

## The LV County Championship and Challenge Cup Rules

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### 1 Title

The title of the competition shall be the LV Women's County Championship.

Throughout these rules, "Championship" shall be taken to include "The Challenge Cup", as well as the main Championship matches, unless either "main Championship" or "The Challenge Cup" is specified.

### 2 Management

Please refer to Generic Rule 1.

### 3 Entry

Please refer to Generic Rule 2.

New counties wishing to enter The Challenge Cup in the following season must:-

- i) Confirm in writing to ECB their intent to try and qualify for The Challenge Cup by 1 May in the year prior to entry and
- ii) Play three (3) complete qualifying matches against counties already competing in either the County Championship or The Challenge Cup and forward copies of the complete scoresheets to the ECB Cricket Department, and
- iii) Provide ECB with an outline of their County Administration set-up, and
- iv) Provide evidence that there are at least 3 active women's Clubs in the County.

### 4 Qualification of Players

Please refer to Generic Rule 3.

## **5 Cricket Balls**

Please refer to Generic Rule 4.

ECB will be responsible for providing balls for the competition.

Women's 5oz balls will be used for the competition.

## **6 Umpires & Scorers**

Please refer to Generic Rules 5 and 6.

- 6.1 The ECB shall be responsible for appointing umpires and scorers for matches in the Second Round of the County Championships and the final stages of the Challenge Cup and for supplying them with copies of the rules.

## **7 Nomination of Squads**

- 7.1 Each participating County must nominate a squad of not fewer than 12 players for each team entered in the County Championship and The Challenge Cup. Each player must be a registered playing member of a Club and must have a playing qualification for the County for whom she plays in the Competition.
- 7.2 All squads to be entered onto [www.play-cricket.com](http://www.play-cricket.com) by 1 April.

## **8 Team Sheets**

Please refer to Generic Rule 8.

## **9 Helmets**

Please refer to Generic Rule 9.

## **10 Code of Conduct**

Please refer to Generic Rule 11.

## Playing Conditions

The Laws of Cricket (2000 Code 2nd Edition - 2003) shall apply with the following exceptions:

### 1 Hours of Play

- 1.1 Unless there is prior agreement to the contrary, between captains, umpires and the Ground Authority, matches will start at 11.00 am unless delayed by adverse conditions of ground, weather or light. If the start time is altered, all references to playing times must be adjusted accordingly. The final round matches at Taunton will start at 10.30am.
- 1.2 Each match will consist of one innings by each side of not more than 50 overs.
- 1.3
  - (a) The playing time allowed for the first innings shall be three hours.
  - (b) No drinks interval is to count as playing time.
  - (c) If the full 50 overs are not bowled within the three hours playing time, the innings shall continue until the side batting first have received 50 overs. However, the maximum number of overs for the side batting second shall be reduced to the number received by the side batting first within the three hour limit, rounded up to the next whole number, except as detailed in 1.3.d.
  - (d) If the umpires consider that the slowness of play in the first innings was due to matters beyond the control of the side fielding first, they shall be empowered to waive some or all of the penalty in 1.3.c.
- 1.4 If adverse conditions of ground, weather or light interfere with the progress of play, the umpires shall be empowered to re-arrange the number of overs to be bowled by each side so that, as far as possible,

each team shall have the opportunity of batting for the same number of overs (minimum 20 overs). As a rough guide for re-arrangements, a rate equivalent to 3 overs in 10 minutes should be expected. For calculation purposes in interrupted matches only, a finishing time of 6.20 pm should be taken.

- 1.5 If the number of overs for the first innings has to be thus reduced, the umpires shall calculate the new time limit for that innings on the basis of 18 overs per hour, rounded up to the next five minutes.
- 1.6 If the number of overs in the innings of either team has to be revised to a lesser number than originally allotted, due to suspension of play after the start of the match, 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. The target set will always be a whole number and one run less will constitute a Tie.
- 1.7 The number of overs for the team batting second shall not be reduced merely because the team batting first has been dismissed in less than the agreed number of overs.

## **2 Intervals**

- 2.1 In an uninterrupted match:
  - (a) Lunch shall be taken between innings, except as in 2.1.b. below, and shall be of 45 minutes duration.
  - (b) Lunch shall not be taken earlier than 1.00 pm. If the first innings finishes before 1.00 pm, a 10 minute interval shall apply and lunch will be taken at 2.10 pm.
  - (c) Umpires and captains can agree an extended lunch break before the match if lunch facilities are an unreasonable distance, all timings must be adjusted.
- 2.2 If conditions of ground, weather or light delay the start or interfere with the progress of play before lunch, the umpires shall adjust the timing of lunch as follows:
  - (a) Lunch shall not be taken earlier than 1.00 pm nor later than 2.10 pm and shall be of 45 minutes duration.

- (b) Lunch shall be taken between innings if this is possible within the limits set in 2.2.a. Otherwise there will be a 10 minute interval between innings.
- (c) In making these adjustments, umpires must take into account the need of due notice for the Ground Authority.
- (d) Umpires and captains can agree before the match an extended lunch break if lunch facilities are an unreasonable distance. All timings must be adjusted accordingly.

### 3 Covering the Pitch

If ground facilities permit, the pitch should be completely covered in the event of rain at any time during the match.

- 3.1 The pitch and run-ups must be covered as below except in exceptional circumstances, which must be notified to the umpires, the opposing team and the ECB Cricket Department.
- 3.2 The whole pitch, plus ten yards behind the stumps at each end, shall be covered as follows:
- 3.3 The night before the match and, if necessary, until the first ball is bowled, and whenever necessary at any time prior to that during the preparation of the pitch.
- 3.4 At any time when play is suspended due to rain or conditions of light during the hours of play, and on the night of the first day.
- 3.5 The covers to be a minimum of 12 feet wide.

### 4 Boundaries

Please refer to Generic Playing Condition 12.

### 5 Limitation of Overs by Any One Bowler

- 5.1 The ECB Fast Bowling Directives for Junior Age Groups will be observed. Please refer to Generic Playing Condition 2.

5.2 Please refer to Generic Playing Condition 1.

## **6 Fielding Restrictions**

Please refer to Generic Playing Conditions 5 for junior players.

Please refer to Generic Playing Conditions 4 for senior players. The inner circle shall be 13 yards (12 meters). The outer circle shall be 25 yards (23 meters).

## **7 Scoreboard**

Please refer to Generic Playing Condition 13.

## **8 Wide Ball**

Please refer to Generic Playing Condition 7.

## **9 Wicket-Keeping Gloves**

Please refer to Generic Playing Condition 8.

## **10 Drinks**

10.1 Drinks intervals will be arranged and taken on the field of play in accordance with Law 15, except as in 11.2 and 11.3 below.

10.2 Drinks may be taken on the field of play after not less than 60 minutes without interruption since the last resumption of play, providing that,

- (a) Such drinks intervals have been agreed prior to the start of play.
- (b) At least 10 overs of an innings remain to be bowled and, before lunch, at least 25 minutes remain before the interval.

10.3 If weather conditions warrant it, the umpires and captains are permitted to agree that more frequent drinks breaks be taken providing this agreement is made before the start of the match.

#### 10.4 Time Outs & Drinks

There will be two 10 minute time-outs per innings. These will be taken after 15 overs and 35 overs. Drinks breaks will also be taken at the same times

#### 11 Result of a Match

- 11.1 A result can be achieved only if both teams have batted for at least 20 overs, unless one team has been all out in less than 20 overs or, unless the team batting second passes its opponents score in less than 20 overs. A match in which one or both teams has not had the opportunity of batting for a minimum of 20 overs shall be declared a 'No Result' match.
- 11.2 In a match where both teams have had the opportunity of batting for the same number of overs (minimum 20) and where the scores are unequal, the team scoring the higher number of runs shall be the winner.
- 11.3 In a main Championship match, or in The Challenge Cup where points are being awarded, if both teams have had the opportunity of batting for the same number of overs (minimum 20) and the scores are equal, the result shall be a 'Tie'. No account shall be taken of the number of wickets that have fallen except for the purpose of awarding bowling bonus points.
- 11.4 If the number of overs for the team batting second has to be curtailed to fewer than that allocated to the team batting first then their target score shall be reduced in the same ratio as the number of overs has been reduced, calculated to any number of decimal places.
- (a) Any part over at the end of either innings shall be included in the calculation
- (b) For the side batting first, the number of overs shall be the number allocated, even though they may have been dismissed in fewer overs. For the side batting second, the number of overs shall be the number actually received.

11.5 In Round 2 only of the main championship the method of calculating the target score in delayed or interrupted matches will be the Duckworth/Lewis method.

## 12 Points System

### 12.1 Match Points

12.1.1 For a Win.....20 points no bonus points  
For a Tie.....16 points to each team plus bonus points  
For a Loss .....0 points plus bonus points  
Conceded .....20 points to team who did not concede  
No Result/Abandoned (some play) .....points plus  
bonus points  
Cancelled/Abandoned no play .....10 points

### 12.2 Bonus Points

#### 12.2.1 Batting Points

1 bonus point shall be awarded for scoring 125, 150, 175 and 200 runs.

Maximum batting points shall be 4.

#### 12.3 Bowling Points

1 bonus point shall be awarded for taking 3, 5, 7 and 9 wickets.

Maximum bowling points shall be 4.

## 13 Result of the Competition

13.1 At the end of the main Championship, the teams in each Division will be placed in rank order within that Division according to the points awarded for all matches during the main Championship. If it is necessary to distinguish between teams with the same number of points, the criteria set out in 13.2 will be applied.

- 13.2 If two or more teams within the same Division have equal points, then the following criteria will be applied in the order stated. In the calculations, part overs at the end of either innings will be included in correct decimal form. 'No Result' matches are to be excluded.
- (a) Team with most number of wins
  - (b) Win between the two teams
  - (c) Team with highest Net Run Rate (see Generic Playing Condition 10)
  - (d) If the teams are still level, the rate for each team's total wickets lost over it's matches in that League, divided by total number of overs faced will be calculated. A team with a lower rate will be placed above one with a higher rate.
- 13.3
- (a) The team with the most points in Division 1 or with the highest position in Division 1, after the application of criteria in 13.2, shall be the winner of the County Championship .
  - (b) If after applying the criteria of 13.2, the teams at the top of Division 1 are still level, they will be joint winners of the County Championship.
  - (c) For other teams, if two or more teams are still level after applying the criteria of 13.2 then, except as in 13.3 and 13.4, they will have the same ranking.

#### 14 Promotion & Relegation

- 14.1 All performances in the 2008 County Competitions (both County Championships and County Challenge Cup) will determine where teams are ranked for the 2009 season.
- 14.2 There will be a T20 County Cup in 2009. As above, rankings for this will be determined by the 2008 County season. However, from 2009 this will be a stand alone competition with its own ranking.

## **15 Special Conditions**

- 15.1 Generic Playing Conditions 6 and 13 will apply.

## **16 Disputes**

Please refer to Generic Rule 13.

## **17 Fewer than 11 Players**

- 17.1 If a player is unable to bat because of illness or injury, sustained during the match, or a batsman is 'Retired Not Out', this shall not count as the fall of a wicket for the award of bonus bowling points, although 'Retired Out' will count. This regulation does not invalidate the provisions of Law 2.9.
- 17.2 If a team has fewer than 11 batsmen, otherwise than as set out in 17.1, then the opposing team will be awarded 4 points if they dismiss all the batsmen in fewer than the allotted number of overs.