

## **1 - Division C cricket to be changed to 80 over matches and played under the win/lose format**

**Proposed – Ashley**

**Seconded – Cheadle Hulme Ladybridge**

### **INTRODUCTION**

At the 2017 pre AGM meeting clubs agreed to make Division C cricket 80 overs win/lose/draw, however subsequent changes to the structure placed some 1st XIs in Division C and this proposal was withdrawn.

We feel that labelling cricket at this level 90 over cricket is misleading, if we analyse Div C West from 2018, there were 132 scheduled games, 12 were cancelled due to weather, 29 were conceded. This leaves 91 games played – and these games lasted, on average, 73 overs. (There were 38 wins/losses and 15 draws)

In Div C North in 2018 the figures are 132 scheduled games, 19 were conceded, 10 cancelled – of the 103 games played, 41 were won/lost and 21 drawn. Matches lasted on average 74 overs

In 2017, matches at this level (there were 3 regional divisions) averaged 70-75 overs.

### **WIN/LOSE FORMAT**

Reducing matches by 10 overs should mean that these games are played as win/lose, as the number of drawn games could increase, because less overs available to bowl out the team batting second. This is a perceived problem with some players. But in reality the majority of completed matches end in a positive result and last less than 80 overs (our experience of Sunday league cricket at Ashley bears this out, indeed the Vivio CCCL is proposing that non Premier league Sunday cricket switches to win/lose cricket for 2019 and they are already playing 80 over matches in those regional divisions

The reduction in overs will not affect the possible income clubs make on match days, players spend less time socialising after a match than they used to for many reasons, some clubs don't have bar facilities at this level, more non-drinkers play now, many more younger players make up teams and adults are needed to drive these players to and from matches so don't drink/socialise. This reduction in overs doesn't seek to reduce the length of a game, it reflects what is actually taking place, 70 to 80 over cricket, we think that prospective players imagine 90 overs cricket will take too long to play, so they don't even get onto the pitch.

Ultimately we want the cricket at this level to reflect the abilities of the players and to bring in more regular players, the reduction in overs consequently leads to the win/lose format.

Players who then get promoted to their clubs higher ranked teams – which will be playing 90 overs draw cricket (or 100 overs draw cricket if they have a 1<sup>st</sup> or 2<sup>nd</sup> XI in the Vivio) will not be at a loss as to how to play the game. Fundamentally, the game is the same, indeed the player will be more challenged by the step up in standard rather than the slight change in format especially if a player goes from Div C North to the 2<sup>nd</sup> XI 1<sup>st</sup> Division of the Vivio. It's arguable that such a player may have honed their playing skills and help win this 1<sup>st</sup> XI or 2<sup>nd</sup> XI game due to their time in Div C.

### **LIMIT ON BOWLERS**

Each innings shall be limited to 40 overs. Declarations are permitted in the 1<sup>st</sup> innings only, no unused overs are carried over to the 2<sup>nd</sup> innings. Bowlers can bowl a maximum of 10 overs (25% of the maximum of 40 overs), this maximum will be reduced pro rata at the time of any recalculation of overs in rain interrupted matches. (e.g. An innings reduced to 30 overs; 25% of 31 = 7.3 overs, a bowler may bowl a maximum of 8 overs). There will be no penalty if a bowler has already bowled more than this maximum following any recalculation. Should the innings resume, the bowler at the time of any interruption can complete any over part completed when the match interruption came.

### **RAIN AFFECTED GAMES**

Use Duckworth Lewis to calculate revised target in rain affected games, use the Play Cricket scoring app, which can be downloaded on smart phones or tablet, no internet signal needed and it can be used even if scorers are using paper and pen. This allows scorers to simply input details from a rain affected game to calculate the par score, this is then communicated to the players and or displayed on the score board as the new target. To win the batting side must exceed the par score

### **WHERE TEAMS HAVE EQUAL POINTS AT THE END OF THE SEASON**

Where teams have equal points and the position relates to either title winning or promotion places the club having the most outright wins shall occupy the higher position.

If clubs are still level, then the club with the most points gained in the fixtures between the tied clubs shall take the higher league position.

If clubs with equal records at this point are at the head of the table and are still level, the title shall be shared.

If clubs with equal records at this point prevent promotion or relegation places being determined, then the team with the

highest NRR taking the higher place.

If still equal the promotion and relegation will be determined by the club scoring the most runs in the league season taking the higher place.

### **POINTS SYSTEM**

We have some ideas on how a points system might work to ensure a losing team are encouraged to continue to play attacking cricket, if the proposal to make Div C cricket 80 overs win/lose, we ask that clubs vote on their preferred points scheme

#### **A – Lancashire Cricket League**

10 points for a win  
2 points if you bowl out your opponents  
7 points for a tie  
3 points for cancelled game

losing bonus points available as follows, if losing team bats 2nd:

lose by 41-50 runs 1 point  
lose by 31-40 runs 2 points  
lose by 21-30 runs 3 points  
lose by 11-20 runs 4 points  
lose by 10 runs or fewer 5 points

if losing team bowls 2nd

losing team takes 5 wickets 1 point  
6 wickets 2 points  
7 wickets 3 points  
8 wickets 4 points  
9 wickets 5 points

#### **B – Greater Manchester Cricket League**

Five points for a win, three for a tie, two points where there is no result, no points for a defeat.

Bonus points

No bonus points are awarded in any reduced over games  
Only one bonus point is awarded in a League Game.

Winning Team Bonus Point

One bonus point to a team dismissing their opponents in the second innings for less than 75% of their total.  
One bonus point for a team winning by 7 wickets or more (chasing down a total and losing no more than 3 wickets)

Losing Team Bonus Point

One bonus point for a team batting second who fail to equal or beat their opponents score but, score 75% or more of the total and have not been dismissed by the end of their innings.  
One point for a team taking 7 wickets in the second innings but losing the match.

### **SUMMARY**

Make Div C cricket 80 overs win/lose cricket to reflect the cricket that is actually being played

40 overs per side, no carry over of unused overs, declaration in first innings allowed

10 overs per bowler, reduced pro rata in a rain affected games.

Use Duckworth/Lewis to calculate revised target, ensure this is consistent with Cheshire Cup and other win/lose league cricket in Cheshire

Tie breakers to separate teams on equal points

**2 – a) Entry into the T20 competition is compulsory for 1<sup>st</sup> XIs and optional for those playing 2<sup>nd</sup> XI cricket**

**Proposed: Ashley**

**Seconded:**

The League Executive has suggested that clubs have to opt into the cup competitions, we feel that there is a risk clubs will not actively opt in in sufficient numbers to maintain a strong cup competition and it will generate more work for league officers who will end up have to contact many clubs to double check if they want to compete. We want the 1<sup>st</sup> XI cup to be compulsory and allow clubs the option to miss the 2<sup>nd</sup> XI cup, these 2<sup>nd</sup> XIs opt out in writing to the league

**b) Extend the 1st XI T20 competition to include a group stage before the knock out games.**

**Proposed: Ashley**

**Seconded:**

At present many teams get only 1 or 2 T20 matches over the whole season, we would like to see more T20 matches played as the format can produce exciting matches, gives players the chance to develop their T20 skills and opens up opportunity for clubs to increase income streams via match sponsorship, ball sponsorship or food sales, BBQ for instance.

1<sup>st</sup> XI T20 competition is compulsory – entry to the 2<sup>nd</sup> XI competition is optional, and clubs must contact the Fixture and Results secretary to opt out before the end of January.

1st XIs split regionally into groups of 4 giving 3 matches for each team, play them mid week over the 6 weeks from Thursday 9th May to 13th June. The Western groups play in week 1,3 and 5 – the Eastern groups play in week 2,4 and 6

4 points for a win, 2 points for a tie, no bonus points. If two teams are tied on the same points, the result of the group stage match between the two teams will be used to decide placings. If this 3 or more teams finish on the same points, or 2 teams cannot be separated then use Net Run Rate to decide the final placings

Group winners and runners up progress to Cup competition, 3<sup>rd</sup> place progress to the Plate competition - this is in an effort to give some meaning to the last round of group matches, allowing all teams to have something to play for. If there are any groups containing 3 teams, winners go forward to the knock-out and the runner up goes to the Plate

25 teams will go into the knock-out stage, the day after the last group stage games, the League will rank group winners based on total points earned in the group stage and the top 7 teams receive a bye in the knock-out stage (NRR will be used to separate teams on the same points total) the remaining 18 teams are placed in the draw for the 1<sup>st</sup> round of the knock-out stage, the 9 winners join the 7 teams who receive a bye in Round 2.

This draw to be done on a regional basis as much as possible, with the agreement of both teams semi final matches can be moved to a Sunday.

1 <sup>st</sup> round (9 matches) played on	Thursday 20th June	
2 <sup>nd</sup> round (8 matches) played on	Thursday 4th July	
Quarter finals played on	Thursday 18th July	
Semi finals played on	Thursday 1 <sup>st</sup> August	Finals day early September

13 teams in the the Plate competition the 1st round will see 10 teams drawn in 5 matches, 3 teams receiving a bye.

Knock-out matches in the Plate will be played 27th June (1<sup>st</sup> round), 11th July (quarter final) Finals day in September

Keep the 2nd XI T20 competition as a straight knock out for now. Ensure if possible that clubs don't have to get 2 teams out in any one particular week

Here are initial suggestions on how the 13 groups for the 1<sup>st</sup> XI T20 competition might look, after the withdrawal from the league by Wilmslow Wayfarers, there might be 2 groups with only 3 teams, these teams could play each other twice.

Port Sunlight	Irby	Runcorn	Lymm	Ashton on Mersey	Haslington	Cholmondeley
Wirral	Old Parkonians	Frodsham	Stretton	Trafford MV	Mossley	Bunbury
Tranmere Victoria	Chester County Officers	Saughall	Glazebury	Ashley	Audlem	Malpas
Maritime	Westminster Park	Kingsley	Appleton	Bowdon Vale	Wistaston	Aston
Weaverham	Middlewich	Wilmslow	Stockport Trinity	Cheadle Hulme	Kerridge	
Barnton	Winsford	Styal	Heaton Mersey	Woodford	Langley	
Oakmere	Over Peover	Knutsford	Bredbury	Poynton/Disley	Prestbury	
Winnington Park	Holmes Chapel	Chelford	Cheadle Hulme Ladybridge			

### **3. All 1st XI players to be registered on Play Cricket.**

**Proposed – Ashley**

**Seconded**

This is to stop clubs playing players who are not club members and seeks to provide protection to clubs when new players join. The UKFast CCL should be taking steps to ensure players joining during the season are free to do so, are not under a ban in any other league and are not attempting to play under a false name.

The Vivio CCCL are proposing that this be introduced ahead of the 2019 season and I think we should do so too and we should co-operate with that league to make sure we introduce the same system. The County Welfare Officer recommends that we take this action.

Further to this the UKFast CCL should share information on player bans and player ID information to ensure player(s) don't attempt to play in this league whilst under a ban elsewhere

To do this it is a simple case of ticking a box on the Division Set Up tab for each Division indicating Player Registration required.

When clubs enter their 11 players for a league game they can only select players from the list of registered 1<sup>st</sup> XI players

Before the start of the season each club will have input a full list of current players and the League Play Cricket Administrator will approve them

Any new players that a club wishes to register will have to be registered at least 24 hours before the scheduled start of a League game.

If a club wished to enact a transfer of a player from another club or from a club outside the league, they must provide the League with a link to his existing Play Cricket record, if the player is new to the game or is moving from a league that doesn't use Play Cricket they must submit full details of the players playing history

A club will not be able to input UNSURE on any team list on Play Cricket

This proposal is only designed for 1<sup>st</sup> XI League Games and not Cup Matches, single team clubs who play in the 2<sup>nd</sup> XI set up are not affected by this regulation as there are no registration requirements for players who play 2<sup>nd</sup> XI cricket, except for overseas players.

### **4 - Suspect bowling actions**

**Proposed: Ashley**

**Seconded:**

If an umpire reports a player for a suspect action, an experienced umpire will be appointed to this players next match and will judge if the players action needs remedial work. The player will be banned from bowling in the meantime and the UKFast CCL will seek help from the Cheshire Cricket Board to get the players action analysed and altered.

There is a facility for the player to be videoed and assessed by the Cheshire Cricket Board - this should be done at the players/clubs expense

It is important we follow the Vivio CCL who are also proposing this change, we want to avoid a situation where a player is banned from bowling in one league but not another

### **5 - Automatic relegation from Div 1 or Div A if a club loses or fails to gain Clubmark**

**Proposed: Ashley**

**Seconded**

Clubmark is required for clubs with teams in Div A of the UKFast

The league should see its champion and runner up sides all promoted to the Vivio CCCL at the end of each season. Current rules (Page 94 rule 26) say that 1st XIs must have Clubmark to take their place in Div 1.

This rule should be extended to Div A clubs, if a club doesn't have Clubmark its 2nd XI (including 3rd, 4th and Academy XIs) cannot be promoted to the UKFast Div A

If a club loses its accreditation it shall have all its teams removed from Div 1 and Div A at the conclusion of that season

**6 – Amend the last sentence of Match rule 28 on page 95 of the 2018 handbook**

**Proposed Ashley**

**Seconded**

This was a rule agreed at the 2018 AGM, slight changes can be made to clarify match formats and points systems.

The idea is that matches in Div C scheduled to be played in August, when availability is possibly at its worst, can be moved to another part of the season and can be played in any agreeable format. The league executive will be asked to rule on the points system for whichever format clubs agree on so they closely match the points system in use for matches played on Saturdays

Matches can be played at any time, evenings or weekends and in any format, **80 overs win/lose cricket, or fewer overs; 35 a side for instance or as a T20 match.**

**7 - Ground standards needed for promotion to Division 2 & Division A of the UKFast**

**Proposed: Ashley**

**Seconded**

In order for a team to be promoted to the UKFast top 2 1<sup>st</sup> XI divisions or the top 2<sup>nd</sup> XI division they must meet the criteria laid out in the handbook (pages 104 & 105 of the 2018 edition)

Teams will be denied promotion at the end of the season if they finish in a promotion place and they fail to meet the criteria

The Ground Inspection committee will work with clubs to attempt to make the required improvements before the end of August each season