

Things You Need To Know

See the Handbook for full details of the items below, as well as the full set of rules, etc.

Rule 2.12 Eligibility of Players

No player registration required, but those who play, must be bona fide members of the club they play for, etc.

Players can transfer to another KCVL club, if they have not played more than 4 league games (including started and abandoned games) for the first club in the current season. LMC and both clubs must agree.

Players may be lent or borrowed under the player borrowing scheme. All parties must be advised and agree, as well as the LMC, who will make the final decision.

2.13 Laws

The Laws of cricket apply, unless varied in the Playing Conditions (2.16) and/or the Annex in the Handbook, issued prior to the season.

2.15 Scoring of Points

If a match does not start due to weather, etc, it is Cancelled and should be input as such on Play-Cricket (P-C). No scores can be input.

If a match starts and is subsequently Abandoned, it should be input as such on P-C, and the scores must be input.

When inputting scores on P-C, the Bonus Points (BPs) are automatically calculated, once the **accurate** summary scores and details have been input.

If the team batting first declares, tick the "Declared" box and input Wickets as 10.

20 points for a win, 16 for a tie, 8 for a cancelled game and 8 plus a max of 10 BP for an Abandoned game.

1st Innings Batting: BPs at 75,100,125,150,170,180,190,200 runs. Maximum 8 BPs.

1st Innings Bowling: BPs at 2,4,6,8 wickets. Maximum 4 BPs.

2nd Innings Batting: BPs at 75,100,125,150,170 runs. Plus 5 BPs for achieving 90% of 1st innings score or 3 BPs for achieving 80% of 1st innings score, but not available in an Abandoned game. Maximum 10 BPs.

2nd Innings Bowling: BPs at 2,4,6,7,8,9 wickets. Maximum 6 BPs.

2.16 Playing Conditions

Default start time is 1.00pm all season, but this may be varied by mutual consent, as detailed in 2.16.1.

Lose the toss if not ready for a prompt start. In practice this is not always enforced as it can cause bad feeling. Depends on circumstances. For Divs 1 & 2, see 2.18.2.

40 overs per innings. 9 overs per bowler. Varied if shortened game. (2.16.16)

Home team provides both balls (2.16.5).

Side batting first can declare (2.16.6) Deemed to be all out.

Saliva can be used on the ball to polish it. (2.16.7) **In this league only.** Tell the umpires.

Things You Need To Know

Concede 4 games and the team may be removed – 2.16.8 (ii). Divs 7/8 is allowed more flexibility, as the aim is to provide games. (2.9.5).

Conceding a game must be done by phone to the oppo Captain/VC or Fix Sec no later than noon on the Thursday before the game. Text or email is not acceptable. 10-point penalty for missing the deadline 2.16.6 (iii).

The home team should not cancel the fixture for bad weather prior to two and a half hours before the start time on the day of the game, unless by mutual consent – 2.16.7.

Game can be shortened by mutual consent for almost any reason. Min 20 overs per innings. Bowlers' reduction in Handbook – 2.16.10 & 2.16.11 (i).

The game can also be restarted, if interrupted – 2.16.11 (ii). Use existing ball in new 1st innings.

Make sure ACO Panel (and other) umpires are aware of the match conditions and the variations contained in the Annex. Particularly legside deliveries are ALL wides in Divs 1 & 2 and Saliva allowed.

2.19 Match Results & Reporting

Result summary to be input on P-C by midnight on Sunday. The full details must be input by midnight on the Tuesday after the game. Inputting to be done by the home side, but there is no reason why the away side should not do it if they want to. The details should be checked by the other team.

Input the team into the fixture by 11am on the day of the game.

If there is a problem with keeping to these timescales, please advise the League Secretary ASAP.

2.20 Teas

No requirement to provide a tea. Just hot and cold drinks.

2.23 Membership Qualifications

Standard stuff in the pavilion, usable sightscreens, decent pitches and outfield, clearly defined boundaries (rope or paint).

Annex

Fielding Restrictions: All divisions have a 30-yard oval, which must have **5 fielders or less OUTSIDE it** when the ball is bowled.

Laws 24 and 25: Players arriving after the start time. Varied by the KCVL so that a player arriving after the original/agreed start time (NOT the actual start time, if later) have up to 60 minutes before the penalty time starts accruing. E.g. 90 mins late - only wait 30 mins to play.

Law 42 – Players' Conduct is varied. Please read for full details.

Divs 1 & 2: All legside deliveries are Wides. READ ABOUT IT. Tell the umpires

Divs 3 – 8: Legside wide line used (Not for Offside wides). READ ABOUT IT. Tell the umpires.

Other

Voluntary Code of Conduct, section 5, and Disciplinary Process, section 7.7 onwards, should be read! **Suspensions mean points deductions!!!**

Make sure you read the Handbook and the Annex and be aware that there will be changes after the AGM in any year.