseeable risk of injury to any player or umpire. To help to establish this, the following questions should be considered by both umpires. The state of the game, or the views of either team, should have no bearing on the answers which are either Yes or No!

1. Have you carried out an inspection of the whole playing area, at no faster than at a reasonable walking pace, including the area immediately beyond the boundary over which fielders may need to pass as they endeavour to field or catch the ball?
2. Do the bowlers have reasonable footholds, i.e. are they able to bowl without slipping - this must include the whole of their delivery, from where they begin their run up, to the point they have regained control of their movement after delivery of the ball?
3. Do all of the fielders have the power of free movement around the ground - can they move, turn and run at broadly full pace, without slipping?
4. Do the batsmen have the ability to play their shots and run freely between the wickets without slipping, both when they set off and in the action of turning?
5. Are you satisfied that there is no surface water and no standing water (water visible around the feet when pressed into the ground) in the playing area within 30 yards of the pitch, or on the square, or, if further away, that would be so slippery as to potentially constitute a danger?
6. In your opinion is there sufficiently good visibility to enable you to conclude that you, the batsmen, and fielders will be able to see the ball (taking into account it's pace) clearly enough to be safe?
7. Are you satisfied that after pitching the ball does not bounce unpredictably or steeply or go through the surface of the pitch in a way that poses a danger to the striker or the wicket-keeper standing up?
8. Are you satisfied that none of the conditions pose an actual and foreseeable risk to the safety of any player or umpire?
9. Does the other umpire (if present) agree with your answers?

Whenever your answers to *one or more* of the questions 1 to 9 above is a **NO**, play must be suspended until the situation improves or the umpires, working with those responsible for the

ground, have implemented a solution that eliminates the danger.

Things to consider and actions needed before play can start, continue or resume:

Consult - Before play commences umpires, should, if available, seek the view of people who know the ground and its facilities (covers etc) to agree with their colleague how GW&L issues will be handled and ensure that both captains are informed.

Observe the movement and actions of the players prior to commencing and during play to help decide/affirm your answers.

Listen to what others are saying, consider it and reach your own independent conclusions.

Ensure play never starts or resumes without the umpires carrying out an inspection of the whole ground to confirm the answer to the above questions are all Yes.

Once play has commenced it is not necessary for it to rain etc. again - if any of the answers become a **NO**, *then play should be suspended immediately*, do not wait for the end of over.

It is important to:

a) record the time of all inspections, agreed actions, and any delays/suspensions of play.

b) Retain these recorded notes to submit for any match or official report.

[Note: An accurate record is required could be used as evidence in any insurance, or negligence claims or in any subsequent Court Action].

#### Other points to note for any trained, qualified umpires

1. If players wish to continue, in spite of the umpires concluding it is dangerous, umpires should tell them they will not umpire the match under the prevailing conditions.

2. If players refuse to play, in spite of both umpires concluding it is safe to play, point out the decision is yours, remind them of Law 16.3, give them a chance to change their mind and if not, then invoke Law 16.3.1.2 and subsequently notify the competition organiser.

*Note: To the fullest extent possible in law, neither the ECB or the ECBACO (or indeed any other party involved in its production) accept any responsibility for loss occasioned to any person acting or refraining from acting as a result of material contained in this document.*

## Appendix 5: Thunderstorm Directive

The ECB ACO provided an update on the suggestion on what to do in the event of a thunderstorm and follows what is generally now called the “30/30 rule”.

**Law 3.8(a) “It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.”**

### THE DIRECTIVE

If, at any point during a game, the threat of lightning, whether actual or perceived, comes to the attention of either of the umpires, they should follow the protocol outlined below and agree a course of action taking into account all factors and having taken into consideration the 30/30 guideline outlined below in (e).

- a) If the umpires agree that the lightning threat is imminent, then they should immediately direct the players to leave the field of play in a safe and orderly manner with the umpires and relocate to a secure and safe location as designated by the home club.
- b) In order to resume play, the umpires must agree that the threat has passed and it is safe to resume play having regard to all relevant information.
- c) In making decisions regarding suspension or resumption of play due to the threat of lightning, actual or perceived, the umpires may refer to any meteorological data that may be available.
- d) When making decisions regarding the suspension or resumption of play, the umpires must err on the side of caution and must prioritise the safety of those within the ground over and above the maximisation of play, irrespective of the state of the Match. If there is any doubt as to the likely threat of lightning, then the umpires should either suspend play or, if that has happened already, not resume play until they have agreed that the threat has passed.
- e) The following 30/30 guidelines should be considered by the umpires:
  - i) Play should be suspended and shelter immediately sought when there is 30 seconds or less between the flash of lightning and the associated thunderclap.
  - ii) It is generally safe to return to the field of play a minimum of 30 minutes after the final flash of lightning or clap of thunder has been seen or heard. (Refer also (d) above and (iii) below).
  - iii) It might be possible to resume play earlier than 30 minutes but only if it is clear and agreed by the umpires, in accordance with paragraph (d) above, that the storm has moved on and there is no threat of lightning.
  - iv) For clarity, the final decision remains in the hands of the umpires.

## Lightning: What Should You Do?

Cricketers may take a cavalier attitude to thunder and lightning, possibly because the game is usually suspended as soon as it rains and the thunder might come later. This is not a good idea for a number of reasons some of which are:

- Lightning can kill or seriously injure.
- Blue skies overhead do not guarantee protection from lightning strikes. Lightning can strike far from where it is raining and it may come literally out of the blue, with no cloud in the sky and not a drop of rain.
- It can strike even when the storm is as much as 10 miles away, though 6 miles or so is usually quoted as being a range at which risk really escalates.
- Any exposed open area can be at risk if there's thunder about
- Lightning won't necessarily go for the tallest nearby tree; it could jump sideways from another object to hit you or strike the ground and travel through it hitting you on the way.
- It is likely to seek metal objects.
- It can travel from person to person if you're close together.

In other words, all you can do is **minimise the risks** please see the suggested guidelines below:

### **GO INDOORS IMMEDIATELY if:**

- There is sudden thunder without lightning.
- You see lightning in the clouds.
- Flash to bang time is 30 seconds or less \*
- You see lightning strike the ground or building etc. nearby.

### **DO NOT**

- Waste time covering the pitch.
- Go near or move metal-framed pitch covers or machinery.
- Bunch together – spread out as you move indoors.
- Stay outside if you can get into a building (or a car). *[Sheltering inside a permanent metal-skinned or roofed building is usually OK but avoid small sheds etc.]*
- Shelter under a tree - especially a single tall tree

### **WHEN TO RESUME**

- Keep watching and listening.
- **30 minutes after** the last thunder it should be safe to go out \* – but:
- **If in doubt – stay indoors!!**

### **DANGER SIGNS**

There is imminent danger of a lightning strike if:

- **You feel your hair standing on end.**
- **There is crackling in the air.**
- **There is sudden thunder without lightning.**

### **REMEMBER - THERE IS NO SAFE PLACE OUTSIDE IN A THUNDERSTORM**

**Never lie flat** on the ground during a lightning storm. Although the 'Lightning Squat' (crouching low with hands over head and ears and elbows on knees) has been mentioned by some as a last resort it doesn't work. If you can get into a sturdy building or a car do this **at once**.

## Appendix 6: Win/Lose Format Bowler Restrictions

Below are the Tables to use to identify the Maximum Number of Overs per Bowler should the overs be reduced in an Innings.

All Divisions					
Duration	Max Bowler 1	Max Bowler 2	Max Bowler 3	Max Bowler 4	Max Bowler 5
<b>50</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>10</b>
<b>49</b>	10	10	10	10	9
<b>48</b>	10	10	10	9	9
<b>47</b>	10	10	9	9	9
<b>46</b>	10	9	9	9	9
<b>45</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>9</b>
<b>44</b>	9	9	9	9	8
<b>43</b>	9	9	9	8	8
<b>42</b>	9	9	8	8	8
<b>41</b>	9	8	8	8	8
<b>40</b>	<b>8</b>	<b>8</b>	<b>8</b>	<b>8</b>	<b>8</b>
<b>39</b>	8	8	8	8	7
<b>38</b>	8	8	8	7	7
<b>37</b>	8	8	7	7	7
<b>36</b>	8	7	7	7	7
<b>35</b>	<b>7</b>	<b>7</b>	<b>7</b>	<b>7</b>	<b>7</b>
<b>34</b>	7	7	7	7	6
<b>33</b>	7	7	7	6	6
<b>32</b>	7	7	6	6	6
<b>31</b>	7	6	6	6	6
<b>30</b>	<b>6</b>	<b>6</b>	<b>6</b>	<b>6</b>	<b>6</b>
<b>29</b>	6	6	6	6	5
<b>28</b>	6	6	6	5	5
<b>27</b>	6	6	5	5	5
<b>26</b>	6	5	5	5	5
<b>25</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>5</b>
<b>24</b>	5	5	5	5	4
<b>23</b>	5	5	5	4	4
<b>22</b>	5	5	4	4	4
<b>21</b>	5	4	4	4	4
<b>20</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>



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