

JERSEY POST WEEKEND LEAGUE CRICKET RULES FOR 2017

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 Young Players

Only those in Year 9 and above are allowed to play League or Cup cricket and any young player up to and including those in Year 11 or Under 16 at the beginning of the school year requires clearance from the Development Office to play in the Premier Division. If in doubt please contact the Development Office.

In exceptional circumstances players lower than School Year 9 will be permitted to play but must have clearance from the Development Office to play in the League.

Once permission has been given by the Development Office for a young player to play in the Premier Division it is not necessary for the Club to contact the Development Office again regarding that player.

Captains and/or Club officials are responsible for ensuring that this rule is applied.

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

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

Clubs are also reminded of the JCB Fast Bowling Directives and are as follows:-

U13 5 overs per spell

U14, U15	6 overs per spell
U16, U17	7 overs per spell
U18, U19	7 overs per spell

Having completed a spell the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell have been bowled from the same end.

If a Club plays 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 less 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 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

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 LMCs 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	yezdi@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 before the commencement of the match. 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 2017 season there will be less groundstaff 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 Saturdays and 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 expected to start at 12.00pm sharp unless otherwise stated. It is anticipated that each side should take no more than 2hours 30 minutes, this being the responsibility of the captain. Umpires will note the times for completion of overs and forward the information to the Weekend League Secretary.

7.4 It is the general intention to mirror as closely as possible the prevailing core playing rules of the ICC World Cricket League, 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, The Laws of Cricket 2000 Code 4th Edition 2010 shall apply, except as specified below.

If the ICC World Cricket League playing rules 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 less 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 a 40 overs per side match.
- 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 is 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.

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. Prematurely Terminated Matches – Calculation of the Target Score

10.1 Premier League 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 Premier League 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

11.1 Law 24 of the Laws of Cricket shall apply except that Law 24.1 (b) shall be replaced by the following:

11.1.1 The bowler may not deliver the ball underarm. If a bowler delivers the ball underarm the umpire shall call and signal No-Ball and the ball is to be re-bowled overarm.

11.1.2 If the bowler hits the wicket with any part of his body, dislodging the bail/s, in his delivery stride, the umpire shall call and signal No-Ball and the ball is to be re-bowled.

11.2 In addition to the above, the delivery following any 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 ball) then the next delivery will become a free hit for whichever batsman is facing it.

11.2.1 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 a Wide ball.

11.2.2 Field changes are not permitted for free hit deliveries unless there is a change of striker or for a field restriction No Ball (the restrictions in Rule 11 below shall apply).

11.2.3 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 25 of the Laws of Cricket shall apply with the following addition to Law 25.1:

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 and any ball down the leg side will be called a wide by the umpire.

13. Bowling of Short Pitched Balls

Bowlers are permitted to bowl a maximum of two short pitched balls per over. If a bowler bowls more than 2 short pitched balls per overs than they shall be called "No Ball" and signalled by the Bowlers end umpire.

14. Restrictions on the Placement of Fieldsmen/Powerplays

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

14.2 In addition to the restriction contained in clause 14.1 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 (hereinafter referred to as the Powerplay) are set out in the following paragraphs.

14.3 The following fielding restrictions shall apply:

a) 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 (refer attached Appendix 3). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5yard (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 moment 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.
- 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.
- 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.

14.4 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay 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.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
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

14.5 If play is interrupted during an innings and the table in 14.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustration of 14.5:

a) A 40 over match is 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.

14.6 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.

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

15. Dangerous and Unfair Short-Pitched Bowling

Law 42.6 (a) of the Laws of Cricket shall be replaced by the following:

a) A bowler shall be limited to two fast short-pitched delivery per over.

b) 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.

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

d) In addition, for the purpose of this regulation and subject to Clause 15(f) 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.

e) 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

f) In the event of a bowler bowling more than two fast short-pitched delivery in an over as defined in Clause 15(b) 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.

g) If a bowler delivers a second 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.

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

i) 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.

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

k) 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.

16. Bowling of High Full-Pitched Balls

Law 42.8 (b) of the Laws of Cricket shall be replaced by the following:

a) 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.

b) In the event of a bowler bowling a high full-pitched ball as defined in Clause 16(a) above, the umpire at the bowler's end shall call and signal no-ball.

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.

c) 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.

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

e) 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.

17. Deliberate bowling of High Full-Pitched Balls

Law 42.8 of the Laws of Cricket shall be replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed unfair as defined in rule 15 above was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

17.1 Call and signal no-ball.

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

17.3 Not allow the bowler to bowl again in that innings.

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

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

18. Dangerous and unfair Bowling- action by the umpire

Law 42.7 of the Laws of Cricket shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of rules 15, 16 and 17 above the following shall apply at any time during the match:

18.1 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.

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

- a) 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.
- b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
- c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- d) 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.
- e) The bowler thus taken off shall not be able to bowl again in that innings.
- f) 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.

19. 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.

20. Duckworth/Lewis (Premier League only)

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

20.2 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.

20.3 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.

21. Points and Results

21.1 20 points will be awarded to the winning team plus all bonus points during the match.

21.2 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

21.3 Maximum of 10 batting points may be earned – 1 batting point for 40, 60, 80, 100, 120, 140, 160, 180, 200 and 220 runs

21.4 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.

21.5 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.

- 21.6 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.

22. 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)

23 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.

24 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.

25 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.

26 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 2017 season there will be less groundstaff 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 2017 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 start at 1.00pm sharp. It is anticipated that each side should take no more than 2 hours 10 minutes to bowl their allocated overs, this being the responsibility of the captain.

Matches cannot be rearranged.

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

If a team has less 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 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

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.

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

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

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.

No bowler is permitted to bowl more than 4 overs.

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.

For the first 6 overs, at the instant of delivery, a maximum of two fielders must 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 minimum of four fielders (plus the bowler and wicket-keeper) must be within 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 less 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 Jersey Post 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 or by sending an email to norrups@gmail.com, which must include the teams, the scores, the number of wickets lost and the amount of overs per innings.

A warning will be issued on the first occasion a result is not inputted to CricHQ or emailed. 10 points deduction will apply for every subsequent failure 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.