



**TRAVELBAG™**  
With you all the way

# THE TRAVELBAG SURREY CHAMPIONSHIP

RULES AND PLAYING CONDITIONS

— TIER THREE —

DIVISION 5 1ST XI

ALL 2ND XI

ALL 3RD XI

ALL 4TH XI

VERSION 3 - 2017

# CONTENTS

<b>GENERAL PLAYING CONDITIONS FOR ALL FORMATS</b>	<b>3</b>
Laws	3
1. Balls and Players	3
2. Points	3
3. Rules Amendments	3
 <b>LIMITED OVERS MATCHES ROUNDS 1-4 &amp; 14-18</b>	 <b>4</b>
1. Duration	4
2. Number of Overs per Bowler	5
3. Restrictions on the Placement of Fielders	5
4. No Ball	6
5. Wide Ball	6
6. Result	6
 <b>TIME MATCHES ROUNDS 5-13</b>	 <b>9</b>
1. Playing Conditions	9

# THE SURREY CHAMPIONSHIP

## GENERAL PLAYING CONDITIONS FOR ALL FORMATS DIVISIONS 5 OF THE 1ST XI, ALL 2ND XI DIVISIONS, ALL 3RD XI DIVISIONS, ALL 4TH XI DIVISIONS - SCHEDULE SEVEN

**LAWS** Except as otherwise provided for hereinafter, the prevailing MCC code of the Laws of Cricket will apply in all matches.

### 1. BALLS AND PLAYERS

- (a) The match will be played with two identical new balls nominated and supplied to Member Clubs by the Championship, one new ball must be taken at the start of each innings. The home club shall provide two such balls at the start of the match, and spare balls of the same make as the match balls, in varying degrees of wear.
- (b) No match shall start until both sides have a minimum of eight players present, unless both Captains or their Deputies agree that the match can start with fewer players. Any side not having eight players present at the scheduled time for the toss shall forfeit the said toss. If the match subsequently starts late then overs will be deducted as described in Schedules Eight 1 (d) or Schedule Nine 1 (f).
- (c) For 1st XI Div 5 and all 2nd XI matches only, if after the scheduled commencement of the match time is lost due to inclement weather or other unavoidable cause then the appropriate calculations for overs lost shall take place after 30 minutes of time being lost ( "Golden Half Hour").

### 2. POINTS

- (a) Points in each Match shall be in accordance with Appendix One of the Constitution PC 5 (a) – Limited Overs Matches and PC5(b) Timed Matches and PC 5 (c) Bonus Points.

### 3. RULES AMENDMENTS

- (a) Any amendment to these Playing Conditions and Rules and Regulations for the divisions herein require only a simple majority of the Member Clubs of the Second, Third and Fourth Divisions from time to time.

## **DIVISIONS 5 1ST XI, 2ND XI'S, 3RD XI'S, 4TH XI'S LIMITED OVERS MATCHES ROUNDS 1-4 & 14-18 - SCHEDULE EIGHT**

### **1. DURATION**

- (a) For Div 5 1st XI and all 2nd XI matches - Matches in all rounds will commence at 12. Noon.

For all 3rd XI and 4th XI matches:

- (i) Matches in Rounds 1-16 will commence at 1.00 pm.  
(ii) Matches in Rounds 17-18 will commence at 12.00 Noon.

- (b) There will be an interval of 30 minutes between innings, although this may be varied at the discretion of and agreement of both the Umpires and Captains in the case of an interrupted match. If the innings of the team batting first is completed prior to the scheduled time for the interval, this interval of 30 minutes shall take place immediately and the innings of the team batting second will commence correspondingly earlier, providing that this does not lead to an interval occurring more than 40 minutes prior to the scheduled interval. If so the side batting second will commence their innings and tea will be taken at the scheduled time.

- (c) (i) Each match shall consist of the following number of maximum overs:

- Division 5 1st XI and all 2nd XI's – 50 overs per innings
- All Premier 3rd XI - 50 overs per innings
- All other 3rd XI's and all 4th XI's – 45 overs per innings

save where time is lost after the scheduled start time due to inclement weather or other unavoidable cause, when the number of overs shall be reduced as hereinafter provided.

- (ii) Captains should ensure that their overs are bowled at an average of 16 overs per hour. The start time and end time of each innings must be entered into the comments box in Play-Cricket after each match.

- (d) Unless bowled out earlier, the team batting first shall bat for the full number of overs allotted prior to the commencement of the match or as reduced by the umpires; declarations are not permitted. Should the side batting first be dismissed before the overs to which it is entitled have been bowled, the team batting second shall be entitled to bat for their respective maximum overs or as reduced due to inclement weather or other cause.

- (e) Should the match commence later than the scheduled start time due to inclement weather or other cause, the Umpires shall reduce the number of overs per team by one over for every 7 minutes of time lost between the scheduled start time and the actual commencement.

- (f) In the event of time being lost after the commencement of the match due to inclement weather or other cause during the innings of the team batting first, then the team batting first will receive their respective maximum overs or as reduced prior to the start of the match. The team batting second will then have its maximum number of overs reduced by one over for each 3.5 minutes of play lost during the first innings.
- (g) Should time be lost due to inclement weather or other cause either during the interval between innings or during the innings of the team batting second, then the number of overs which that team would have been entitled to receive shall be reduced by one over for each completed 3.5 minutes of playing time lost.
- (h) Both Captains and the Umpires shall agree drinks intervals prior to the start of each innings. A maximum of 5 minutes will be allowed for each drinks break.
- (i) Should the loss of time result in less than 20 overs being available to the team batting second, the game shall be abandoned.

---

## 2. NUMBER OF OVERS PER BOWLER

- (a) In each innings of the match no bowler may bowl more than 20% of the available overs in an innings. Where the total overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. in a 43 over match, 3 bowlers may bowl 9 overs and no other more than 8 overs
- (b) In the event of a reduction in overs after the commencement of the match, the maximum number of overs allowed per bowler will be calculated as in paragraph 2 (a) above.
- (c) In the event of a bowler being incapacitated or suspended and being unable to complete an over, the remaining balls will be bowled by another bowler providing that bowler did not bowl the previous over or part thereof. Such part of an over shall count as a full over only insofar as each bowler's limit is concerned.

---

## 3. RESTRICTION ON THE PLACEMENT OF FIELDERS

- (a) At the instant of delivery, there may not be more than five fielders on the leg side.
- (b) 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. 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 field 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.

Where such markings are unavailable then each captain has a direct responsibility to create an assumed “ring” and play by the spirit of the game by adhering to playing condition 3(c).

- 
- (c) During the whole of each innings, no more than five fielders shall be permitted outside the field restriction area referred to in paragraph 3 (b) above at the instant of delivery.
- 
- (d) In the event of an infringement of any of the above fielding restrictions, the Umpire at the striker’s end shall call and signal ‘No Ball’.
- 
- (e) In the event of the striker’s end Umpire failing to call and signal No Ball when the fielding restrictions in this playing condition have been breached or when Law 41.5 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to that Umpire’s attention. If the striker’s end Umpire is able to verify the breach, he shall call and signal No Ball. If the striker’s end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.
- 

#### **4. NO BALL**

- 
- (a) If a bowler bowls a ball underarm the umpire shall call and signal ‘No Ball’.
- 

#### **5. WIDE BALL**

- 
- (a) Umpires are instructed to apply a very strict and consistent interpretation in regard to judging a wide in order to prevent negative bowling wide of the wicket or over the batsman’s head

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

If a ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a “normal cricket stroke” both from where he is standing and from where he should normally be standing at the crease, the umpire shall call and signal “Wide Ball”.

Note: The above provisions do not apply if the striker makes contact with the ball, or if it passes below head height between the striker and the wicket.

---

#### **6. RESULT**

- 
- (a) A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs, unless the team batting second has scored more runs than its opponents or has achieved its target score as hereinafter defined.
- 
- (b) Save as hereinafter provided the team that has scored the most runs shall win a match.
-

- (c)
  - (i) Where a team batting second does not have the opportunity of batting for the same number of overs as the team batting first due to time being lost after the commencement of the match, the result shall be determined as follows.
  - (ii) The “2nd innings run rate” shall be determined immediately prior to the start of the innings of the team batting second using the formula below.
  - (iii) The run rate of both the first and second innings shall be calculated to two decimal places.
  - (iv) The run rate shall be agreed by both scorers and umpires prior to the start of the innings and once agreed shall be final.
  - (v) Once the run rate for the second innings has been calculated it shall remain as the run rate for that innings even though a later interruption may reduce the number of overs the team batting second can receive.
  - (vi) If the second innings commences with the same number of overs as allocated to the team batting first the run rate shall remain as the first innings run rate even though a later interruption may reduce the number of overs the team batting second can receive.

$$(100 + \{d \times 1.2\}) \times (1\text{st innings run rate}) \times (1 / 100)$$

**Where d = difference in overs to be played at the commencement of the innings of the team batting second.**

**1st innings run rate = (1st innings score) ÷ (number of overs allocated to the team batting first)**

- 
- (d) The run rate shall be multiplied by the lowest reduced number of overs that the team batting second shall be entitled to receive after making allowance for time lost after the commencement of the match. The resulting figure shall be the “target score” as agreed by scorers/Umpires and Captains.
- 
- (e) If the score of team batting second surpasses the “target score” at any time prior to the conclusion of its innings then the match shall be won by the team batting second but if bowled out earlier the match shall be won by the team batting first. When less than 20 overs have been bowled in the 2nd innings play must be in progress for a revised target score to become effective and for a result to be achieved using this revised target score.
- 
- (f) A match shall be tied if the scores are equal at the end of the match. In a match interrupted after the commencement, where the revised target score involves a fraction of a run, the fraction shall be rounded down and if the scores are then equal the result shall be a tie.

## EXAMPLE OF REDUCED OVERS RUN RATE CALCULATION

A	B	C	D	E	F	G
1st innings  <b>Runs Scored</b>	<b>Overs allotted at start of match</b>	Run Rate = A/B (to 2 decimal places)	<b>Overs allocated to side batting second at commencement of second innings</b>	<b>d = difference in overs (B-D)</b>	<b>d x 1.2</b>	Run Rate for team batting second  <b>= (100 + F) x C x 1/100</b>
<b>221</b>	<b>50</b>	<b>4.42</b>	<b>42</b>	<b>8</b>	<b>9.6</b>	<b>4.84</b>

Target Score = Overs allocated to side batting second x G

(Example above Target score =  $42 \times 4.84 = 203.28 = 204$  to win and 203 to tie)

Overs reduced again after start of second innings:

New Target score = Revised number overs allocated to side batting second x G

(Example further reduction after start of 2nd innings of 4 overs New Target score =  $38 \times 4.84 = 183.92 = 184$  to win and 183 to tie)



## **DIVISIONS 5 1ST XI, 2ND XI'S, 3RD XI'S, 4TH XI'S TIME MATCHES ROUNDS 5-13 - SCHEDULE NINE**

### **1. PLAYING CONDITIONS**

(a) Matches will last the following number of overs:

- Division 5 1st XI – 100 overs
- 2nd XI and 3rd XI – 100 overs
- 4th XI – 90 overs

The tea interval will be of 30 minutes duration

(b) All matches will finish at the later of:

- 5th Div 1st XI and 2nd XI – 6.20pm
- 3rd XI – 7.20pm
- 4th XI – 6.50pm

or when the maximum allocation of overs as defined in 1(a) or such other number of overs substituted by paragraphs 1 (h) & (i) below have been bowled if such overs have not been bowled by the time indicated above. There are no minimum overs in the last hour of play. (Note: if the maximum designated overs, or such other recalculated minimum number of overs, have been bowled before the time indicated above then play must continue until the stated end time unless the match is concluded earlier.)

(c) Have one drinks interval in each innings unless other arrangements have been agreed by the Captains of each side prior to commencement of play.

(d) Any 5th Div 1st XI match or 2nd XI match that cannot start by 2pm because of weather conditions shall be treated as an abandoned match.

Any 3rd XI or 4th XI match that cannot start by 3pm because of weather conditions shall be treated as an abandoned match

(e) The side batting first shall not be entitled to bat for longer than:

- Division 5 1st XI – 55 overs
- 2nd XI and 3rd XI – 55 Overs
- 4th XI – 47 Overs.

overs and, subject to the proviso hereafter, the side batting second shall bat for the number of overs which, added to the overs of the side batting first, equals the maximum scheduled overs defined in 1(a), or until 7.20pm (or 6.50pm for the 4th XI), whichever is the later.

For the purposes of this rule a part of an over shall not be counted.

- (f) If either before a match has started or after a match has started there is a weather interruption or weather interruptions before or during the innings of the side batting first, the minimum overs shall be reduced by two for each complete period of seven minutes of interruption or interruptions (cumulatively) and the number of overs available to each side when batting shall in consequence be reduced by one over for each such complete period of seven minutes of interruption or interruptions (cumulatively).
- (g) If after the start of the innings of the side batting second there is weather interruption or interruptions the number of overs available to the side batting second shall be reduced by one over for each complete period of three and a half minutes of interruption or interruptions (cumulatively).
- (h) In each innings of the match no bowler may bowl more than 14 overs in an innings, where the match is 100 overs and 13 overs in an innings where the match is 90 overs.

# ALL OUT CRICKET

LIVE THE GAME

EVERY MONTH

EVERY WEEK

Marks Out Of 10 For England's Tourists



EVERY DAY

EVERY MINUTE



ALLOUTCRIKET.COM

f ALL OUT CRICKET

@ALLOUTCRIKET

ALLOUTCRIKET



*"From cosmopolitan cities,  
spectacular coastlines and natural  
wonders, discover why there really is  
nothing like Australia"*

Sarah Lockwood Travel Expert, Travelbag London



14 night Australia holidays  
from **£749pp**



Visit your local **travelbag shop**  
or **travelbag.co.uk**

or call **0871 402 1503**

Calls cost 10p per minute, plus your phone company's access charge

Prices are correct at time of print and subject to availability.  
Based on 2 adults sharing, valid for selected 2016 departures.

**TRAVELBAG™**  
With you all the way