

EVENING LEAGUE CRICKET RULES FOR 2021

As amended on 18th April 2021

Please refer to “Eligibility Rules for Playing Cricket in Jersey”.

Every player has to complete an Evening 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.

Please note that players are normally permitted to transfer once per calendar year. The League Management Committee recognise that other circumstances may arise causing a player to request a transfer more than once per calendar year. These cases will be considered as and when they arise.

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

Promotion and relegation are normal within the Jersey Cricket Evening League Divisions. Any other decisions will be made at the discretion of the League Management Committee.

Apart from the rules listed below, the M.C.C. Laws of Cricket (2017 code) will apply.

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.

Evening League Clubs with more than one team are allowed to play players from their 2nd or subsequent team in their higher team/s e.g. 1st team but 1st team or subsequent team players cannot play for the 2nds or lower based teams without permission of the League Management Committee. However if an Evening League Club has more than one team in the same Division they will be expected to be run as separate teams and teams will have to seek League Management approval for any movement of players between the teams. Regarding the Cup competitions a player can only play for one Club in any one season which means the above applies in the Cup as well.

Jersey Cricket Board

Exceptional Circumstances for Young Players in Senior Cricket

Evening League Cricket

- All players in School Year 9 and above
- All players in School Year 8 must seek approval from JCB Development Committee.

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

Clubs are also reminded about their responsibilities to young players especially in the area of the player's capabilities and their safety.

Clubs are reminded that all players 18 years old and under must wear a helmet and are limited as to how close they can field to the wicket.

If a Club plays an underage or an ineligible player forfeiture of the match and any bonus points gained will result.

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.

Spikes or studs must not be worn on artificial wickets.

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

Official umpires will inspect the suitability of the match cricket balls prior to the commencement of both innings and also of any replacement ball during the innings. i.e. hardness and condition.

In the event of there not being an official umpire available, the following procedure will apply.

The condition of the ball should be agreed by both captains at the commencement of each innings, and of any replacement during the innings.

Balls above shoulder height

In all League and Cup competitions balls bowled which pitch and bounce above shoulder height of the batsman standing upright at the crease will be called a "No Ball".

Foot No Ball or any No Ball Free Hits

A free hit will be given for any No Balls.

Penalty Runs

Penalty runs will apply in the Jersey Post Evening League and Cup competitions but in only those matches which have official umpires appointed by JACO and also **may be given if the Covid-19 rules are infringed during a match.**

Runners

Runners for injured batsmen are not permitted in the Jersey Cricket Evening League and Cup competitions.

Wide ball

In all League and Cup competitions any ball bowled down the leg side behind the batsman's legs and missing the leg stumped shall be called a wide. If the batsman has moved from his normal stance and the ball goes between the leg stump and the batsman, the ball is not a wide.

Umpires Dress

The League request when a club provides umpires they are suitably attired to fulfil the role. I.e. an umpire coat or dressed in coloured clothing.

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.

League Matches

For the 2021 season Division 1 will consist of 4 teams who will play each other 3 times and will play matches, generally, on Tuesdays.

Division 2 will consist of 5 teams who will play each other 3 times and play matches, generally, on Wednesdays.

Division 3 will consist of 5 teams who will play each other 3 times and will play matches, generally, on Mondays.

For the 2021 season all matches will consist of 15 x 6 ball (90 balls) overs per innings. Matches may be reduced to 12 x 6 ball (72 balls) due to bad light but no further reduction is permitted.

All matches will start at 6.00pm although it is recognised that matches may start later at Les Quennevais due to teams having to travel to the west of the Island. All Evening League matches may have allocated umpires from JACO, the teams will be advised by JACO. If umpire/s are allocated it is a requirement of the teams to provide the umpires with a list of those players aged 18 and under before the start of a match.

League matches will not be rearranged.

Restriction on Placement of Fieldsmen in League matches

The fielding circle should be marked by painted white "dots" at 5 yard intervals or a continuous white line in 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.

A Power Play will be in place for the **first 5 overs in a 15 x 6 ball match** with a maximum of two fielders outside the 30 yard radius at the instant of delivery. In the event of an infringement, the square leg Umpire shall call "No Ball".

For the remaining overs of a 15 x 6 ball match at the instant of delivery a maximum of five fielders outside the 30 yard radius at the instant of delivery. In the event of an infringement, the square leg Umpire shall call "No Ball".

A Power Play will be in place for the **first 4 overs in a reduced 12 x 6 ball match** with a maximum of two fielders outside the 30 yard radius at the instant of delivery. In the event of an infringement, the square leg Umpire shall call "No Ball".

For the remaining overs of a reduced 12 x 6 ball match at the instant of delivery a maximum of five fielders outside the 30 yard radius at the instant of delivery. In the event of an infringement, the square leg Umpire shall call "No Ball".

No bowler can bowl more than **3 overs in a 15 over match**.

In a reduced 12 over match 2 bowlers can bowl 3 overs each plus 3 bowlers can bowl 2 overs each.

Any breach of the above rules means a match forfeited by the infringing team.

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 (does not include retired batsmen).

2 points for taking 6 wickets (does not include retired batsmen).

3 points for taking 8 or more wickets (does not include retired batsmen).

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 because of bad weather (or any other reason) will be a draw, each team will earn 8 points.

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.

Batsmen will retire when they have scored 50 runs and are permitted to return once all the remaining members of the team have been dismissed. If more than one batsman scores 50 runs then they will return in sequence of their retirement. Retired batsmen do not count as wickets taken in the case of bonus points.

If rain falls during the day of the match, it cannot be assumed that the game will be off unless the Grounds man has advised the Clubs that is the case. Both teams must assemble at the venue where the Captains will discuss the conditions, if official umpires have been appointed then they will make any necessary decision. Alternatively if there are no official umpires then both captains must agree to play before the game can proceed. Please note only the Groundsman can call the game off prior to 6.00pm.

The Evening League Secretary will rearrange Cup games, if abandoned.

Teams should make every effort to complete any game but player safety is of paramount importance.

The "JERSEY EVENING POST" Brighter Cricket Cup

All Divisions are eligible to compete in this competition in 2021 however teams in Divisions 2 and 3 are permitted to opt out of this competition

Division 1 teams will not be include in the Preliminary or 1st Round draws

Competition Rules

All matches will start at 6.00pm **and will, generally, be played on Fridays.**
PLEASE NOTE THAT TEAMS CAN ONLY PLAY REDUCED OVERS BEFORE THE COMMENCEMENT OF THE MATCH.

PRELIMINARY and 1st ROUND matches

Each side will play a match of **15 x 6 ball overs in the 1st Round** although it is possible for matches to be reduced, before commencement, to 12 overs per side under difficult weather conditions, if official umpires have been appointed they will make the decision on reduction, alternatively if there are no official umpires then both captains must agree the reduction .
No bowler is permitted to bowl more than **3 overs in 15 over match** or **2 bowlers bowl 3 overs** and **3 bowlers bowl 2 overs in a 12 over match.**

SUBSEQUENT ROUNDS

In subsequent rounds each side will play 20 x 6 ball overs although it is possible for matches to be reduced, before commencement, to **15** or 12 overs per side under difficult weather conditions, if official umpires have been appointed they will make the decision on reduction, alternatively if there are no official umpires then both captains must agree the reduction.
No bowler is permitted to bowl more than **4 overs in a 20 over match**, **3 overs in 15 over match** or **2 bowlers bowl 3 overs** and **3 bowlers bowl 2 overs in a reduced 12 over match.**
Any breach of the above rules means a match forfeited by the infringing team.
Any player may only play for one Club in this competition in any one season.

Restriction on Placement of Fieldsmen in League matches

The fielding circle should be marked by painted white “dots” at 5 yard intervals or a continuous white line in 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.

A Power Play will be in place for the first 5 overs in a 15 over match with a maximum of two fielders outside the 30 yard radius at the instant of delivery. In the event of an infringement, the square leg Umpire shall call “No Ball”.

A Power Play will be in place for the first 6 overs in a 20 over match with a maximum of two fielders outside the 30 yard radius at the instant of delivery. In the event of an infringement, the square leg Umpire shall call “No Ball”.

A Power Play will be in place for the first 4 overs in a 12 over match with a maximum of two fielders outside the 30 yard radius at the instant of delivery. In the event of an infringement, the square leg Umpire shall call “No Ball”.

For the remaining overs, as above, in the 15, 20 and 12 over matches , a maximum of five fielders outside the 30 yard radius at the instant of delivery. In the event of an infringement, the square leg Umpire shall call “No Ball”.

In the case of a tied match the side losing the fewer wickets shall be declared the winners. If the wickets fallen are equal then the match will be decided on NRR as applied by CricHQ. If any games are rained off on any Cup evening then all games will be delayed 1 week to enable the postponed matches to be played in proper sequence.

The S.E. GUY Memorial Trophy
For Division 2 and 3 Teams only

Competition Rules

All matches will start at 6.00pm **and will, generally, be played on Fridays.**

Each side **MUST** play a match of 12 x 6 ball overs. **No** reduction in overs is permitted.

No bowler is permitted to bowl more than 3 overs.

Any player may only play for one Club in this competition in any one season.

Restriction on Placement of Fieldsmen in League matches

The fielding circle should be marked by painted white “dots” at 5 yard intervals or a continuous white line in 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.

A Power Play will be in place for the first 4 overs with a maximum of two fielders outside the 30 yard radius at the instant of delivery. In the event of an infringement, the square leg Umpire shall call “No Ball”.

For the remaining 8 overs a maximum of five fielders outside the 30 yard radius at the instant of delivery. In the event of an infringement, the square leg Umpire shall call “No Ball”.

Batsmen will retire when they have scored 50 runs and are permitted to return once all the remaining members of the team have been dismissed. If more than one batsman scores 50 runs then they will return in sequence of their retirement.

In the case of a tied match the side losing the fewer wickets shall be declared the winners. If the wickets fallen are equal then the match will be decided by NRR as applied by CricHQ.

If any games are rained off on any Cup evening then all games will be delayed 1 week to enable the postponed matches to be played in proper sequence.

MATCH RESULTS

The Jersey Cricket Evening 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 within 48 overs of the match.

10 points deduction will apply for every subsequent failure to enter results in the requisite time.

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

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