

# Club Cricket Conference

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(established 1915)

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## Competition Rules for the Sovereign Trophy 2012

### General

1. The Conference shall maintain a knockout competition for the Leagues within its area other than the Premier Divisions of the Premier Leagues as designated by the England and Wales Cricket Board Ltd. Its title shall be the Sovereign Trophy.
2. The Competition shall be controlled on behalf of the Council of the Club Cricket Conference (the Conference) by a sub-committee of its Board. The decision of the sub-committee in each and every circumstance shall be final, subject only to the right of appeal to the full Board. The sub-committee and the Board shall determine their own procedures. By submitting an application form and entry fee, Leagues indicate their acceptance of these rules and waive all rights of external redress against the Conference.
3. The Competition shall be by invitation and open only to Leagues that are members of the Conference or to such other leagues or other cricketing bodies as the Conference shall from time to time determine.

### Player eligibility

4. Players shall play in the Sovereign Cup in any one year only for the League in which they play their League cricket on Saturdays. All players shall play in the League concerned. However, where the League is a multi-division League, players must play in the side representing the division in which they play. In particular, where the League is a Premier League, a player who plays in the Premier Division of that League shall not play in the Sovereign Trophy. Where a player plays in two Leagues

in a season for legitimate reasons (such as being at university for part of the season in a different part of the country) he shall be able to choose which of the two Leagues he plays for, subject to the ratification of the Sub-Committee, but he shall play for only one League in any one season. It shall be the responsibility of the League wishing to play the player to bring the matter to the attention of the Conference at least four days before the first match in which he is selected to play.

5. All players in the Competition shall be resident in the UK and eligible to play for England or, if not eligible to play for England under the ECB regulations in force for the time being, if they are ordinarily resident in the UK and have been so resident for 24 consecutive months prior to the start of the season. Such overseas players with residential qualification shall be known as overseas exempt players.

6. No more than two overseas exempt players as defined in Rule 5 above shall be eligible to play for a Member League in any one match in the Sovereign Trophy.

7. No player who is aged 23 or over or who has played for his county first team in a competitive match who has a full or summer county contract shall be eligible to play in the Sovereign Trophy unless he qualifies under Rule 8 below. Academy contracts are not regarded as county contracts for the purposes of this Rule.

8. Rule 7 shall not apply to any player who was a playing member of a Member Club in the League for which he wishes to play for at least two full seasons prior to obtaining his county contract.

9. No more than three players in total may play for a Member League in any one match by virtue of Rules 6 and 8.

10. No player who is suspended from playing for any reason by the Club or League for which he normally plays or by any English county or minor county or any national Board of Control or the International Cricket Council shall be eligible to play in the Cup during his period of suspension.

11. In case of doubt as to the eligibility of a player, the Member League that wishes to play him shall contact the sub-committee through the Conference Office at least four days prior to the match and seek a ruling.

12. Any League that plays an ineligible player shall be liable to be disqualified from the Competition.

#### Entry, draw and match arrangements

13. Following receipt of an application to enter, applications must be received at the offices of the Conference by such date as the Conference shall determine, accompanied by an entrance fee to be determined by the Conference and advised at the time of issue of invitation.

14. The draw will be made by the Conference by no later than 31 March each year. The Conference may decide to award byes in the early stages of the competition.

15. The normal dates on which each round is to be played shall be determined by the Conference. The teams may reach a mutually agreed alternative date for the match, subject always to approval by the Conference. Subject to Rules 16 and 17, the League drawn at home shall be responsible for all match arrangements. In the event of inclement weather and either no play is possible or the match is abandoned without a result, the match shall be replayed. In the event of disagreement as to the date of the replay, the Conference will decide the day of play. If on that day, because of weather, the match is cancelled or abandoned without a result, the team to proceed to the next round shall be determined by the toss of a coin between the two Captains. Should one or both Captains be unavailable, the toss will be made by the Conference. In the event of widespread inclement weather, the Conference reserves the right to delay subsequent rounds or make such other arrangements for the progression of the competition as it sees fit. For the Final, all arrangements, apart from the provision of scorers, will be undertaken by the Conference.

16. Umpires for all matches in all rounds shall be appointed by the Conference. In the event of a match being postponed or abandoned, the originally appointed umpires will, if possible, officiate at the rearranged match. If this is not possible, the Conference Office should be advised as soon as possible so that umpires can be appointed expeditiously. Umpires' expenses will be paid direct by the Conference.

19. In all postponed or abandoned games the Home side shall be responsible for notifying the Conference Office of the details of the rearranged fixture and umpire availability.

20. Each side shall provide one Scorer for all matches in all rounds.
21. The Conference will provide two new cricket balls for use in each match. In the event that either of these is not used it shall be returned to the Conference office.
22. Each side shall appoint a Match Manager who shall act as representative of that Club in all matters connected with the Competition. Each representative must furnish the Club Cricket Conference with his name, address, telephone number(s) and email address wherever possible so as to enable the Conference and opponents representatives to make contact with him.
23. The **winning** team will notify the result to the Conference by email to [ccc@club-cricket.co.uk](mailto:ccc@club-cricket.co.uk) by 1.00pm on the day following the match. Failure to do this may result in disqualification from the competition. The e-mail will contain the total runs scored, the wickets lost and the number of overs bowled in each innings, and any notable performance. The results will be published on the Conference website, [www.club-cricket.co.uk](http://www.club-cricket.co.uk).
- Should they wish, Leagues may also forward a full scorecard result to the Conference. These detailed results will be entered by the Conference onto the Conference Competitions play-cricket website. -
- <http://clubcricketconf.play-cricket.com>.

*playing conditions overleaf/*

## Playing Conditions for the Sovereign Trophy 2012

1. **Laws of Cricket.** The M.C.C. Code 2000 (4th Edition ó 2010) of the Laws of Cricket will apply except where otherwise stated herein.

2. **Duration, Hours of Play and Interval.** The matches shall consist of one innings per side being limited to a maximum of 45 six ball overs unless all out earlier. Apart from the final, normal hours of play will be 1:30pm to 7:40pm unless an alternative starting time is mutually agreed:

First innings      1:30pm to 4:20pm

Interval            4:20pm to 4:50pm

Second innings    4:50pm to 7:40pm

Should there be a mutually agreed alternative starting time, the above times should be rescheduled as appropriate. Play may continue beyond 7:40pm subject to conditions of ground, weather and light and subject to the over rate penalties at rule 3. The duration and time of the interval can be varied at the sole discretion of the umpires in the case of a match which starts late or is suspended.

3. **Over Rate Penalties.** Assuming that the match is not suspended by weather, serious injury, frequent lost balls, slow play by the batting side, or Acts of God, all sides are expected to be in a position to bowl the first ball of the last of their 45 overs within 2 hours 50 minutes allowable playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first, then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings. If the innings is terminated before the scheduled or rescheduled cut-off time, no over rate penalty shall apply. If the innings is suspended, the over rate penalty will apply based on the rescheduled cessation time for that innings. Over rate penalties will not apply in an innings of less than 20 overs. In all reduced overs innings the fielding team will be given one overø leeway in addition to any time that the umpires might allow for stoppages. The umpires on the day will have sole discretion on the interpretation and implementation of this rule.

4. **Restriction on Field Placements.** At the instant of delivery, there shall not be more than five fieldsmen on the leg side. For the first 15 overs only of each innings, only two fieldsmen are permitted to 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 (the fielding circle). The fielding circle should be marked by painted white 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. For the remaining overs of each innings only five fieldsmen are permitted to be outside the fielding circle at the instant of delivery. Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepoint of the popping crease at either end of the pitch. The radius of each of the circles is 15 yards. The field restriction should be marked by coloured dots. The segment of the circles reserved for the slip positions shall not be demarcated. For the first 15 overs only of each innings there must be a minimum of two stationary fieldsmen (excluding the wicket-keeper) within 15 yards of the striker at the instant of delivery. When a fast bowler is bowling, the two stationary fieldsmen may be permitted to stand deeper than 15 yards (in the un-demarcated area) provided only that they are standing in slip, leg-slip and gully positions.

**5.** In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the above restrictions shall be reduced in ratio of 15/45. Fractions are to be ignored in all calculations regarding the number of overs. Where the number of overs for the team batting second is reduced, the aim will be to retain the restrictions for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

**6.** 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".

**7. Declarations.** The Captain of the batting side may not declare the innings closed at any time during the course of the match.

**8. Delayed Start to the match.** The number of overs shall be arranged so that both teams have the opportunity of batting for the same number of overs (minimum 10 overs each team). A result can only be achieved in a match of less than 20 overs per side if both sides have the opportunity to bat for the full number of overs originally allocated. The calculation of the number of overs to be bowled shall be based on one over for each full 7.5 minutes (7 minutes 30 seconds) in the time remaining before close of play (normally 7:40pm). Time for the interval must be allowed for in the calculations.

**9. Suspended matches.** When play is suspended during the first innings, the object shall be to rearrange the number of overs so that both sides have the opportunity of batting for the same number of overs (minimum 20 overs per side). If, owing to a delayed start to the second innings or a suspension of play during the second innings, there is insufficient time for the side batting second to face the same number of overs as the side batting first, then the number of overs to be bowled will

be those that could be bowled by the scheduled close of play assuming a rate of 16 overs per hour (3.75 minutes per over) subject to a minimum of 20 overs.

**10. Number of overs per bowler.** No bowler may bowl more than 9 overs. However, where an innings is reduced in length no bowler may bowl more than one-fifth of the total overs allowed (unless such number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.

**11.** When a suspension of play occurs in mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over. In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

**12. Wide Ball – Judging a Wide.** Umpires are instructed to apply a very strict and consistent interpretation in regard to this law in order to prevent negative bowling. Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. For guidance purposes, a legside wide should be called if a ball passes on the legside outside the pads of the batsman in a normal guard position.

**13. Dangerous and Unfair Bowling.** A bowler shall be limited to a total of one fast short pitched ball per over. The umpire will make it clear to the bowler and the batsmen at the wicket when a delivery within this limit is bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion. In addition the umpire will adopt the procedures of Law 42.7. Any high full pitch ball (regardless of its pace) which passes or would have passed above waist height of the striker standing upright at the crease shall be called and signalled No ball by the umpire at the bowler's end. In addition, if the high full pitched ball is fast, it shall be deemed dangerous and unfair and the umpire at the bowler's end, in addition to the call and signal of No ball, will adopt the procedures of Law 42.7.

**14. The Result.** When there is no interruption to the match and when both sides have had the opportunity of batting for the same agreed number of overs, the side scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be determined by the loss of wickets with the side losing the fewer number of wickets being declared the winner. If still equal, or if both sides were all out, the side with the higher score at the end of the completed penultimate over shall be the winner, and if still equal, at the end of the previous over, and so on until a winner can be decided.

**15.** 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 20 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing. This will be based on average run-rate of the side batting first.

**16.** If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than the minimum overs), the result shall be decided by average run-rate. The minimum overs shall be either the recalculated number of overs (minimum 10) for a late start, 20 overs for a suspended match, or if the match has a delayed start and a suspension, the recalculated number of overs at the suspension if less than 20 overs.

**17.** If it is not possible to obtain a result in the Final on the original scheduled date, the Committee will make arrangements for the match to be re-staged.

**18. Average Run-Rate.** A team's average run-rate is calculated by dividing the number of runs scored in the innings by the number of legitimate balls received during that innings. In the case of a team batting first being dismissed in less than the number of overs allocated for their innings, the calculation will be based on the number of balls that the team was scheduled to receive and not the number actually received. In the case of the team batting second being unable to receive their allocated overs, the calculation of their average run-rate will be based on the actual number of legitimate deliveries received by them during their innings. The average run-rate can be calculated to any number of decimal positions and a tie can only be achieved if the average run-rates are identical. If average run-rates are identical the match shall be replayed unless already replayed when the winner shall be determined by the toss of a coin by the Captains (see Rules for the Competition)..