

RULES FOR THE 'RAY DIGMAN' TROPHY, CHESTER AND 'MIKE LEDDY' CUPS - 2016

1. Draws

1.1 'Ray Digman' and Chester Cup

- 1.1.1 In the 'Ray Digman' and the Chester Cup (hereafter designated 1st and 2nd XI KO respectively), the draw will use the FA Cup style, ie each round drawn separately.
- 1.1.2 28 of the 36 teams will be drawn with byes into Round 2; the remaining 8 teams will compete in Rounds 1 and 2 to produce two teams to enter Round 3 together with the other 14 winners in Round 2.
- 1.1.3 The first Saturday of the season will be used for the majority of the first 'round' of matches so that all teams have a fixture. The draw for the 2nd XI KO will be the reverse of that for the 1st XI KO for these matches. In subsequent rounds each competition will have a separate draw.
- 1.1.4 Where 1st and 2nd XIs of the same club reach the final the draws for venue will be managed to ensure that the club does not host both finals.
- 1.1.5 Round 3 and the quarter-finals, semi-finals and final will be drawn on the Tuesday following the official play-by date for the previous round (see 2.1 below).

1.2 'Mike Leddy Cup' (hereafter designated 3rd XI KO)

- 1.2.1 Clubs with Saturday 3rd XIs will be entered automatically into the draw unless they notify the 3rd XI Coordinator otherwise.
 - 1.2.2 The draw will use the Wimbledon style, ie each round pre-drawn with two regional groups to minimize travelling. The first round will be played on Sunday May 13th 2016.
- 1.3 Finals dates
The dates will be determined by the Management Committee once the dates for other Regional and National KO competitions are known. The L&DCC will cover all reasonable catering costs for all finals which will be agreed with the Management Committee in advance.

2. Fixtures

- 2.1 Official play-by dates will be laid down by the Management Committee for the playing of matches in each round. If matches cannot be completed by the dates laid down, an automatic 7 day extension (i.e. Monday to Sunday) will apply. If a result cannot be obtained on the final day of the extension period, and the captains do not agree to the 'bowl out' option contained in Rule 8.3 below, it will be necessary to toss a coin to decide the winner. In exceptional circumstances, a joint application for an extension supported by both clubs should be submitted to the Management Committee for consideration.
- 2.2 Except in Round 1 of the 3rd XI KO, each home team will offer the opposition three dates for ties, up to and including the semi final, the first date of which must provide at least eight days notice. These dates will include a minimum of two Sundays.
- 2.3 Once the date of a L&DCC KO Cup match has been agreed by two clubs (by whatever process of negotiation) the home team captain or the appropriate club representative shall post this fixture on play-cricket and confirm with an email or letter to the away club (copied to the Assistant Cricket Committee Chairman (Cup Competitions)) advising of the date and details of the fixture. Once this has taken place the match then takes on

the status of any fixture in the Handbook, ie. it is fixed. Reserve dates shall only be a matter for discussion in the event of the agreed date being lost to weather, such loss being covered by Rule 2.6 below.

- 2.4 1st and 2nd XI KO matches should be played on the member club's main ground.

- 2.5 A club failing to raise a team and subsequently unable to fulfill the fixture, will be fined £50.00 and may not be entered in the following season's competition at the discretion of the Management Committee. In the event of exceptional circumstances the decision of the Management Committee will be final.

- 2.6 Each captain can insist that both teams assemble at the venue for a ground inspection to be made prior to the start of the match. The decision as to whether the ground or weather and/or light conditions are fit for play will rest with the umpires when appointed by the MCUA who will be the sole judges both before the start of the match and throughout.

3. Players

3.1 Eligibility

- 3.1.1 Playing Regulation 7 will apply to all matches except Clauses 7.1.4, 7.1.5 and 7.1.8.
- 3.1.2 2nd XI KO – a player who has played more 1st XI league and knockout matches for his club up to any round will not be eligible for participation in the round in question.
- 3.1.3 3rd XI KO - a player who has played more 1st XI and/or 2nd XI league and knockout matches for his club up to any round will not be eligible for participation in the round in question.
- 3.1.4 2nd and 3rd XI KOs – in the event of a player playing for his club in two matches over a weekend at different levels only the first match will count towards knockout qualification

3.2 Registration

- 3.2.1 Only regular bona fide playing members as registered with their club and the L&DCC will be eligible to play in any knock-out competition. A bona-fide member is defined as a member who has been formally accepted as a member by the committee of that club and who has fulfilled the subscription requirements for the current season.
- 3.2.2 A player, although he is a bona fide member of a club represented in any knock-out competition but playing for another club in another Saturday or Sunday League, Association or Competition etc., shall not be considered eligible at any time.
- 3.2.3 No player will be allowed to play for more than one club in a season in any knock-out competition.
- 3.2.4 Category 3 (not exempt) players are allowed to play in the L&DCC KO Competitions in all rounds ²⁰¹⁶ (following Round 2 for 1st and 2nd XIs - see Clause 1.1.3 above).

- 3.3 In the event of a team defaulting on a fixture in a KO Cup Competition by playing an ineligible or unregistered player, or for any other unacceptable reason, the match will be awarded to its opponents.

4. Umpires

4.1 1st XI KO Trophy:

- 4.1.1 Playing Regulation 8 will apply to the appointment of, reimbursement of expenses for, marking of and ground reporting by the umpires for all matches. For the final, travelling expenses will be paid by the L&DCC.
- 4.1.2 The umpires are responsible for ensuring all matches commence at the appointed time in accordance with Knockout Match Conditions 8.1.1 unless advised otherwise by a member of the Management Committee.

4.2 2nd and 3rd XI KO:

- 4.2.1 Teams may request the MCUA to appoint umpires in the early rounds.
- 4.2.2 If the MCUA does not appoint the umpires, each team will appoint a competent umpire up to the quarter finals. The MCUA will then appoint umpires for the quarter finals, semi finals and final.
- 4.2.3 The MCUA umpires' travelling expenses will be paid by the clubs BEFORE the start of the match, with the exception of the final when they will be paid by the L&DCC.

5. Tea interval

The tea interval of 30 minutes duration will normally be taken between innings. If tea has been taken at some other time, such as during a stoppage for rain, the interval between innings will not exceed 10 minutes. A tea interval taken during a stoppage for rain must be designated and entered on the scoresheet.

6. Scorers

- 6.1 Each club will appoint a competent scorer for each match. Failure to provide competent scorers will result in a fine of £20.00 being imposed in respect of each failed appointment.
- 6.2 Clubs must also provide a 12th man in all KO Semi Finals and Finals. In the event of there being no scorer provided, a player or the 12th man will be nominated as scorer to the umpires and will fulfil this role for the duration of the game.
- 6.3 The scoreboard will indicate the number of the over in progress at all times except at the start of the 'last hour' in a league match when the number will revert to '1' and thereafter show the over in progress of the minimum 20 overs.
- 6.4 A member of the home team or preferably the home team's scorer will be responsible for completing all details on the Match Result Form (1st and 2nd XI KOs) as soon as possible after the match for signing by the umpires.

7. Reporting results

- 7.1 The requirements of Section 10 of the Playing Regulations will apply except where clearly inappropriate, eg over rate calculations.
- 7.2 The Cup Competitions Secretary will be responsible for checking that results are reported properly.

8. Playing conditions

(These playing conditions are based on the 2016 LCB Knock Out Cup Playing Conditions. L&DCC variations to accommodate the 40 over 3rd XI KO and other previous rules missing in the LCB rules are shown in italics, eg Clauses 8.5.6, 8.6.1, 8.6.7, 8.6.8, 8.9.5, 8.10, 8.13.2, 8.14 and the Appendix. In Clause 8.5 the underlined text varies from LCB rules but is in accordance with ECB rules and is to be approved at the Pre-season SGM 2016)

8.1 Duration

- 8.1.1 Normal hours of play will be 1:00pm – 7:10pm (1:30pm – 7:00pm in 3rd XI KO) (Except for the final if played after August 14th when the start time will be 12:00 noon (or 12:30pm))
- 8.1.2 Each innings shall be limited to 45 (40 in 3rd XI KO) six ball overs.
- 8.1.3 The start may be delayed for bad weather by up to one hour after which the match will be reduced as described in Cl 8.5.1 and based on a revised close of play of 8.10pm (8.00pm). If the start is delayed by less than one hour the close of play will be set as 6 hours 10 minutes (5 hours 30 minutes) after the start. Clause 8.3 covers further bad weather delays subject to the close of play no later than 8:10pm (8:00pm).

8.2 Interval

The tea interval shall be 30 minutes, between the innings in an uninterrupted match. Should there be an interruption or delay, the timing and length of the interval shall be agreed mutually between the umpires and both captains as long as the interval is not more than 30 minutes, nor less than 10 minutes. If the tea interval is taken during a suspension for bad weather the minimum 10 minutes between innings must be taken into account when calculating the number of overs remaining. See Clause 8.5.1.

8.3 Additional Hour

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

8.4 Length of Innings

In uninterrupted matches each team shall bat for 45/40 overs unless all out earlier.

- 8.4.1 All teams are expected to be in position to bowl the first ball of the last over of their 45/40 over within 2 hours 50 minutes/2 hours 30 minutes playing time. If the team fielding first fails to bowl the required number of overs by the scheduled time for the close of the first innings, play shall continue until the required number of overs has been bowled. Unless otherwise determined by the umpires, the team batting second shall only have available to it the number of overs bowled by the scheduled stoppage time of the first innings. The over in progress at the scheduled close time shall count as a completed over.
- 8.4.2 The interval shall be of full 30 minutes duration and the innings of the team batting second shall start thereafter. If the team fielding second fails to start its final allocated over by the scheduled close of the match it shall continue to bowl the full allocated number of overs but the batting team shall receive an additional 6 runs for each over not started at that time. If the penalty runs added under this provision take the team batting second beyond the total required for victory, the game will be over at that point. It is the responsibility of the captain to ensure that his team bowls their allocated overs within the playing time.
- 8.4.3 If the team batting first is all out, and the last wicket falls at or after the scheduled time for the commencement of the interval, the innings of the team batting second shall,

subject to the discretion of the umpires as provided in 8.4.2 be limited to the same number of overs bowled to the team batting first at the scheduled time of the interval. The over in which the last wicket falls shall count as a complete over.

8.4.4 If the team batting first is dismissed in less than 45/40 overs, the team batting second shall be entitled to bat for 45/40 overs, except as provided in 8.4.1.

8.4.5 If the team bowling second fails to bowl 45/40 overs, or the rescheduled number of overs as provided for in 8.4.3 or 8.4.4 by the scheduled cessation of the second innings, the close of play shall, subject to ground, weather and light be extended until the required number of overs have been bowled or a result achieved.

8.5 Bad Weather

8.5.1 If bad weather delays the start of the match, or play is suspended during the first innings, the number of overs will be re-arranged so that each team bats for the same number of overs. This shall be calculated by deducting 2 overs for every full period of 7 minutes, to be deducted equally from both teams.

8.5.2 If play is suspended during the second innings, one over shall be deducted for every full 3.5 minutes.

8.5.3 Each team must bowl 10 overs to ensure a result, unless the second innings is reduced in length through a slow over rate (Bowling 8.6.5) or the team batting second scores enough runs to win the match in 10 overs or less.

8.5.4 Every effort must be made to protect the pitch before and during the match.

8.5.5 The Umpires shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpires are jointly responsible for informing the fielding captain and the batsmen of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team must be in position to bowl the first ball of the last over by the scheduled or rescheduled cut off time.

8.6 Bowling

8.6.1 Playing Regulation 3 – Balls (page 9 of this Handbook) will apply to all matches. L&DCC will provide the balls for use in all finals.

8.6.2 In an uninterrupted match no bowler may bowl more than 9 (8 overs).

8.6.3 If the start of a match is delayed and both teams are restricted to less than 45/40 overs, no bowler may bowl more than one fifth of the total overs allowed except when the number of overs is not dividable by five. Up to 4 bowlers may then bowl one extra over. E.g. at 32 overs, 2 bowlers may bowl 7 overs maximum for the other 6 overs.

8.6.4 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings (2 hours 50 minutes for 45 overs/2 hours 30 minutes for 40 overs), play shall continue until the required number of overs has been bowled.

8.6.5 Unless otherwise determined by the umpires, the team batting second shall only have available to it the number of overs that it bowled by the scheduled time for the cessation of the first innings. The over in progress at the scheduled cessation time shall count as a completed over.

8.6.6 The umpires shall have the discretion to increase the number of overs to be bowled by the team bowling second if both of them agree that events beyond the control of the team bowling first (including time wasting by the team batting first) prevented that team

bowling the required number of overs by the scheduled cessation of the first innings.

8.6.7 If a bowler breaks down and is unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

8.6.8 The number of overs bowled by each bowler should be indicated on the scoreboard from the commencement of an innings (provided that this facility is available).

8.7 Dangerous and Unfair Bowling

In addition to Law 42.6 the following regulations shall apply:

8.7.1 Any delivery, after pitching, is clearly over the head of the striker standing upright at the crease will be called No Ball.

8.7.2 A bowler shall be limited to one fast short pitched ball per over. (The Umpire at the bowler's end shall make it clear to both the bowler and the batsman when such a delivery has been bowled).

8.7.3 A fast short pitched ball is defined as a ball which passes or would have passed above the shoulder of the batsman standing upright in the crease. If this limit is exceeded the Umpire at the bowler's end shall call and signal "No Ball" on each occasion.

8.7.4 If the bowler exceeds his limit of short pitched deliveries in an over not only must the Umpire call "No Ball" but he must invoke the procedures of Law 42.7 (a) in regard to cautioning the bowler. If a bowler is "No Balled" a second time in the innings for the same offence the Umpire shall advise the bowler that this is his final warning as provided for in that innings.

8.7.5 A third such offence in the same innings shall cause the Umpire to invoke Law 42.7 (c), i.e. the bowler shall be removed forthwith and shall not be allowed to bowl again in that innings.

Law 42.6 (b) Bowling of high full pitched balls, to be amended to read as follows:

- Any high full pitched ball (regardless of its pace) which passes or would have passed above waist height of the striker standing upright at the crease shall be called and signalled No ball by the umpire at the bowler's end.
- In addition, if the high full pitched ball is fast, it shall be deemed dangerous and unfair and the umpire at the bowler's end, in addition to the call and signal of No ball, will adopt the procedures of Law 42.7 (c).

NOTE: the above regulation is a supplement to and not a substitute for Law 42.7 which the Umpires are able to apply at any time.

8.8 Restriction on Placement of Fielders

8.8.1 At the instant of delivery, there may be no more than 5 fielders on the leg side.

8.8.2 In addition to the restriction contained in clause 8.8.1 above, in 1st XI matches (and 2nd and 3rd XI semi-finals and finals where MCUA umpires are standing) further fielding restrictions require additional markings on the field of play as follows:

8.8.3 Two semi circles shall be drawn on the field of play. The semi circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by a continuous white line or 'dots' at 5 yard (4.57 metres) intervals. Each 'dot' to be covered by a white

plastic or rubber (but not metal) disc measuring 7 inches (18cm) in diameter.

8.8.4 At the instant of delivery, there may be no more than 5 fielders on the leg side.

8.8.5 The first 10 overs of each innings will be a compulsory power play.

8.8.6 In circumstances when the number of overs of the batting team is reduced, the number of power play overs shall be reduced in accordance with the following table 8.8.10 below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

8.8.7 Only two players are allowed outside the 30 yard circle for the power play overs at the instant of delivery.

8.8.8 After the power play overs have been completed, at the instant of delivery there must be 4 fieldsmen plus the wicket keeper and bowler within the 30 yard (27.43metre) outer circle.

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

8.8.10 Innings Duration Powerplay Overs

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

8.9 Match Result

8.9.1 The team with the highest aggregate score will be the winners.

8.9.2 If the scores are equal at the end of the match, the team losing the least number of wickets shall be declared the winners.

8.9.3 If the number of wickets lost is still equal, the result shall be decided on the average scoring rate overall. Should this not bring about a decision, the scoring rate on the first 30 overs (20 overs, 10 overs, 9 overs and then reducing by one over) should be considered until a result has been realised.

8.9.4 In an interrupted match where the number of overs has had to be reduced, a result can only be achieved only if both teams have batted for at least 10 overs unless one of the teams has been all out in less than 10 overs or unless the team batting second scores the runs to win in less than 10 overs.

8.9.5 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum 10 overs), the overall run rate of the team batting first must be exceeded by the team batting second provided that 10 or more overs have been bowled and the team batting second has not lost wickets as follows:

more than 3 wickets	10.1-15 overs received
more than 4 wickets	15.1-20 overs received
more than 5 wickets	20.1-25 overs received
more than 6 wickets	25.1-30 overs received
more than 7 wickets	30.1-35 overs received

more than 8 wickets 35.1-45/40 overs received

8.9.6 In the Final, if due to a suspension during play, the Duckworth/Lewis method will be used for the calculations. An integral target will be set for the team batting second with one run less than this target resulting in a Tie.

8.9.7 If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 10 overs or reached their target as calculated by the relevant method within the set number of overs), the result shall be decided by average run rate up to and including the semi-finals and by the Duckworth/Lewis method in the Final.

8.9.8 If a result cannot be achieved based on the above. Both teams, if free, can re-arrange for another date which could include a midweek 45/40 overs, or a midweek (Min 20 Overs) game.

8.9.9 If a result cannot be achieved based on any of the above and where there is no other date on which to play the game, a bowl out (outdoors or indoors) will take place to achieve a result.

8.10 Bowl-out

If a match cannot be completed, either as noted in 2.1 above or ²⁰¹⁶8.9.9 above, then a bowl out will be used to determine the winning team using the following procedure.

8.10.1 Five players from each team, in the order nominated to the umpires, will each bowl two fair over-arm two deliveries at a wicket and from a wicket (conforming to Law 8, e.g. including bails) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9).

8.10.2 If the original match has started, the five cricketers to take part in the 'bowl-out' must be selected from the 11 players named on the team sheet. If there has been no play in the original match (ie the toss has not taken place), the five cricketers may be selected from any of the players in the squad as registered on play-cricket.com.

8.10.3 The captains will toss a coin and the winner will decide which team bowls first.

8.10.4 One umpire will stand at the bowlers end to adjudge 'no balls', the other will stand square to the target wicket to remake the wicket and check the position of a wicket-keeper.

8.10.5 Each team will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

8.10.6 The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval.

8.10.7 If a bowler bowls a 'no ball' it will count as one of his two deliveries but will not count towards the score of the team. A fair delivery must pitch before reaching the wicket and only bounce once.

8.10.8 The first bowler from Team A will bowl two deliveries, then the first bowler from Team B will bowl two deliveries, then the second bowler from Team A will bowl two deliveries, etc.

8.10.9 The team which bowls down the wicket (as defined in Law 28.1) most times shall be the winner.

8.10.10 If the scores are equal, the other players from each team will bowl, in the order

nominated to the umpires, one ball each alternately to achieve a result on a 'sudden death' basis.

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

8.11 **Declarations**

Law 14 will not apply in this competition. The Captain of the batting team may not declare his innings closed at any time during the course of a match.

8.12 **No Ball – Penalty**

8.12.1 Law 24.14 will apply except that the penalty for a No Ball will be 2 runs.

8.12.2 Free Hit following a Foot Fault No Ball. In addition to 8.12.1 above, the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it. The legitimate free hit delivery will count as a ball of the over.

8.12.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball even if the delivery for the free hit is called wide ball.

8.12.4 Field changes are not permitted for free hit deliveries.

8.12.5 The Umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

8.12.6 Law 24 (6) will apply ie The 'FINN RULE' shall be enforced throughout the Competition.

8.13 **Wide Ball**

8.13.1 Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

8.13.2 The following criteria should be adopted as a guide to umpires:

- In 1st XI matches, any delivery on the off-side adjudged as having passed through at (or wider than) a distance of 3 feet of the middle stump should be called a Wide Ball. Creases (white lines) shall be marked 3 feet either side of the middle stump parallel to the return creases and between the popping and bowling creases. A diagram can be downloaded from the L&DCC website.
- If the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a 'normal cricket stroke' both from where he is standing and from where he would normally be standing at the crease, the umpire should call and signal 'wide'.

8.14 **Team Defaulting on a Fixture**

In the event of a team defaulting on a fixture in a KO Cup Competition for an unacceptable reason or playing an ineligible or unregistered player, the match will be awarded to its opponents and the team will be fined as laid down in Playing Regulations Clause 6.2.5.