

WEEKEND LEAGUE CRICKET RULES FOR 2021

As at 18th April 2021

Please refer to "Eligibility Rules for Playing Cricket in Jersey."

Every player has to complete a Weekend League Registration Form, and, additionally, in the case of a player under the age of 18, a Parental Consent Form.

If a player wishes to leave a Club they are registered with they have to complete a Player Transfer Form, either during the season or in the close season.

If monies are still owed to the Club that a player is intending to leave then the player will be suspended by the JCB from all cricket until the payment has been made. Forms are available from the Secretary of the Leagues Management Committee or on the JCB website which is www.jerseycricketboard.co.uk.

Helmets

As per guidance from the ECB the League Management Committee recommend that all players should wear helmets for their own safety. A list of helmets which are of British Standard is available from the ECB.

1 Transfers

Please note that players are permitted to transfer once per calendar year. The Leagues Management Committee recognise that circumstances may arise causing a player to request a transfer more than once per calendar year. These will be considered as and when they arise and the decision by the Leagues Management will be final.

Please allow up to a period of 7 days for completion of Transfers.

2 Registration Rule

It is very important that all the Premier League captains use the same logic and are only doing it for the development/enjoyment of their players not to ensure it puts their Club in a stronger position to win the League/s. The success of this change is entirely dependent on the Clubs approach and the LMC will not hesitate to reintroduce more stringent Rules if this is unsuccessful.

3 Jersey Cricket Board - Exceptional Circumstances for Young Players in Senior Cricket (As at 29th March 2021 by Lee Meloy)

This document is to outline the age restrictions for junior players to play in senior cricket. It also states the criteria required should clubs wish to apply for an underage player to be cleared to play in any of the 3 weekend leagues.

All players under the age of 18 must complete a parental consent form to be eligible to play

The age limits for the weekend and evening leagues are to be enforced as follows:

Premier League Cricket

- All players in School Year 11 and above
- All players in School Year 10 who are currently in the JCB U15 Performance Squad
- All other players in School Year 10 and below must seek approval

Division 1 Cricket

- All players in School Year 10 and above
- All players in School Year 9 who are currently in the JCB U15 Performance Squad

- All other players in School Year 9 and below must seek approval

Division 2 Cricket

- All players in School Year 9 and above
- All players in School Year 8 who are currently in the JCB U13 Performance Squad
- All other players in School Year 8 must seek approval

Evening League Cricket

- All players in School Year 9 and above
- All players in School Year 8 must seek approval

Players in School Year 7 will not be considered for approval to play senior cricket.

The criteria to gain approval are as follows*:

*(*players must meet at least 2 areas of criteria to gain approval)*

Premier League

- Must have extensive experience of **senior** hard ball cricket.
- Played a minimum of 6 senior games of cricket at Division 1 level.
- Experienced success in Division 1 cricket (3 performances of 30+ runs or 3 wickets minimum).
- Part of the Jersey U15 Performance squad.

Division 1

- Must have extensive experience of hard ball cricket.
- Played a minimum of 6 senior games of cricket at Division 2 level.
- Experienced success in Division 2 cricket (3 performances of 30+ runs or 3 wickets minimum).
- Part of the Jersey U15 Performance squad.

Division 2

- Must have extensive experience of junior hard ball cricket.
- Played 2 seasons of Super League/My Club My Journey cricket.
- Shown the skills required to cope with demands of senior age group cricket. (i.e. senior ball, 22 yards & pace of the game)
- Part of the Jersey U13 Performance squad.

If Clubs play an underage or an ineligible player forfeiture of the match and loss of points will result.

4 Team Sheets

4.1 The League will provide a Team sheet which is to be completed by both captains of teams of nominated players before the toss takes place, only one completed sheet is required for both teams. It is the responsibility of both captains to ensure that the Team sheet is complete and that only the listed players participate in the game. The umpires should be advised of the names of any missing nominated players before the match starts. Players under the age of 19 names should be highlighted in some way on the Team Sheet.

4.2 If a team has fewer than 11 players at the commencement of the game), then Law 1.1 (of the MCC Laws of Cricket (2017 code) shall be replaced by the following.
Nominated players will have to be at the ground before the completion of 20 overs for

them to be allowed to take part in the match. In the case of the late arrival of a bowler there is a maximum penalty of 10 overs before he can bowl in the match but this will be reduced accordingly if the arrival time is less than 10 overs.

5 Procedure for players playing down a team

Premier teams will have to register 7 players from the commencement of the season, i.e. end of April, who will not be permitted to play in the lower Divisions of the Weekend League. The players on the Registration list can be changed at the beginning of the months of June, July and August and the LMC advised accordingly. Please contact the LMC if you required guidance on this issue. The breaking of this procedure may cause the offending team to forfeit a match.

5.1 The Captain contacts opposing Captain, or in the absence of the opposing Captain, a relevant representative (i.e. Vice-Captain, Club Secretary or Captain of another one of the opposing side's teams) by noon, the day preceding the relevant game in question.

5.2 The Captain will provide the following details:

- Name of the player playing down
- The reason for the player playing down
- Normal playing role of the player in question
- Anticipated role of the player in the relevant match

5.3 The Opposing Captain (or relevant representative) will either: accept the proposal, reject the proposal, or defer the proposal to the LMC.

5.4 If point 5.3 is **accepted**, the Captain will then contact the LMC via email (copying in the Opposing Captain (and relevant representative)), advising them of the details in point 2 above, and that the Opposition have accepted their proposal. The LMC will in turn acknowledge receipt of the email, with no further action required.

If point 5.2 is **rejected** or **deferred**, the Captain may approach the LMC with the relevant proposal for their consideration. Any decision of the LMC at this point is then final.

NOTES

- Details of the contacts for the relevant Clubs can be found in the Handbook, or are available on the JCB website
- The LMC are cognisant that raising sides can prove difficult at various points throughout the season, and would like to urge Captains to be considerate of this fact.
- The LMC will monitor players playing down sides consistently and may approach any relevant Club, as and when required, who in their opinion may be, or seen to be, abusing the system in place.
- Should the above procedure not be followed, and in the **LMC's** opinion, sides are playing down players without consent, then the relevant team will be issued with a warning. If the team is seen to persist, then the relevant side may be issued up to a 20 point penalty.

- It is noted that on occasion, and due to time constraints (i.e. due to players dropping out at the last minute etc.) that the procedure may not be followed. However attempts to rectify this should be made at the earliest convenience and in all scenarios it is expected that the relevant team should notify the opposition Captain (or appointed representative) and the LMC on the date of the game in question.

LMC contact details:

Name:	Email:	Phone:
Ron Haliwell	norrups@gmail.com	07797 711057
Yezdi Patel	yezdip@gmail.com	07797 776889
James Perchard	james_perchard@hotmail.com	07797 841398

6 Tea Breaks

Tea breaks shall take place between innings and shall be no longer than 30 minutes in Premier League matches but may be reduced to 20 minutes if arrangements have been made by both captains and are agreed by the umpires before the commencement of the match or in a reduced over match determined by the umpires in consultation with the captains. Tea breaks to be 20 minutes in Division 1 and 2 matches, unless agreed by captains and umpires (if applicable).

7 League Matches – Premier Division and Division 1 40 over matches

From the commencement of the 2018 season there will be less ground staff available to attend all States grounds, this change in procedure will necessitate the need of assistance from Clubs. (This does not include Farmers Field)

Pitches will be prepared in advance by the groundsman.

It will be the responsibility of the home team to perform the following duties if a groundsman is not available:-

Movement of covers, before, during and after a match.

Dusting and repainting of the creases during the interval period between innings.

If rain occurs and there is no groundsman available then decisions whether play is to continue or cease and covers applied, must be made by official umpires (if officiating) and the team captains (if there are no official umpires it is the team captains responsibility).

7.1 Premier League matches are played on Saturdays and Division 1 matches played on Sundays.

7.2 Any promotion and relegation will be decided by the League Management Committee (LMC) in accordance with the best interests of Jersey cricket. However any team affected by any LMC decision will have the right to appeal the decision. Any Appeal Committee will have a minimum of 3 members of the JCB but cannot contain any member of the LMC whose decision is being appealed.

7.3 **Premier Division (40) & Division 1** will be 40 x 6 ball overs per side and are normally expected to start at **12.00pm sharp** unless otherwise stated. It is anticipated that each side should take no longer than **2 hours 50 minutes including drinks breaks**, this being the responsibility of the captain.

Allowances for injury, moving sight screens, lost ball etc. will be taken into account by the Umpires.

For reference the **last over must commence on or before the scheduled cessation time**, no matter how long it takes to bowl the final over.

The penalty for not completing the overs in the allotted time will be 6 runs for every over not completed, to the batting side, by the due time.

Time penalty runs only to be awarded when JACO officials are umpiring.

It is the duty of the Umpires to update the fielding captain with progress of the over rate during the innings – at 10/20/30 in 40 overs match. (This recognises the absence of clocks at most grounds.)

7.4 It is the general intention to mirror as closely as possible the prevailing core playing rules of the ICC specifically in respect of:

- Number of Overs per Bowler;
- a Tie;
- Prematurely-Terminated Matches – Calculation of the Target Score (Premier Division only);
- Any No-Balls;
- Wide Balls;
- Bowling of short pitched balls
- Foot No-ball
- Restrictions on the Placement of Fieldsmen/Powerplays;
- Dangerous and Unfair Bowling/Bowling of High Full-Pitched Balls;
- Duckworth/Lewis (Premier Division only);

The specific rules regarding the above are set out in the Specific Competition Playing Rules set out below. Subject to this, M.C.C. Laws of Cricket (2017 Code) shall apply, except as specified below.

If the ICC World Cricket League Playing Conditions are amended then the playing rules for this competition may be amended accordingly.

Premier League teams shall wear coloured clothing and coloured batting/wicketkeeping pads. All players in each team shall be required to wear the same coloured kit. Matches to be played with white balls and black sightscreens. Division 1 teams shall wear white clothing and white batting/wicketkeeping pads. Matches to be played with red balls and white sightscreens.

Only White 4 piece and red Grade "A" balls, **provided by the League**, are allowed to be used.

A minimum of 8 players are required to start and complete a match. If there are fewer than 8 players at the start or during a match the team having insufficient players will forfeit the match.

Spikes or studs must not be worn on artificial wickets.

In the Premier League only, the home team shall appoint one scorer who is not playing in the match, the batting team must supply a scorer (can be a player) so there are 2 scorers at all times.

Matches cannot be re-arranged.

Specific Competition Playing Rules are as follows:

8. Number of Overs per Bowler

- 8.1 No bowler shall bowl more than 8 overs in an innings
- 8.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- 8.3 Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 8.4 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed 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.

8.5 Saliva

Players saliva (spit) is not permitted to be used on the match ball. Any player applying saliva will be warned by the umpires and any subsequent offence by that player or any other member of that team will be penalised by 5 runs to the opposing team and penalised an additional 5 runs for each further offence.

9. A Tie

In the event of the scores finishing level, no account shall be taken of the number of wickets lost and the match shall be deemed to be a Tie.

10. Interrupted or Terminated Matches – Calculation of the Target Score

10.1 Interrupted Matches – Calculation of the Target Score

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 originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie (refer to Duckworth/Lewis regulations).

10.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L "Par Score" determined at the instant of the suspension by the Duckworth/Lewis method (refer to Duckworth/Lewis regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

10.3 Division 1 Delayed Start 40 x 6 ball overs per side Match

1 over per side to be deducted per each 8 minutes or part thereof after the scheduled start time, but the match may not be reduced to less than 20 overs. In the event of a rain reduced match, overs restrictions and points apply as per normal.

The winner is the side which has scored the faster in runs per over throughout the innings, provided at least 20 overs have been bowled at the side batting second.

10.4 Division 1 Rain Interrupted Match

If the second innings remains unfinished the winner is the side which has scored the faster in runs per over throughout the innings, provided at least 20 overs have been bowled at the side batting second. If this is the same then the points will be shared.

11. No-Balls

Law 21 of the Laws of Cricket 2017 Code shall apply including:

11.1 Mode of delivery

11.1.1 The umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.

11.1.2 Underarm bowling shall not be permitted.

11.2 Fair delivery – the arm

For a delivery to be fair in respect of the arm the ball must not be delivered with an Illegal Bowling Action.

An Illegal Bowling Action is defined as a bowling action where a bowler's Elbow Extension exceeds 15 degrees, measured from the point at which the bowling arm reaches the horizontal until the point at which the ball is released (any Elbow Hyperextension shall be discounted for the purposes of determining an Illegal Bowling Action).

Should either umpire or the ICC Match Referee suspect that a bowler has used an Illegal Bowling Action, they shall complete the ICC Bowling Action Report Form at the conclusion of the match, as set out in the Illegal Bowling Regulations.

11.3 Ball thrown or delivered underarm – action by umpires

11.3.1 If, in the opinion of either umpire, the ball has been thrown (where such mode of delivery does not correspond to the bowler's normal bowling action) or delivered underarm, he/she shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.

The bowler's end umpire shall then - warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.

- inform the captain of the fielding side of the reason for this action.

- inform the batsmen at the wicket of what has occurred.

11.3.2 If either umpire considers that, in that innings, a further delivery by the same bowler is thrown (where such mode of delivery does not correspond to the bowler's normal bowling action) or delivered underarm, he/she shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call. The bowler's end umpire shall then

- direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.

- inform the batsmen at the wicket and, as soon as practicable, the captain of the batting side of the reason for this action.

11.3.3 The umpires together shall report the occurrence as soon as possible after the match to the JCB, who shall take such action as is considered appropriate against the bowler concerned.

11.4 Bowler throwing towards striker's end before delivery

If the bowler throws the ball towards the striker's end before entering the delivery stride, either umpire shall call and signal No ball. See clause 41.17 of the Laws of Cricket (2017 code) (Batsmen stealing a run). However, the procedure stated in clause 11.3 of caution, informing, final warning, action against the bowler and reporting shall not apply.

11.5 Fair delivery – the feet

For a delivery to be fair in respect of the feet, in the delivery stride

11.5.1 the bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery.

11.5.2 the bowler's front foot must land with some part of the foot, whether grounded or raised

- on the same side of the imaginary line joining the two middle stumps as the return crease described in clause 11.5.1, and
- behind the popping crease.

If the bowler's end umpire is satisfied that any of these three conditions have not been met, he/she shall call and signal No ball. See clause 41.8 of the ICC Playing Conditions (Bowling of deliberate front foot No ball).

11.6 Bowler breaking wicket in delivering ball

Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under clause 41.16 of the ICC Playing Conditions, the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his person and breaks the wicket.

11.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch

The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,

- bounces more than once
- or rolls along the ground before it reaches the popping crease.
- or pitches wholly or partially off the pitch as defined in clause 6.1 (Area of pitch) before it reaches the line of the striker's wicket.

11.8 Ball coming to rest in front of striker's wicket

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

11.9 Fielder intercepting a delivery

If, except in the circumstances of clause 27.3 of the ICC Playing Conditions (Position of wicket-keeper) a ball delivered by the bowler, makes contact with any part of a fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the umpire shall call and signal No ball and immediately call and signal Dead ball.

11.10 Ball bouncing over head height of striker

See clause 41.6.1.7 of the ICC Playing Conditions.

11.11 Call of No ball for infringement of other Playing Conditions

In addition to the instances above, No ball is to be called and signalled as required by the following clauses of the ICC Playing Conditions:

Clause 27.3 – Position of wicket-keeper

Clause 28.4 – Limitation of on side fielders

Clause 28.5 – Fielders not to encroach on pitch

Clause 41.6 – Bowling of dangerous and unfair short pitched deliveries

Clause 41.7 – Bowling of dangerous and unfair non-pitching deliveries

Clause 41.8 – Bowling of deliberate front foot No ball.

11.12 Revoking a call of No ball

An umpire shall revoke the call of No ball if Dead ball is called under any of clauses 20.4.2.4 to 20.4.2.9 of the ICC Playing Conditions (Umpire calling and signalling Dead ball).

11.13 No ball to over-ride Wide

A call of No ball shall over-ride the call of Wide ball at any time. See clauses 12.1 (Judging a Wide) and 12.2 (Call and signal of Wide ball).

11.14 Ball not dead

The ball does not become dead on the call of No ball.

11.15 Penalty for a No ball

A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked, the penalty shall stand even if a batsman is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

11.16 Runs resulting from a No ball – how scored

The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in clause 41.18 of the ICC Playing Conditions (Penalty runs). Any runs completed by the batsmen or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall also be scored as Byes or Leg byes as appropriate.

11.17 No ball not to count

A No ball shall not count as one of the over. See clause 17.3 of the ICC Playing Conditions (Validity of balls).

11.18 Out from a No ball

When No ball has been called, neither batsman shall be out under any of the Playing Conditions except Law 34 (Hit the ball twice), Law 37 (Obstructing the field) or Law 38 (Run out).

11.19 Free Hit

11.19.1 In addition to the above, the delivery following a No ball called (all modes of No ball) 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) then the next delivery will become a free hit for whichever batsman is facing it.

11.19.2 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.

11.19.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

11.19.3.1 There is a change of striker

11.19.3.2 The No ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

11.19.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances Clause 11.1 shall apply.

11.19.5 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.

12. Wide Balls

Law 22 of the Laws of Cricket 2017 shall apply with the following addition to Law 22.1:

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

12.2 A penalty of one run for a Wide shall be scored. This penalty shall stand in addition to any other runs, which are scored or awarded. All runs, which are run or result from a Wide ball, which is not a No Ball, shall be scored as Wide balls.

12.3 Where possible, wickets will be marked with lines running parallel to the Return Crease and will be 35" from the centre stump. Any ball passing over or outside the offside line will be called a wide by the umpire. Any offside or leg-side delivery, which in the opinion of the umpire does not give the batsman a reasonable opportunity to score, shall be called a wide.

12.4 By way of a guide, a bowler bowling a **delivery has to be over the margin of a bat's width before awarding a leg side wide, any width over** should expect it to be called a wide.

12.5 A wide shall not be called if the ball comes into contact with the striker's bat or person or is called a No-Ball.

13. Restrictions on the Placement of Fieldsmen/Powerplays

13.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

13.2 In addition to the restriction contained in clause 11.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

13.3 The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi

-circles shall be 30 yards (27.43 metres). The semi -circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines 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 (18 cm) in diameter.

At the instant of delivery:

a) Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive (45 overs, overs 1 to 9 inclusive).

b) Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive (45 overs, overs 10 to 36 inclusive).

c) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive (45 overs, overs 37 to 45 inclusive).

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

2018 Version 1	Powerplay 1	Powerplay 2	Powerplay 3
Innings Duration			
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5

28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8

13.5 If play is interrupted during an innings and the table in 11.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 11.5

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

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

13.7 The scoreboard shall indicate the current Powerplay in progress.

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

14. Dangerous and Unfair Short-Pitched Bowling

Law 41.6 (a) of the 2017 Laws is replaced by the following:

14.1 A bowler shall be limited to two fast short-pitched deliveries per over.

14.2 A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.

14.3 The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

14.4 In addition, for the purpose of this regulation and subject to Clause 14.6 below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.

14.5 For the avoidance of doubt any fast short-pitched delivery that is called a wide under this playing condition shall also count as the allowable short-pitched delivery in that over

14.6 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 14.2 above, the umpire at the bowlers end shall call and signal no-ball on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal 'no-ball' and then tap the head with the other hand.

14.7 If a bowler delivers a third fast short-pitched ball in an over, the umpire, after the call of no-ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

14.8 If there is a second instance of the bowler being no-balled in the innings for bowling more than two fast short-pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.

14.9 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no-ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

14.10 The bowler thus taken off shall not be allowed to bowl again in that innings.

14.11 The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

15. Bowling of High Full-Pitched Balls

Law 41.7 of the 2017 Laws is replaced by the following:

15.1 Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.

15.2 In the event of a bowler bowling a high full-pitched ball as defined in Clause 15.1 above, the umpire at the bowler's end shall call and signal no-ball.

15.3 If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling no-ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

15.4 Should there be any further instance (where a high full-pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signalling no-ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

15.5 The bowler thus taken off shall not be allowed to bowl again in that innings.

15.6 The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.

16. Deliberate bowling of High Full-Pitched Balls

Law 41.7 of the 2017 Laws is replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed unfair as defined in rule 14 above was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

16.1 - Call and signal no-ball.

16.2 - When the ball is dead, direct the captain to take the bowler off forthwith.

16.3 - Not allow the bowler to bowl again in that innings.

16.4 - Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

16.5 - Report the occurrence to the other umpire, and to the captain of the batting side.

17. Dangerous and unfair Bowling- action by the umpire

Law 41.6 of the 2017 Laws is replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of rules 14, 15 and 16 above the following shall apply at any time during the match:

17.1 The bowling of fast short-pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.

17.2 In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:

17.3 In the first instance the umpire shall call and signal no-ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.

17.4 If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.

17.5 Both the above caution and final warning shall continue to apply even though the bowler may later change ends.

17.6 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no-ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

17.7 The bowler thus taken off shall not be able to bowl again in that innings.

17.8 The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

18. Action by the umpires for dangerous and unfair Bowling

Should the umpires initiate the caution and warning procedures set out in Clauses 14, 15, 16 and 17 such cautions and warnings are not to be cumulative.

19. Duckworth/Lewis (Premier Only)

19.1 Duckworth/Lewis to be used to resolve rain-interrupted matches.

19.2 A minimum of 20 overs per side must have been completed in each innings for the match to be resolved under Duckworth/Lewis, otherwise the match will be deemed a No-Result.

19.3 Each club shall be provided with the appropriate software to enable its scorer to operate Duckworth/Lewis. It shall be each club's responsibility to ensure that its scorer is equipped with a computer on which to operate Duckworth/Lewis.

20. Runners

Law 25.5 of the M.C.C. Laws of Cricket (2017) does not apply and runners for injured batsman shall NOT be allowed.

21. PLAYERS' CONDUCT

21.1 Serious misconduct

21.1.1 The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified in clause 21.2.1. These offences correspond with Level 4 offences in the JCB Code of Conduct. Level 1 to Level 3 offences continue to be dealt with separately under the JCB Code of Conduct.

21.1.2 If either umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball.

This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.

21.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed. The umpires may also consult with the third umpire and the match referee, where present to confirm what transpired. If so, the umpires shall then apply the related sanctions.

21.1.4 If the offence is committed by a batsman, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this clause, the batsmen at the wicket may not deputise for their captain.

21.2 Level 4 offences and action by umpires

21.2.1 Any of the following actions by a player shall constitute a Level 4 offence:

- threatening to assault an umpire
- making inappropriate and deliberate physical contact with an umpire
- physically assaulting a player or any other person
- committing any other act of violence.

21.2.2 If such an offence is committed, 21.2.2.1 to 21.2.2.5 shall be implemented.

21.2.2.1 The umpire shall call Time.

21.2.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

21.2.2.3 The umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:

21.2.2.3.1 If the offending player is a fielder, no substitute shall be allowed for him. He is to be recorded as Retired

– out at the commencement of any subsequent innings in which his team is the batting side.

21.2.2.3.2 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.

21.2.2.3.3 If the offending player is a batsman he is to be recorded as Retired – out in the current innings, unless he has been dismissed under any of clauses 32 to 39, and at the commencement of any subsequent innings in which his team is the batting side. If no further batsman is available to bat, the innings is completed.

21.2.2.4 As soon as practicable, the umpire shall:

- award 5 Penalty runs to the opposing team
- signal the Level 4 penalty to the scorers
- call Play.

21.2.2.5 The umpires shall then report the matter to the JCB under the JCB Code of Conduct.

21.3 Captain refusing to remove a player from the field

21.3.1 If a captain refuses to carry out an instruction under 21.2.2.3, the umpires shall award the match to the opposing side.

21.3.2 If both captains refuse to carry out instructions under **21.2.2.3** in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded and there shall be no result.

21.4 Additional points relating to Level 4 offences

21.4.1 If a player, while acting as wicket-keeper, commits a Level 4 offence, clause 21.4.1.2 shall not apply, meaning that only a nominated player may keep wicket, even if another fielder becomes injured or ill and is replaced by a substitute.

21.4.2 A nominated player who has a substitute will also suffer the penalty for any Level 4 offence committed by the substitute. However, only the substitute will be reported under clause 21.2.2.5.

22. Points and Results

- 22.1 20 points will be awarded to the winning team plus all bonus points during the match.
- 22.2 If the scores finish level then the match shall be deemed a tie and each side shall 10 points plus all bonus points earned during the match
- 22.3 Maximum of 10 batting points may be earned – 1 batting point for 40, 60, 80, 100, 120, 140, 160, 180, 200 and 220 runs
- 22.4 Maximum of 10 bowling may be earned – 1 point per wicket, in the event of the team batting first being bowled out for under 220 runs additional batting bonus points are available to sides batting second, but only to a maximum of 10 points in total.
- 22.5 Additional points available for reaching a second innings target:-
- Loss of 0 wickets – 10 points
 - Loss of 1 wicket – 9 points
 - Loss of 2 wickets – 8 points
 - Loss of 3 wickets – 7 points
 - Loss of 4 wickets – 6 points
 - Loss of 5 wickets – 5 points
 - Loss of 6 wickets – 4 points
 - Loss of 7 wickets – 3 points
 - Loss of 8 wickets – 2 points
 - Loss of 9 wickets – 1 point
- For example a side chasing 160 to win who score 161 for 1 would gain 7 batting points for 161 and 9 points for the loss of one wicket. Sixteen points are potentially won but only the maximum of 10 are allowed.
- 22.6 In the event of teams finishing on level points at the top of the table/s at the end of the season then points earned in the matches between the teams concerned, including bonus points, shall be taken into consideration with the team having the most points declared the winner. If, after taking points between the teams into consideration, the points are equal the NRR (as per CricHQ) will decide the winner. Any decision made by the LMC will be final.

23. Bonus Points in Shortened Matches

Where either or both innings of any completed match are reduced (and where a result has been achieved with or without using Duckworth-Lewis), the actual bonus points earned by either side in each reduced innings shall be grossed up by recalculating the bonus points on a pro-rata basis as if the innings had consisted of the full 40 overs (i.e. actual batting points gained = $40/n$) and actual bowling points gained = $(40/n)$ where n is the number of overs played in that innings) in the case of fractional points resulting from the recalculation, the points shall be rounded up or down to the nearest full number, and in the case of the recalculation resulting in 0.5 of a point, the point shall be rounded up to the nearest full number. (Note that in no circumstances can any team earn a total of more than 10 bonus points from any one innings)

24. Delayed Start 40 x 6 ball overs per side Match (Premier League & Division 1)

No deduction of overs shall take place until a total of 30 minutes play has been lost. 1 over per side to be deducted per each 8 minutes or part thereof 30 minutes after the scheduled start time, but the match may not be reduced to less than 20 overs per side. Any re-calculation of overs should be based on the match finishing no later than 6.30pm.

25. Delayed or Interrupted Second Innings (Premier League & Division 1)

In the event of the second innings being delayed or interrupted, one over of play shall be deducted for every 4 minutes thereof of lost play, except that no deduction of overs shall take place until a total of 10 minutes play has been lost. A minimum of 20 overs per side must have been completed in each innings for the match to be resolved under Duckworth-Lewis, otherwise the match will be deemed a No-Result.

26. Covers

As all the grounds in Jersey are cover by only one groundsman, it is the duty of both playing clubs to assist the groundsman with the removal and replacing of the covers before, during and after a match.

27. Sightscreens

It is the duty of the Clubs playing at Les Quennevais to ensure that the sightscreens are turned around to the white side in preparation for matches played on a Sunday

League Matches - Division 2

From the commencement of the 2018 season there will be less ground staff available to attend all grounds, this change in procedure will necessitate the need of assistance from Clubs.

Pitches will be prepared in advance by the groundsman.

It will be the responsibility of the home team to perform the following duties if a groundsman is not available:-

Movement of covers.

Dusting and repainting of the creases during the interval period.

If rain occurs and there is no groundsman available then decisions with play is to continue or cease and covers applied, must be made by official umpires (if officiating) and the team captains.

League matches in 2021 are to be played, as a rule, on Saturdays.

Any promotion and relegation will be decided by the League Management Committee (LMC) in accordance with the best interests of Jersey cricket. However any team affected by any LMC decision will have the right to appeal the decision. Any Appeal Committee will have a minimum of 3 members of the JCB but cannot contain any member of the LMC whose decision is being appealed.

Matches will be 35 x 6 ball overs per side matches and are expected to normally start at **1.00pm sharp**. It is anticipated that each side should take no more **than 2 hours 20 minutes to bowl their allocated overs including drinks breaks**, this being the responsibility of the captain. **Penalty runs will not apply for non-official umpired Division 2 matches.**

Matches cannot be rearranged.

Matches shall be played in accordance with the ICC Laws of Cricket with the following exceptions.

If a team has fewer than 11 players at the commencement of the game, then Law 1.1 (of the Laws of Cricket) shall be replaced by the following. Nominated players will have to be at the ground before the completion of 20 overs for them to be allowed to take part in the match. In the case of the late arrival of a bowler there is a maximum penalty of 10 overs before he

can bowl in the match but this will be reduced accordingly if the arrival time is less than 10 overs.

No Balls

Free hits for No Balls do not apply in the Weekend League Division 2.

Restrictions on the Placement of Fieldsmen/Powerplays

There are no restrictions of fieldsmen or powerplays in this Division.

Points and Results

The points system will be the same as the Premier & Division 1 with the following exception:-

1 batting point for 20, 40, 60, 80, 100, 120, 140, 160, 180 and 200 runs

Runners

Law 25.5 of the M.C.C. Laws of Cricket (2017) does not apply and runners for injured batsman shall NOT be allowed.

Batsman

Batsmen over the age of 18 must retire once they have scored 50 runs but can return at the fall of the 9th wicket i.e be the last man in. If there are more than one batsman retiring after scoring 50 runs then they can return in the retirement sequence.

Bowlers

No bowler shall bowl more than 7 overs in an innings.

If the start of the match is delayed and the over are reduced for both teams, no bowler may bowl more than one fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In a match where the innings of either or both sides is reduced after the start of the match, the maximum number of overs allowed per bowler shall remain as at the start of the match.

Saliva

Players saliva (spit) is not permitted to be used on the match ball. Any player applying saliva will be warned by the umpires and any subsequent offence by that player or any other member of that team will be penalised by 5 runs to the opposing team and penalised an additional 5 runs for each further offence.

Delayed Start 35 x 6 ball overs per side Match

1 over per side to be deducted per each 8 minutes or part thereof after the scheduled start time, but the match may not be reduced to less than 20 overs.

In the event of a rain reduced match, overs restrictions and points apply as per normal.

Rain Interrupted Match

If the second innings remains unfinished the winner is the side which has scored the faster in runs per over throughout the innings, provided at least 20 overs have been bowled at the side batting second. If the scoring rate is the same the side then the match will be won by the side losing the least amount of wickets, if this is the same then the points will be shared.

Covers

As all the grounds in Jersey are covered by only one grounds man, it would be appreciated if both playing clubs could assist the grounds man with the removal and replacing of the covers before, during and after a match.

T20 Competitions

The JCB adopt the ICC T20 regulations apart from the differences listed below.

There will be a maximum of 20 x 6 ball overs per innings.

It is anticipated that each side should take no longer than 1hour 25 minutes, no drinks breaks are permitted, this being the responsibility of the captain.

Please note in ICC T20 regulations there are also allowance of 1 min for the fall of the 6, 7, 8 & 9th wickets.

Allowances for injury, moving sight screens, lost ball etc. will be taken into account by the Umpires.

For reference the last over must commence on or before the scheduled cessation time, no matter how long it takes to bowl the final over.

The penalty for not completing the overs in the allotted time will be 6 runs for every over not completed, to the batting side, by the due time.

Time penalty runs only to be awarded when JACO officials are umpiring.

It is the duty of the Umpires to update the fielding captain with progress of the over rate during the innings – at 5/10/15 in 20 overs match. (This recognises the absence of clocks at most grounds.)

The break between innings will last 20 minutes.

Penalty runs will **not** apply for non-official umpired Division 2 matches.

Delayed Start - 1 over per side to be deducted per each 8 minutes after the scheduled start time, but the match may not be reduced to less than 5 overs per side.

Delayed or Interrupted Second Innings - In the event of the second innings being delayed or interrupted, one over of play shall be deducted for every 4 minutes thereof of lost play. A minimum of 5 overs per side must have been completed in each innings for the match to be resolved under Duckworth-Lewis for Premier matches, Division 1 and 2 matches calculations will be based on runs per over throughout the first innings, otherwise the match will be deemed a No-Result.

Runners

Law 25.5 of the M.C.C. Laws of Cricket (2017) does not apply and runners for injured batsman shall NOT be allowed.

No bowler is permitted to bowl more than 4 overs.

Saliva

Players saliva (spit) is not permitted to be used on the match ball. Any player applying saliva will be warned by the umpires and any subsequent offence by that player or any other member of that team will be penalised by 5 runs to the opposing team and penalised an additional 5 runs for each further offence.

Any player may only play for one Club in each T20 League in any one season.

The team scoring more runs will be awarded 10 points.

Additional points can be gained for the following:-

1 point for an overall run rate of 5 runs per over.

2 points for an overall run rate of 7 runs per over.

3 points for an overall run rate of 9 runs per over.

1 point for taking 4 wickets

2 points for taking 6 wickets

3 points for taking 8 or more wickets

This bonus system allows for a maximum 16 points to be achieved by the winning side and 6 points are possible in defeat.

Each team will be awarded 5 points for a tie plus points gained for overall run rate and wickets taken.

A match abandoned after play has commenced will be a draw, each team will earn 8 points.

A bowler shall be limited to **one** fast short-pitched deliveries per over.

For the first 6 overs, at the instant of delivery, a maximum of two fielders **may** be outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch. In the event of an infringement, the square leg Umpire shall call "No ball". The fielding circle should be marked by painted white "dots" at 5 yard intervals or a continuous white line.

For the remaining 14 overs, at the instant of delivery, **a maximum of five fielders may be outside an area** bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch. In the event of an infringement, the square leg Umpire shall call "No ball". The fielding circle should be marked by painted white "dots" at 5 yard intervals or a continuous white line.

If the scores finish level then the result will be a tie.

If a team has fewer than 11 players at the commencement of the game, then Law 2.5 (of the Laws of Cricket) shall be replaced by the following. Nominated players will have to be at the ground before the completion of 10 overs for them to be allowed to take part in the match. In the case of the late arrival of a bowler there is a maximum penalty of 5 overs before he can bowl in the match but this will be reduced accordingly if the arrival time is less than 5 overs.

Procedure for players playing down a team to apply see Para. 5.

League Team/Results sheets are required to be submitted.

Match Results: The Weekend League teams use an Online Sports Results Administration Service called CricHQ which takes the time and effort out of collecting and publishing match results, publishes league tables, assesses player availability and generates statistics. All relevant teams have had administrators appointed to input results. Details of how to use the system can be found on the CricHQ Website.

Captains of the winning teams are responsible for putting the result on CricHQ, which must include the teams, the scores, the number of wickets lost and the amount of overs per innings **within 48 overs of the match.**

A warning will be issued on the first occasion a result is not inputted to CricHQ. 10 points deduction for a T20 match and 20 points for a 35/40 over match will apply for every subsequent failure of **registration** of results.

This will include Cup matches resulting in League points being deducted.

“CricHQ” scoring system, when scorecards are completed by the winning team, are accessible by the media.

Please note that it is the intention of the LMC to penalise teams if results are not entered in CricHQ by the appropriate time.