



# British Tamil Cricket League

## LEAGUE PLAYING CONDITIONS 9.0

*Players and officials encouraged to read & understand the BTCL Playing Conditions in full.*

*Laws of cricket shall apply. All other variations included in the League Playing Conditions.*  
(<http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/>)

## Document history

This document has been issued and amended as follows:

| Version | Date       | Description   | Created by | Approved by        |
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| 2.0     | 21/04/2012 | Modified in accordance with AGM decisions   | BTCL-COM   | BTCL-Member Clubs  |
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## Key Facts

### General

- All matches start at 13:00hrs except in September where all matches start at 12:30hrs.

- Member clubs have the responsibility to register eligible players in their team. Breach of player registration is subject to disciplinary action. BTCL accept the player's registration in good faith. Clubs to update the registered player with current legible photos.
- A team can register maximum of 30 players. Only 15 players chosen by the team will be listed for awards.
- A team can register up to TWO "non home" players BUT only **ONE** "non home" player allowed to play in a match.
- Any clubs field two or more teams are only allowed maximum of two interchangeable players. Under 19 Home players can be moved within their club teams without any restrictions. **THIS IS NOT APPLICABLE TO "non home" PLAYERS.**
- If an ineligible player took part in a match and his appearance in the field is proven, the following penalties are applicable. If the team violating the rule wins, 40 points deduction and if team loses, then 20 points and any bonus points earned in that match will be deducted.
- Update and upload score sheet before Wednesday 23:59 hrs (following the match on Sunday) or points deducted up to a maximum of 5 points. Home team to update the score sheet on the web and away team send signed score sheet using BTCL official website.
- If a walk over occurs during the last 3 matches of the season, then the points reduction accumulated in the **last 3 matches** will be carried over to next season.
- Umpire could cancel the match by considering the safety and pitch condition. The teams must play minimum 10 overs before taking any decision based on the pitch condition. If umpire deems unsafe pitch before 10 overs he can stop the play. It is the responsibility of the home team to make sure pitch is prepared for the play. Match will be regarded as **forfeited** and away team will receive winning points and home team will receive no points. If this occurs for second time the home team will be deducted 20 points.
- Home team's responsibility to make sure all appropriate markings (boundary, creases, 30 yards etc...) is clearly visible for the game to begin. Otherwise match will be regarded as forfeited and away team will receive winning points and home team will receive no points. If this occurs for second time the home team will be deducted 20 points.
- No match can be cancelled due to adverse weather or ground conditions within the **THREE HOURS** before the scheduled start time.
- If play cannot begin within **THREE HOURS** of the scheduled start time then match will be regarded abandoned as a draw.
- Each captain shall provide a list of the names containing 11 players and the nominated 12th man in writing to the opposing team captain before the toss. No players (including the nominated 12th man) may be changed after the toss without the consent of the opposing team captain.
- If a team is unable to present a minimum of **7 players** after the scheduled start time they will lose one over for every 4 minutes of the delayed start. And if it continues for 60 minutes from the scheduled start then the match will be regarded as walkover.

- While uploading scorecard electronically the team must enter correct number of players played from both teams. Failure to do so will result in points reduction.
- Fair play assessment updated by umpires; this may lead to deduction in points.
- Unless otherwise specified, Infringement of any of the League playing condition renders the Member Club responsible liable to a minimum of 2 points reduction.
- Teams with players under the **age of 19 should notify League Welfare Officer (LWO).** Captains of those teams require cricket specific DBS check. For more details check county websites or contact LWO.
- Interrupted matches: BTCL recommends DL calculator app from Taram Inc. This is free of charge and downloadable for both Android & iOS operating system. If the recommended app facility is not available, BTCL recommends to use the online calculator as in the following link: <https://www.easycalculation.com/sports/duckworth-lewis-calculator.php>
- Teams from same clubs that are allowed to play in the same division, should be treated as 2 separate clubs and therefore player transfers not allowed, except **U19 players where transfers are allowed without restrictions**. Their fixtures should be played at the beginning of the season.
- A runner for batsman is not permitted.
- 15 Yards rules not applied.
- Umpire fee £60, shared equally by teams.
- BTCL should provide standard team card and score card to umpire.

**A. Premier Division**

40overs each side

New ICC power play rules applied (see Section 8)

Excellent grounds condition (mandatory). Grounds with sight-screen, 30 yards circle marked and score boards are mandatory. Play shall commence without the criteria but points deducted by BTCL-COM based on fair play assessment uploaded by umpire officiating the match.

**B. Super Division (Division I)**

40overs each side

New ICC power play rules applied (see Section 8)

Excellent grounds condition (mandatory). Grounds with sight-screen, 30 yards circle marked and score boards are mandatory. Play shall commence without the criteria but points deducted by BTCL-COM based on fair play assessment uploaded by umpire officiating the match.

**C. Champions Division (Division II)**

New ICC power play rules applied (see Section 8)

40overs each side

Good ground condition expected. Grounds with 30 yards circle marked and score boards are mandatory. Play shall commence without the criteria but points deducted by BTCL-COM based on fair play assessment uploaded by umpire officiating the match.

**D. Legend Division (Division III)**

New ICC power play rules applied (see Section 8)

40overs each side

Good ground condition expected. Grounds with 30 yards circle marked and score boards are mandatory. Play shall commence without the criteria but points deducted by BTCL-COM based on fair play assessment uploaded by umpire officiating the match.

**E. Conference Division (Division IV)**

New ICC power play rules applied (see Section 8)

40overs each side

Good ground condition expected. Grounds with 30 yards circle marked and score boards are mandatory. Play shall commence without the criteria but points deducted by BTCL-COM based on fair play assessment uploaded by umpire officiating the match

**F. Community Division (Division V)**

New ICC power play rules applied (see Section 8)

40overs each side

Good ground condition expected. Grounds with 30 yards circle marked and score boards are mandatory. Play shall commence without the criteria but points deducted by BTCL-COM based on fair play assessment uploaded by umpire officiating the match

**G. Challenge Division (Division VI)**

New ICC power play rules applied (see Section 8)

40overs each side

Good ground condition expected. Grounds with 30 yards circle marked and score boards are mandatory. Play shall commence without the criteria but points deducted by BTCL-COM based on fair play assessment uploaded by umpire officiating the match

**UMPIRES' DECISION IS FINAL.**

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## **1. GENERAL**

The League playing conditions represent the way in which cricket matches are conducted by British Tamils Cricket League (BTCL). If required, these conditions can be amended by BTCL on the request of Member Clubs (See BTCL Constitution for definition of Member Clubs). The following procedures will be adopted where an amendment to a League playing condition is requested:

- a) If an amendment is proposed by Member Clubs - at least a third of the Member Clubs are required to make a formal request in writing to the management committee of BTCL (BTCL-COM) specifying the proposed amendments including the reason for requesting an amendment.
- b) BTCL-COM will consider and decide whether to put forward a proposed amendment for comments to all Member Clubs.
- c) If an amendment is proposed by BTCL-COM - to agree on proposed amendment and circulate as specified in paragraph 1 (d) below.
- d) The proposed amendments to League playing conditions will be circulated to Member Clubs 15 working days prior to an Annual/Special General Meeting (Proposed Meeting) for comments.
- e) Member Clubs are required to respond with comments 10 working days prior to the Proposed Meeting.
- f) The amendment will be agreed at the Proposed Meeting.
- g) Extraordinary General Meeting - in an extraordinary situation BTCL-COM can call upon an emergency meeting (usually within 5 days) to agree a change in playing condition.
- h) Annual General Meeting (AGM) will be held on 3<sup>rd</sup> Sunday in January every year.
- i) Special General Meeting (SGM) will be held on 1<sup>st</sup> Sunday in April every year.
- j) There will be a fine of £50 for the member clubs if they failed to attend every the AGM /SGM

## **2. FIXTURES**

- a) All fixtures will be arranged by BTCL- COM, who shall issue a draft list of fixtures to all Member Clubs.
- b) Any issues relating to the draft fixtures list must be advised to BTCL-COM by Member Clubs within 10 working days of receiving the list in writing after discussion with opponent team. If BTCL-COM considers the reason for a change request as appropriate then a change will be made.
- c) Last two matches of the season cannot be moved and last match for all teams of any division to be played on the same day.
- d) Alternative days for an un-played match will not be arranged. BTCL cricket season begins on the first Sunday in May until 31<sup>st</sup> August (excluding lowest division matches). By this time all the league matches must be played.
- e) If a team plays for any other tournament or matches, they must inform the league, after agreement with opponents before 31<sup>st</sup> March.



- f) Teams from same clubs are allowed to play in the same division but they should be treated as 2 separate clubs, therefore player transfers not allowed, except U19 home players where the transfer is allowed without restrictions. Their fixtures should be played at the beginning of the season.
- g) The clubs with two or more teams, for the last 2 games during the season player movement **NOT ALLOWED** playing in their lower-division or upper-division. They should play where they are originally registered.

**3. CORRESPONDENCE**

Correspondence relating to the League organisation or any other item should be sent to the General Secretary. Items requiring a response must be sent by letter or email. The League on its part will answer such correspondence within 10 working days under normal circumstances, after receiving the letter or email. All Member Clubs must provide the league with a current and valid postal & email address.

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| <p><b><u>League Correspondence</u></b><br/>         British Tamils Cricket League (BTCL)<br/>         14 Elm Road<br/>         Chessington<br/>         Surrey<br/>         KT9<br/>         1AW<br/>         Fax: 020 8150 5667<br/>         Email address: secretary@btcluk.com</p> | <p><b><u>Our Bankers</u></b><br/>         Barclays Bank<br/>         Account Number: 53469379<br/>         Sort Code: 20-24-61<br/>         Account Name: British Tamils Cricket League</p> <p>All cheques should be made payable to British Tamils Cricket League</p> |
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**Match Day - Contacting BTCL Committee Member During the Match**

- a) Make the playing conditions detailed and self-explanatory as much possible to avoid the need for calling BTCL during the games.
- b) No contact available with BTCL during game.
- c) If there were issues, BTCL to be contacted after the game.
- d) Umpires to be consulted as much possible to resolve any issues.

**4. STRUCTURE OF THE LEAGUE**

- a) The league consists of Premier, First, Second, Third, Fourth, Fifth and sixth divisions. BTCL-COM is empowered to add more divisions within the league.
- b) BTCL-COM may amend the league or division titles to incorporate words or symbols on the request of any of BTCL's sponsors prior to or during the cricket season.
- c) A division shall have a maximum of eight Member Clubs except the lowest divisions. BTCL-COM is empowered to take the decision on number of clubs in lowest division and submit to member clubs' approval if there are concerns raised by the member clubs.
- d) Each Member Club in the League shall have one home, and one away fixture against each team within their division (except lowest division).

- e) Each Member Club shall ensure that its best available team shall play in each fixture, with its strongest team fulfilling the 1st XI fixture. The BTCL-COM may impose any of the penalties set out in the event of a breach of this provision.
- f) The BTCL-COM shall empower the Secretary to require any member clubs having a direct link to promotion/relegation with the League, to prove eligibility of players playing within that league. Any failure or refusal to co-operate by that League shall be referred by the Secretary to the Committee who shall take whatever steps necessary.
- g) The fixtures will be arranged, and the venues approved, by the BTCL-COM.
- h) Any new clubs or teams joining the league would be placed in the bottom division of the league.
- i) If a club withdraws from the league before the start of a new season, the next club in line from the following leagues will be promoted. (Note: Season Starting time as soon as 1<sup>st</sup> player registration ends).
- j) If a club withdraws from the league during an active season, every match the club played and to be played will be made void. The points of those matches will be made zero either in advance or retrospectively.
- k) A team should play 50% of their scheduled matches, if not they will be disqualified and they have to start from the bottom of the league the following year.
- l) Teams from same clubs that ends in the same division can opt to move down but it is entirely up to the team's management. [Refer 2 (f) for their fixture arrangements].

## **5. MEMBERSHIP**

- a) New member clubs are urged to join the league before 15<sup>th</sup> February. BTCL-COM has the right to reject the membership of new club if it considers inappropriate to run the league successfully.
- b) Existing clubs are urged to pay all outstanding payments and subscription for the following year by 31<sup>st</sup> January. (Otherwise this will lead to points reduction, 20 points per match).
- c) Annual Membership fees will be determined by BTCL-COM and will be announced to all Members of BTCL. To encourage new clubs to join in league BTCL-COM empowered to lower new membership fees.
- d) Member clubs must pay any outstanding payments to grounds authorities by 31<sup>st</sup> December. Failing to do so will be subject to disciplinary procedure. This will lead to the club relegated to lower division or expelled from league membership.
- e) Member Clubs are allowed to merge, subject BTCL-COM approval, with similar community clubs to field a stronger team to promote community cricket. Member clubs must confirm this in writing before the Special general meeting, usually held on the last Sunday in March. A review will be carried by BTCL-COM about the merger in the best interest of the BTCL (community cricket league).

## 6. LEAGUE ENTRY FORM & FEE

- a) If the teams fail to pay the fee by 31st January, there will be a 5 points and £100 penalty.
- b) If a team pays 50% of the fee as a deposit (which is non-refundable) there will be no penalty points but there will still be a £50 penalty.
- c) If the team has not paid by 31st March, there will be an additional £100 penalty (i.e. 5 points and £200 penalty).
- d) If the team has not paid by the start of the season, they would be deemed to have withdrawn from the league and all their matches will be considered as a “walk-over” for the opposition.
- e) All new teams must pay the full fee at the time of the application.

## 7. FINES AND POINTS REDUCTION

Unless otherwise specified, infringement of any of the League playing condition renders the Member Club responsible liable to a minimum of 2 points reduction. These infringements shall be referred to as totting up offences. BTCL-COM empowered to action against any infringement of league playing condition.

Member Clubs' attention is also drawn to the following. The League considers each Member Club's obligation is to provide the League each year with:

- a) All challenge trophies must be returned to the League by 31<sup>st</sup> August. In case of loss of the challenge trophy the teams need to pay £250.
- b) Failure to provide any of these items by the date shown will result in a fine of £50. Any fine not paid within 10 days shall be doubled. If it remains unpaid for a further 10 days it will be trebled, and so on until final settlement.
- c) Unsatisfied Ground quality and facilities leads to £50 fine with 5 point reduction.
- d) The clubs has to take the responsibilities of booking the grounds. The match will be regarded as forfeited if the grounds is not booked and the scheduled match is not played as per the fixtures.

## 8. PLAYER REGISTRATION

- a) A team can register maximum of 30 players.
- b) A team can register up to TWO non-home players BUT only **ONE** non-home player is allowed to play in a match.
- c) A non-Sri Lankan Tamil player who is an UK resident should be considered as a “Home player”.
  - If a Tamil, non Sri Lankan player, who is a permanent resident in the UK should register and play as an overseas for two years. On the third year he will become a home player with the evidence provided.

- Player can play under the category of “home player”, is dependent upon the player providing proof in the form of his passport, to show that he is a Tamil by birth. If passport evidence is not forthcoming, other evidence may be considered at the committees’ discretion.
- c) If one of the two registered overseas players had not played in the season, he can be replaced with another overseas player during the registration period.
- d) Any clubs field two or more teams are only allowed maximum of two interchangeable home players. This is only applicable if the teams are playing in separate divisions. Under 19 home players can be move within their club teams without restrictions however the teams must inform League Welfare Officers about their participation in the open age games.
- e) All Member Clubs must register at least 13 players before 31<sup>st</sup> March and second registration window starts on 15<sup>th</sup> May and ends on 15<sup>th</sup> June.
- f) Any incoming (new) SL Tamil player in possession of the right to UK residency, to be able to register and play anytime during the season with 7 days’ notice to the registration team (the incoming player should not already be registered with any of the BTCL Clubs).
- g) Player transfer from one club to another club must receive consent from the player and registration will require contact details of the player to consider movement to verify the process. Any irregularities subject to disciplinary action will lead to reduction in points or financial penalties.
- h) A club shall be allowed to register non-home players during 2<sup>nd</sup> registration period under the following circumstance:
  1. If a club has not registered any non-home players or has only registered 1 non-home player during the 1<sup>st</sup> registration
  2. That registered player has not played any matches during the first half of the season, then the club shall be allowed to register another non-home player during 2<sup>nd</sup> registration window.
- i) Players in the second registration slot will only be allowed to play on or after 1<sup>st</sup> July. Transfer and removal in the second registration period allowed under following criteria for the home players. ( Overseas players only)
  1. External and Internal transfers will be allowed if a registered player did not play a single match for the season. (*External transfer: Between clubs; internal transfer: Club with two teams can transfer players if the player did not play a single match for the season*).
  2. If a player registered for the ‘A’ team of the club, but only played for the ‘B’ team of the club during the 1<sup>st</sup> half of the season, the club can transfer the player from ‘A’ team to the ‘B’ team during the 2<sup>nd</sup> transfer window and vice versa.
  3. Player removal allowed if the player did not play a single match for the season.
- j) Non-home player’s registration will be scrutinised according to BTCL policy and if BTCL-COM feels any irregularity in the registration process, then they have the right to reject without providing any detail.
- k) During the registration the BTCL-COM has the right to ask for a proof to establish the player’s origin and immigration status.
- l) Only acceptable proofs of the players are as follows:
  - Original passports (not copy) OR

- UK driving licence (with photo)  
If the above are not attainable, BTCL require United Kingdom Border Control Photo ID. After submitting the proofs BTCL-COM may require an interview with the player to establish the status of the player.
- m) Captains/Managers shall be responsible for uploading all new registered player photographs onto the BTCL official web. (File size less than 1MB, 300 X 300 pixels; see below for the quality)
- n) The following details must be entered while registering a player,  
*First name:                      Surname:                      Club Name:                      Date of Birth:*  
*Player States: Home/Non-Home Players age Group: Pro/U19/U15*  
 Short names, nick names only accepted when it is provided with full name. If the BTCL-COM feels the provided details are incorrect, registration will be declined.
- o) It is the responsibility of the member clubs to identify their player's eligibility to play in the community cricket league. BTCL will act in good faith by accepting the player's registration when it is first made. If later proved that the clubs played with ineligible players then this will be subject to disciplinary action.
- p) If an in-eligible player took part in a match and his appearance in the field is proven, the following penalties are applicable. If the team violated the playing condition wins, then 40 points will be deducted, and if the violated team loses, then 20 points and any bonus points earned in that match will be deducted.
- q) Member club's manager will be given a choice to select the appropriate name that should be displayed in the public website.
- r) Photo Size and Quality: UK Passport size photos with clear background (**No trees behind, No caps, No sunglasses and No Hats**). Registration with poor quality photos will be rejected.
- s) If a Club would like to go into an agreement with a sponsored home category player, then BTCL will accept that agreement for a nominal fee of £20. That player will not be allowed to play in any other BTCL clubs during that agreement period.
- t) Teams with players under the age of 18 should notify League Welfare Officer (LWO). Captains of those teams require cricket specific DBS check. For more details, check county websites or contact LWO.
- u) None registered players playing in matches:
  - There will be a 40-point penalty in the current year and a further 20-point penalty for the following year for the offending team
  - No losing bonus points will be awarded either if the offending team loses
  - Opposition team (to the offending team) will be awarded a win
  - The statistics of the offending team players will stand
  - The matter must be reported to the BTCL committee with 72 hours of the match day
- v) Two overseas players playing in a match breaches the BTCL rule Proposal to AGM
  - Breaching the BTCL rules and disciplinary action

## **9. MATCH DAY**

### **9.1 NOMINATION OF PLAYERS**

- a) Each captain shall provide a list of the names containing 11 players and the nominated 12th man in writing to the opposing captain before the toss. No players (including the nominated 12th man) may be changed after the toss without the consent of the opposing captain.
- b) Captains/Managers are encouraged to check the BTCL website and make print out of players and identify their team for the match day. A player not registered with BTCL shall not play in the game. (See section 7 for player registration).
- c) The captains should provide the team list to the umpire & opponent team.
- d) A runner for batsman is not permitted.

### **9.2 DURATION OF MATCH (see section 9.9 for interrupted matches due to weather)**

- a) All divisions shall play a match of 80 overs maximum and 40 overs minimum.
- b) Minimum 20 overs must be played by each team. Otherwise the match shall be deemed as draw by abandoned.
- c) The side batting first will take up a maximum of half the allotted overs.
- d) A tea interval, not exceeding 30 minutes, will normally be taken between innings. It can be taken earlier or later, if circumstances make either a sensible option, but only at the umpires' discretion.
- e) The maximum number of overs bowled by any bowler [England and Wales Cricket Board (ECB) rules apply for players under 19] may not exceed one fifth of the total to be bowled by his side, assuming the innings runs its full length. If a bowler breaks down and is unable to complete an over, another bowler shall bowl the remaining balls of that particular over. Such part of an over shall count as a full over to both bowlers but only one in a total number bowled in the innings.

### **9.3 START TIMES**

- a) All matches to start at 13:00 hrs. But in September matches start at 12:30 hrs. Teams must notify to fixture secretary regarding the late start. This is only allowed if the ground authorities scheduled afternoon ground handover time is different from BTCL scheduled start time. If the starting time (or re-scheduled time) is different from scheduled starting time then this will be displayed on the website grounds venue.
- b) Umpire must be present at the game by 12.30pm.
- c) Coin toss at 12:45pm.
- d) A team unable to present a minimum of 7 players for the coin toss will automatically lose the toss.

- e) Match starts at 1pm.

### **9.3.1 LATE STARTS**

- a) Punctuality is essential. A Member Club responsible for a late start or delay in restarting after tea will incur the minimum reduction in points. This is also a 'totting up' offence.
- b) Educate the umpires to work with captains to finish the overs in the allotted time.
- c) If a team is unable to present a minimum of 7 players after the scheduled start time, they will lose one over for every 4 minutes of the delayed start. And if it continues for 60 minutes from the scheduled start then the match will be regarded as walkover.
- d) If play cannot begin within THREE HOURS of the scheduled start time then match will be regarded abandoned as a draw.
- e) If play is able to commence before 4pm (i.e. within 3 hours of the start time), the number of over's will be reduced as per playing conditions:
  - A 20-20 game must be played for the game to be official
  - The delay must be due to unavoidable circumstances such as weather interruption, ground being handed over late etc

### **9.3.2 WALK OVER**

- a) If a team fails to present a minimum of 7 players after 60 minutes from the start of the scheduled time then the opponent team is awarded the game and the match is considered as walk over.
- b) The winning team is awarded the 20 points and the other team will get a further 20 points reduction in case of walkover.
- c) BTCL considers walkover at the end of the season very seriously and will implement tighter control to avoid such events.
- d) If a walk over occurs during last 3 matches of the season then the points reduction accumulated in last 3 matches will be carried over to next season.
- e) If a walk over is given due to unavoidable or exceptional circumstances such as accidents, evidence should be attached within 48 hours. i.e. Video, photo or document supporting the incident.

### **9.4 LATE ARRIVAL OF A PLAYER**

- a) A player who arrives 60 minutes after the scheduled start of the game can only take part as a substitute
- b) When a player arrives after the match has started but within the 60 min cut off time the following will apply:
  - i. Fielding Side**  
Player will not be allowed to bowl until he has been on the field of play for an equivalent number of completed overs to that which had been bowled prior to him appearing on the field of play.

## **ii. Batting Side**

Player will not be allowed to bat until he has been present at the ground for an equivalent number of completed overs to that which had been bowled prior to his arrival (except on the fall of the 5th wicket).

The onus is on the captain of the batting side to show the umpires that the player has arrived.

- c) If the late arrival player is proven unregistered, then report the matter to BTCL committee within 72 hours of the match day.
  - i. Condition 1: if winning team disqualifies losing teams will be considered as winners (penalty points will apply to the offending team)
  - ii. Condition 2: if losing team disqualifies penalty points will apply

## **9.5 LESS THAN 11 PLAYERS**

- a) A minimum of 7 players constitutes a team; however Member Clubs playing less than 11 players will incur the minimum reduction in points. This is also a totting up offence.

## **9.6 OVER RATES**

- a) Premier and Division 1 Member Clubs must bowl their allotted overs within 3 hours and all other Member Clubs must bowl their allotted overs within 2 hours 50 minutes, except where either team declares or an innings is completed in fewer than the allotted overs. The penalty for failure to do so will be the minimum reduction in points. Umpires will be the judges of any extenuating circumstances.
- b) At the 3rd offence (of a team), the matter will be referred to the disciplinary committee.

## **9.7 INTRODUCING POWER PLAY**

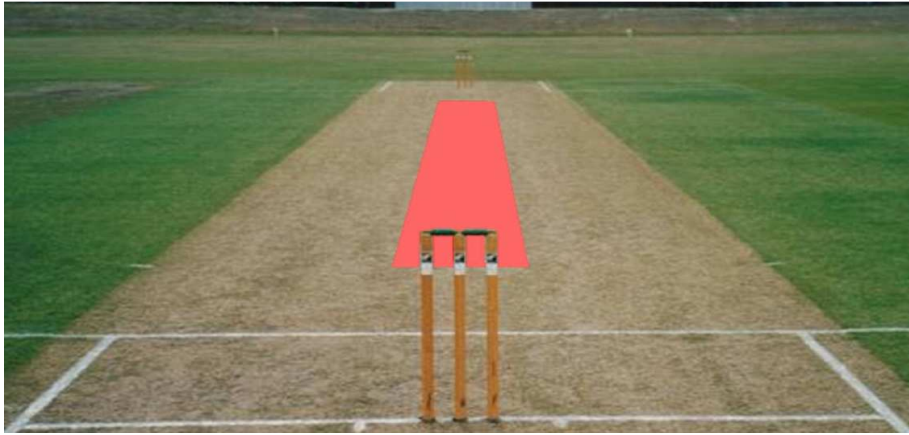
Power play has been introduced for all divisions. Field restrictions are:

- a) Powerplay 1 (Overs 1 to 8): No more than 2 fielders shall be permitted outside the 30yard circle
- b) Powerplay 2 (Overs 09 to 32): No more than 4 fielders shall be permitted outside the 30yard circle.
- c) Powerplay 3 (Overs 33 to 40): No more than 5 fielders shall be permitted outside the 30yard circle.

## **9.8 PITCH - "AREA TO BE PROTECTED"**

- a) The area of the pitch, which must be protected from the bowler, will be regarded by the umpires as the rectangle formed by two imaginary lines 5ft in front of and parallel to each popping crease and two more imaginary, parallel lines drawn one foot either side of the centre of the middle stumps.





- b) Bowler running onto the protected area after delivering the ball, batsman running between wickets using the protected area and fielders entering the protected area are contravene to the law. Two cautions will be issued to involved parties and third time the bowler will be asked to stop bowling and for batting side this will be regarded as no runs. Penalty runs may be awarded by the officiating umpires.

#### **9.9 MATCHES AFFECTED BY ADVERSE WEATHER/GROUND CONDITIONS**

- a) No match can be cancelled due to adverse weather or ground conditions within the **THREE HOURS** before the scheduled start time.
- b) If the away team chooses this option (a) and there is no play, they must pay both umpires' expenses and at least half the cost of the tea.
- c) Away team can insist on all parties being available to start at the scheduled time if they feel cancellation is unreasonable.
- d) If play cannot begin within **THREE HOURS** of the scheduled start time then match will be regarded abandoned as a draw.
- e) In these circumstances the umpires are the sole judges as to whether or not conditions are fit for play.
- f) If grounds man or grounds authority cancels the grounds reasoning safety and pitch condition, then BTCL requires an email confirming the cancellation from grounds man or authority who manages the ground.
- g) If adverse weather delays the start of a match or during the innings for more than 15 minutes umpires will deduct overs as follows:
- Up to 21 minutes - 3 overs each side
  - 28 minutes - 4 overs each side
  - 35 minutes - 5 overs each side and so on (i.e. further deductions of one over per side for every seven minutes or part thereof) down to a minimum of 20 overs per side. This applies to all divisions. However see point (d) above.
- h) Weather affected match results shall be determined based on Duckworth-Lewis method (as directed by BTCL – See point (j) below) provided that the teams played minimum 20 overs.

- i) If bad light stops play under any circumstances DL method applies to adjudicate the winner, provided that the teams played minimum overs criteria.
- j) Interrupted matches: BTCL recommends DL calculator app from Taram Inc. This is free of charge and downloadable both Android & iOS operating systems. If the recommended app facility is not available, BTCL recommends using the online calculator in the following link:  
<https://www.easycalculation.com/sports/duckworth-lewis-calculator.php>

## **9.10 FACILITIES**

### **a) COVERS**

- i. Member Clubs must use covers to completely or partially protect the pitch during inclement weather, in order to allow play to start and/or resume.
- ii. Member Clubs must use covers if adverse weather causes a delayed start to a match or if there is an immediate interruption of play. Umpires must report any Member Club failing to do so.

### **b) SIGHTSCREENS**

- i. Unless otherwise dispensed from league, all Member Clubs must have a sightscreen at each end. Where any screen is on the field of play it must be roped off so that it is completely beyond the boundary.
- ii. The batting side captain must delegate people to move sightscreens as required during that innings if requested to do so by the fielding side captain.
- iii. Sight screens are compulsory for Premier division and Division 1.

### **c) LOCAL CONDITIONS**

- i. Member Clubs must post clear notices in the away team and umpires' changing rooms, detailing any local conditions under which matches are to be played. The captain of the home team is responsible for explaining these in the pre-toss discussion with the umpires and the away team captain.
- ii. Members of the batting side must search for any lost balls during play.
- iii. Power installed and adequate toilet facilities if possible.
- iv. The home club is responsible to ensure distraction is avoided from both players and spectators.

### **d) PITCHES**

- i. Must have strong grass roots, be free from weeds, moss, stones or other foreign bodies, flat and even and have evidence of rolling.
- ii. It is the home team's responsibility to make sure all markings are clearly visible for the game to begin. Otherwise match will be regarded as forfeited and away team will receive winning points and home team will receive no points. If this occurs for a second time, the home team will be deducted 20 points.

- iii. Umpire could cancel the match by considering the safety and pitch condition. The teams must play minimum 10 overs before taking any decision based on the pitch condition. If umpire deems unsafe pitch before 10 overs, he can stop the play.
- iv. It is the responsibility of the home team to make sure pitch is prepared for the play. Match will be regarded as forfeited and away team will receive winning points and home team will receive no points. If this occurs for second time the home team will be deducted 20 points.

**e) OUTFIELD**

- i. Must be free from stones, glass or other foreign bodies, free from bare patches and evenly cut without excessive grass cuttings.
- ii. There must also be a clearly defined boundary. Minimum 65 yards and maximum 90 yards measured from centre of the pitch
- iii. For power play divisions, 30 yards circle apply (see 8.12 section C).
- iv. If a ground is permitted by BTCL to have less than 65 yards then the 30 yards circle may be reduced proportionally with the agreement of two captains and umpires before the start of the match.

**f) SCORE BOARD**

- i. Must be covered and protected from the weather with easily accessible numbers (electronic or manual).
- ii. The score-box must be easily seen from the field of play and adequate visibility available to the scorers.
- iii. The score-box must be kept in a clean and tidy condition and be safe in all aspects.
- iv. Drinks are to be provided to scorers during the drink's interval in each innings.
- v. A scorer from both teams must be available at all matches and given reasonable training to carry out his/her tasks.

**9.11 FAIR PLAY ASSESSMENT**

- a) To encourage and reward fair play, BTCL has introduced fair play assessment system; umpires will be evaluating each team on match by match basis on the following criteria:
  - i. Punctuality
  - ii. Time keeping
  - iii. Player's behaviour
  - iv. Facilities
- b) Points deducted on match by match basis, based on fair play card uploaded by umpire officiating the match.

**9.12 MATCH BALLS**

- a) All the league teams must use BTCL balls
- b) All Division Member Clubs must use the cricket balls provided by the British Tamils Cricket League.
- c) Ball cost will be included in the membership.
- d) BTCL to approach our old supplier Dukes for this year.
- e) If the match ball is lost in the power play stage a new ball can be used to replace it. Home team responsible to replace the ball (i.e. the cost or ball).

**9.13 FIELDING RESTRICTIONS**

- a) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- b) Two semi-circles shall be drawn on the field of play by home teams. 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 (see 9.9 (e) outfield criteria). The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The fielding restriction area should be marked by 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.
- c) The following fielding restrictions shall apply for Premier and Division 1:

**Fielding restriction**

| No of players | Power play 1<br>(1 to 8 overs) | Power play 2<br>(9 to 31 overs) | Power play 3<br>(32 to 40 overs) |
|---------------|--------------------------------|---------------------------------|----------------------------------|
|               | Outside 30 yards               | Outside 30 yards                | Outside 30 yards                 |
| 11            | 2                              | 4                               | 5                                |
| 10            | 1                              | 3                               | 4                                |
| 9             | 0                              | 2                               | 3                                |
| 8             | 0                              | 1                               | 2                                |
| 7             | 0                              | 0                               | 1                                |

- d) Power Play has been introduced for all divisions. Field restrictions are:

- i. Powerplay 1 (Overs 1 to 8): No more than 2 fielders shall be permitted outside the 30yard circle.
  - ii. Powerplay 2 (Overs 09 to 31): No more than 4 fielders shall be permitted outside the 30yard circle.
  - iii. Powerplay 3 (Overs 32 to 40): No more than 5 fielders shall be permitted outside the 30yard circle.
- e) 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 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 where the number of overs of both teams is reduced. The number of overs in regard to the restrictions shall be in accordance with the following table. If on resumption after a delay the number of overs has been exceeded, this shall take effect immediately.

| <b>Innings Duration</b> | <b>Power Play 1</b> | <b>Power Play 2</b> | <b>Power Play 3</b> |
|-------------------------|---------------------|---------------------|---------------------|
| 40                      | 8                   | 24                  | 8                   |
| 39                      | 8                   | 23                  | 8                   |
| 38                      | 8                   | 23                  | 7                   |
| 37                      | 8                   | 22                  | 7                   |
| 36                      | 7                   | 22                  | 7                   |
| 35                      | 7                   | 21                  | 7                   |
| 34                      | 7                   | 20                  | 7                   |
| 33                      | 7                   | 20                  | 6                   |
| 32                      | 7                   | 19                  | 6                   |
| 31                      | 6                   | 19                  | 6                   |
| 30                      | 6                   | 18                  | 6                   |
| 29                      | 6                   | 17                  | 6                   |
| 28                      | 6                   | 17                  | 5                   |
| 27                      | 6                   | 16                  | 5                   |
| 26                      | 5                   | 16                  | 5                   |
| 25                      | 5                   | 15                  | 5                   |
| 24                      | 5                   | 14                  | 5                   |
| 23                      | 5                   | 14                  | 4                   |
| 22                      | 5                   | 13                  | 4                   |
| 21                      | 4                   | 13                  | 4                   |
| 20                      | 4                   | 12                  | 4                   |

#### **9.14 GROUND & FACILITIES REPORTING AND INSPECTION**

- a) Team captains, scorers, or a club official deputised for that purpose, will be responsible for advising the League through a questionnaire provided whether the required standards are met on grounds visited under match day conditions.
- b) Member Clubs which fail to meet acceptable standards, when all such reports are considered, will be required to improve their ground to the required standard, within a time specified by the BTCL-COM.
- c) The Member Club or Member Clubs concerned will also be subject to a minimum of two spot checks by at least two members of BTCL-COM to ensure the improvements have been made.
- d) Grounds must be booked within the M25 area.

#### **9.15 GENERAL**

- a) In the event of rain delaying or interrupting a match the home team is responsible for making every effort to make play possible.
- b) Teams must not take the field before the umpire(s) at the start of the match or after any interval.
- c) All players, including substitutes must wear conventional cricket clothing when taking part in the game. Captains are wholly responsible for enforcing this.
- d) Excessive appealing – Follow ICC rules

#### **9.16 QUALITY OF MATCH DAY FOOD**

- a) Always include a vegetarian option.
- b) Away team to inform the home regarding any special dietary requirements (veg, halal etc).

#### **9.17 UMPIRES AND SCORERS**

- a) Umpire(s) must wear appropriate dress code to maintain the standard of the game (all umpires should wear BTCL or ECB approved uniforms).
- b) BTCL should provide standard team card and score card to umpire.
- c) Member Clubs should pay one umpire each.
- d) If only one umpire is present he will officiate at the bowling end throughout, receive normal fee the Member Clubs will share the cost.
- e) Pay half the umpire fee at lunch time.
- f) If the umpire fee is not paid on the day, the disciplinary committee will take action.
- g) If an umpire travels to the ground and play does not take place then full fee must be paid by the teams.

- h) If both Member Clubs agree that a match is to be cancelled due to inclement weather the home club must inform both umpires of the cancellation no later than three hours before the scheduled start.
- i) The umpire must advise the Secretary within 48 hours from the match concerned of:
  - i. A delay in resuming play after tea because of non-payment of an umpire
  - ii. All late starts and unusual incidents not in the best interests of the league
  - iii. Teams taking longer than the permitted time for the innings
  - iv. Member Clubs with less than two sightscreens, unless they have dispensation from the league
  - v. Teams who do not provide a scorer for the whole game
  - vi. Teams who have less than 11 players
  - vi. A copy of any disciplinary report must be sent [secretary@btcluk.com](mailto:secretary@btcluk.com)
- j) Umpire(s) shall arrive at the ground no less than 30 minutes before the scheduled start of the match.
- k) Umpire(s) must inform the home team captain without delay, if they are going to be late. Teams to report the incident to BTCL.
- l) If umpire (s) arrive late for a match, reduce the number of overs of the game (same as weather affected). Teams to report the incident to BTCL.
- m) Umpires to work with captains to finish the overs in the allotted time.
- n) If a player umpires (i.e. from batting side) as a leg umpire then he can only provide his verdict on following instances:
  - i. Run out
  - ii. Stumped out
- o) Player umpire may assist the main umpire at all-time but not to interfere with the decision of the main umpire at any circumstances (except see above).
- p) As leg umpires constantly change, it will be up to the league umpire to brief the leg umpire each time they change.
- q) Umpire(s) shall not allow persistent interference from batting team members (including playing umpire) as advisors or refreshment providers. Umpire(s) shall call for maximum TWO drinks breaks unless otherwise agreed based on weather condition or player's condition.
- r) Umpire(s) to complete the checklist provided by BTCL. This includes but not limited to; number of players, starting time, tea time, when play completed, whether ID cards checked by captains etc.
- s) Umpire(s) shall NOT check player IDs but provide evidence in player registration issue.
- t) New umpire rating to identify the best umpires in the league.

**(a) ABSENCE OF UMPIRE**

- i. Both teams can agree and use their player or non-player umpires (This is at their own discretion). Once agreed and any disputes arising from using their own umpires middle of the game, then match will be considered as abandoned and 10 points will be awarded for each team.
- ii. If the above was not possible or not acceptable, 10 points will be awarded for each team (as an abandoned game).
- iii. If any wrong-doing is proven, BTCL reserves the right to take disciplinary action against the offending team(s) or individual(s).
- iv. Spirit of Cricket by ECB rules should be adhered to and understood in this scenario.
- v. Due to umpires absent, BTCL takes the responsibility and allows both teams to reschedule the match to a non-league date. In term of the ground cost, BTCL will offer 50% of the cost (maximum £100). Other 50% of the cost should be shared equally by the home and away team (25% each). Home team responsible for arranging the ground.

**(b) BRIBING AN UMPIRE**

- i. If any wrong-doing is proven, BTCL reserve the right to take disciplinary action against the offending teams or individuals
- ii. Spirit of Cricket by ECB rules should be adhered to and understood in this scenario

**(c) IF UMPIRE IS FOUND UNFIT TO OFFICATE**

In case of BTCL receives 3 complaints from member clubs in a season, the umpire will be banned by BTCL on proof. When the first complaint is received, BTCL should investigate with both home and away teams.

**9.18 NO BALL/WIDE BALL**

**9.18.1 No Ball – bowling of high full pitched balls**

- a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker, and shall be called No Ball (see other No ball interpretation on Laws of Cricket).

Note: Medical definition of waist - The part of the human trunk between the bottom of the rib cage and the pelvis.

- b) A penalty of one run shall be awarded instantly on the call of No Ball. A No Ball shall not count as one of the over.
- c) No Ball (Free Hit) – applies to main umpire call only. (*Free Hit* after a foot-fault *no ball*. the delivery following a *no ball* called for a foot fault shall be a *free hit* for whichever batsman is facing it. Field changes are not permitted for *free hit* deliveries unless there is a change of striker. The batsman cannot be out caught, stumped or bowled but can be run out. Free-Hit rule does not apply for any other no ball, i.e. over the hip).



### **9.18.2 Wide Ball**

- a) If the bowler bowls a ball, not being a No Ball, the umpire shall adjudge it a Wide if according to the definition in (c) below, in his opinion, the ball passes wide of him standing in a normal guard position.
- b) The ball will be considered as passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal cricket stroke.
- c) BTCL 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. Any offside delivery shall be judged in accordance with (a) and (b) above. Any leg side delivery which passes leg side of the striker and misses leg stump shall be called a Wide.
- d) The umpire *shall not* adjudge a delivery as being a Wide:
  - (i) If the striker by moving, either
    - (1) causes the ball to pass wide of him, as defined in (c) above, or
    - (2) brings the ball sufficiently within his reach to be able to hit it with his bat by means of a normal cricket stroke.
  - (ii) If the ball touches the striker's bat or person.
- e) The ball does not become dead on the call of Wide Ball.
- f) A penalty of one run shall be awarded instantly on the call of Wide Ball.
- g) A Wide shall not count as one of the over.

### **9.19 OFFENSIVE LANGUAGE BY PLAYER/UMPIRE**

Follow ECB guidelines and umpires to enforce this. Any evidence will be used to identify persistent offenders (applies to both players and umpire behaviour).

### **9.20 PHYSICAL VIOLENCE OF PLAYER(S)**

- a) Follow ECB guidelines and umpires to enforce this.
- b) Police intervention may be needed.

## **10. SCORE SHEET UPDATE**

- a) The score cards must be update by using BTCL website by both teams on or before the following Wednesday 23:59hrs after the Sunday match.
- b) Home team – Enter score sheet on BTCL website **and** email signed sheet to [scorecard@btcluk.com](mailto:scorecard@btcluk.com)
- c) Away team – Upload Signed score sheets using BTCL official website and send signed sheet to [scorecard@btcluk.com](mailto:scorecard@btcluk.com)

- d) Umpire(s) and both team captains must sign the score sheet.
- e) If the teams fail to send or enter score sheet details, it is regarded as an offence. Penalty points will be deducted as follows:
- f) BTCL IT team is continuously upgrading the system and these requirements may differ according to system changes. Any changes in requirement will be notified to all the member clubs by IT Secretary / Secretary.

**Wednesday 23:59 hrs following the Sunday match 2 points will be deducted and thereafter daily 1 point will be deducted up to a maximum of 5 accumulated points.**

## **11. POINTS SYSTEM**

### **(a) GENERAL**

Points will be awarded considering the whole season games are played by the teams as follows:

- i. The winning team shall receive 20 points.
- ii. The losing team shall receive 1 batting point for every 40 runs scored with a maximum of 5 batting points. *(For interrupted matches the calculation is based on number of overs played. E.g. if the team play 32 overs then every 32 runs 1 point will be provided as losing point up to a maximum of 5 points).*
- iii. The losing team shall receive 1 bowling point for every 2 wickets taken (maximum of 5 points).
- iv. In the event of a tied match where both sides have scored the same number of runs then each side shall be awarded 10 points.
- v. In the event of two or more sides finishing with an equal number of points then, their final positions will be decided on net run rate basis (see appendix A).
- vi. The walk over team will be penalised by deduction of 20 points and opposition team will gain 20points.
- vii. If a walk over occurs during last 5 matches of the season then the points reduction accumulated in the last 5 matches will be carried over to next season.
- viii. If the match is abandoned as draw then both teams receive 10 points.
- ix. Bowling side will get full bowling points (5 points) if they get the opposition all out even though the batting side has less than 11 players.

### **(b) PENALTIES**

- i. Both sides are required to upload completed scorecards to the league's website before Wednesday 23:59 hrs after the game on Sunday. Failing that will incur penalty points. BTCL-COM's Score & Results secretary's decisions will be final on any issues regarding the results and scores.

- ii. Home team is responsible for entering the data onto BTCL website score sheet. Away team is responsible for uploading signed score sheet to BTCL website. Both teams must send the umpire signed score sheet to [scorecard@btcluk.com](mailto:scorecard@btcluk.com).

**(c) PROMOTION AND RELEGATION**

- i. Generally Two Member Clubs will be promoted and relegated throughout the divisions each season. This is based on the **accumulated points published on League website**.
- ii. BTCL-COM has the right the change the promotion and relegation criteria if it feels necessary to keep the maximum clubs playing in any division.
- iii. If a club withdraws from the league before the start of a new season (before 31<sup>st</sup> March), club next in line from the previous year league table will be promoted.
- iv. If a club withdraws from the league during an active season, every match the club played and to be played will be made void. The points of those matches will be made zero either in advance or retrospectively.
- v. A team should play 50% of their scheduled matches, if not they will be disqualified and they have to start from the bottom of the league in the following year.
- vi. If any clubs failed to pay the grounds fee, umpire fees or any other fees shall not be considered for promotion or other league awards. These clubs will be relegated to lower division or removed from the league.

## **12. LEAGUE AWARDS**

**(a) ANNUAL AWARD CEREMONY**

Award ceremony for the league will be followed by the completion of the season. BTCL-COM will decide on venue & date and empowered to select appropriate name for the ceremony.

**(b) AWARDS SELECTIONS**

Awards selections are based on recorded entry on BTCL official website and clubs must take responsibility to check the league tables and individual performance on BTCL official website. After a specified date all the scores will be made final and no amendments will be allowed.

**(c) DIVISION AWARDS**

Each division in the league awarded with two awards:

- 1. Challenge cup
- 2. Prize money

The above awards are presented to champions and runners-up in the league. BTCL-COM empowered to decide on prize money and number of trophies awarded in the league. If required, BTCL-COM will award other clubs in the league for good performance.

**(d) INDIVIDUAL/TEAM AWARDS**

Time to time league will announce team and individual awards based on merits. Following individual awards has been identified, but not limited to, by the league. BTCL-COM may change the title and number of awards.

- a. Best Bowler in Division - highest aggregate of wickets in League matches only.
- b. Best Batsman in Division - highest aggregate of runs in League matches only.
- c. Best All Rounder in Division - selected by batting and bowling performances.
- d. Junior Player of the Year - most outstanding junior performance.
- e. Fair Play Award - determined by umpires

**(e) MERIT PRIZES - Guidelines**

Guidelines for 2019 listed below. BTCL-COM decision shall be final.

| <b>Batting</b>   |                  |
|------------------|------------------|
| Premier Division | 400 runs or more |
| Division 1       | 400 runs or more |
| Division 2       | 400 runs or more |
| Division 3       | 400 runs or more |
| Division 4       | 400 runs or more |
| Division 5       | 400 runs or more |

| <b>Bowling</b>   |                    |
|------------------|--------------------|
| Premier Division | 30 wickets or more |
| Division 1       | 30 wickets or more |
| Division 2       | 30 wickets or more |
| Division 3       | 30 wickets or more |
| Division 4       | 30 wickets or more |
| Division 5       | 30 wickets or more |

**(f) SOCIAL MEDIA**

- i. Any social media or any other medium will result in disciplinary action by BTCL.
- ii. Develop a social media policy for teams and players.
- iii. Minimum 7 players to be present to receive awards (applies to 1st, 2nd & 3rd).
- iv. Failure to attend the event, additional four ticket prices will be charged to the club (applies to 1st, 2nd & 3rd), unless valid reason is submitted with evidence.
- v. Trophies will not be given to clubs if they fail to attend the presentation night.
- vi. Failure to return the returnable trophies to BTCL will lead to a fine.

### 13. ECB SAFE HANDS POLICY

The League has adopted the ECB Safe Hands Policy in total in order to pursue safe environments for young and disadvantage people within the League's Member Clubs.

<http://www.ecb.co.uk/ecb/safeguarding-children-and-child-protection/safe-hands/>

### 14. LAWS OF CRICKET

Unless otherwise specified in the BTCL playing condition, the generally accepted laws of cricket shall apply.

<http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/>

Also refer to the changes in law made in 2017 (<http://playerbehaviour.ecb.co.uk/#/?k=in8c5o>)

## APPENDIX A – RUN RATE

### Run Rate

Total Runs /Total number of overs, e.g. a team batted first and all out in 25 overs in a 35 overs match then, total number of overs is 35 not 25

For teams batting second and reaching their target in 26 overs, then total number of overs is 26

### Net Run Rate

If the team batting first scored 210 runs in 35 overs, the run rate is 6, suppose the second team scored 175 all out in 32.4, their run rate is 5.4

The NET RUNRATE for the team that batted first is +0.6, and the second team is -0.6

Should the team batting second managed to reach their target (211 runs) in 34.4 overs, and then their run rate would be 6.134.

Net run rate in this instance would be, team batted first is -0.134 and the second team get +0.134

### Final RUN Rate

Total net run rate /number of matches (abandoned and un-played or walkovers will not be counted)

E.g. If a team total net run rate is 28.07 and played 12 matches

The final run rate is  $28.07/12=2.2558$