

1stCentral.



LEAGUE

**THE 1st CENTRAL SUSSEX CRICKET LEAGUE
PLAYING CONDITIONS AND REGULATIONS
2023 SEASON**

Appendix B of the Constitution

Approved by The 1st Central Sussex Cricket League
Executive Committee

20th February 2023

THE 1st CENTRAL SUSSEX CRICKET LEAGUE

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All League Directives referred to in the Playing Conditions, together with other supporting documentation, will be found sussexcricketleague.play-cricket.co.uk

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G1 The 1st Central Sussex Cricket League - Contact list

Details of the [League Executive Committee](#) and [support staff](#) together with their areas of responsibility are set out below.

Please direct all [Regional/subject specific reports](#), [requests for information](#) and [enquiries/suggestions](#) to the [Officer responsible](#).

Normal “day to day” correspondence should be addressed to the [League Support Officer](#) in the first instance.

Officer	Contact	Email address
Chair	Gary Stanley	gary.stanley@sussexcricket.co.uk
Vice Chair - ECB Premier, Division 2, Divisions 3E & 3W, Divisions 4E & 4W	Daniel Oliver	daniel.oliver@sussexcricket.co.uk
Vice Chair - Central Region Divisions 5 & below	Danny Patel	danny.patel@sussexcricket.co.uk
Vice Chair - East Region Divisions 5 & below	Trevor Scott	trevor.scott@sussexcricket.onmicrosoft.com
Vice Chair - West Region Divisions 5 & below	Mark Jeffries	mark.jeffries@sussexcricket.co.uk
Administration Officer	Richard Prokopowicz	league.admin@sussexcricket.co.uk
Commercial Officer	Phil Pickard	phil.pickard@sussexcricket.onmicrosoft.com
Data Protection Officer	Jason Robinson	jason.robinson@sussexcricket.co.uk
Disciplinary Officer	Steve Grant	league.disciplinary@sussexcricket.co.uk
Players Representative	Carl Tupper	carl.tupper@sussexcricket.co.uk
Player Registration Officer	Mike Newcombe	playerregistration@sussexcricket.co.uk
Regulations & Playing Conditions Officer	Fiona Richards	league.regs@sussexcricket.co.uk
Treasurer	Terry Burstow	terryburstow@ntlworld.com
T20 Competitions Organising Committee	Various	sussexcricketleague@sussexcricket.co.uk
Umpires & Scorers Officer	Ian Farrell	i.farrell47@btinternet.com
Safeguarding Officer	Nick May	nick.may@sussexcricket.co.uk
League Support Officer	Emma Brooke	sussexcricketleague@sussexcricket.co.uk

Note: for the purposes of these playing conditions, the term “[League-appointed umpires](#)” includes [Approved Club Umpires](#). [Approved Club Umpires](#) are umpires nominated by [Division 3 East](#) and [3 West](#) clubs who, once approved by the League’s [Umpire’s Committee](#), can umpire any of their club games whenever the [Umpires’ Appointment Officer](#) requires them to do so in accordance with [Administration Regulation 7.2.1](#). This is distinct from [Club Umpires](#), who are appointed directly by the clubs in accordance with [Administrative Regulation 7.2.2](#).

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G2 Overview - The 1st Central Sussex Cricket League

The 1st Central Sussex Cricket League (“the League”) arranges regular competitive cricket matches normally played on Saturdays. These are matches that can be won, lost or drawn/tied and are referred to in this document as “League” matches.

There are also a number of knockout competitions, normally played on Sundays, which are referred to in this document as “T20 Competitions”.

There are different [Playing Conditions & Regulations](#) for the respective formats and divisions which are set out below.

G3 Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the ‘[Spirit of Cricket](#)’.

The major responsibility for ensuring fair play rests with the [Captains](#), but extends to [all players](#), [Umpires](#), and [supporters](#).

[Respect](#) is central to the ‘Spirit of Cricket’, respect your Captain, team-mates, opponents and the [authority](#) of the Umpires. Play hard and play fair. Accept the Umpire’s decision and create a positive atmosphere by your own conduct and encourage others to do likewise. Show [self-discipline](#), even when things go against you. [Congratulate](#) the opposition on their successes and enjoy those of your own team. Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages [leadership](#), [friendship](#) and [teamwork](#), which brings together people from [different nationalities](#), [cultures](#) and [religions](#), especially when played within the ‘Spirit of Cricket’.

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League Cricket

L1 Formats for League Matches

L1.1 Divisional Structure

The 20 teams in the [ECB Premier Division](#) and [Division 2](#) play [Countywide](#), with the remaining divisions being regionalised. A copy of the divisional structure is available at sussexcricketleague.play-cricket.com

L1.2 ECB Premier Division and Division 2

L1.2.1 Matches in the ECB Premier Division and Division 2 shall be played with [50%](#) as [declaration](#) matches and the other [50%](#) played as [limited overs](#) matches (see [L1.2.3](#) below).

L1.2.2 All matches in the ECB Premier Division shall start at [11:30am](#) with matches in Division 2 starting at [12:30pm](#).

L1.2.3 [Electronic scoring](#) is [compulsory](#) across all ECB Premier Division and Division 2 matches

L1.2.4 During the season the order of matches in these divisions shall be [5](#) limited-overs matches, followed by [9](#) declaration matches, then [4](#) limited-overs matches.

L1.2.5 Declaration matches in the ECB Premier Division shall have a normal duration of play of [110 overs](#). The team batting first shall occupy not more than [58 overs](#) and the team batting second shall occupy the [balance of the 110 overs](#), ignoring any odd balls. There shall be no bowling restrictions in these matches.

L1.2.6 In Division 2 declaration matches the normal duration of play shall be [100 overs](#), the team batting first shall occupy not more than [53 overs](#) and the team batting second shall occupy the [balance of the 100 overs](#), ignoring any odd balls. There shall be no bowling restrictions in these matches.

L1.2.7 Limited overs matches in the ECB Premier Division shall have a normal duration of play of [100 overs](#), with [50 overs](#) available to each team. There shall be a restriction of [10 overs](#) per bowler in these matches.

L1.2.8 In Division 2 the normal duration of play for limited-overs matches shall be [90 overs](#), with [45 overs](#) for each team. There shall be a restriction of [9 overs](#) per bowler.

L1.2.9 There shall not be more than [five](#) fielders on the [leg side](#) at the instant of delivery throughout the innings in all matches.

L1.3 All Other Divisions

L1.3.1 All matches in [Divisions 3](#) and below shall be played in a limited-overs format.

L1.3.2 Normally matches in [Divisions 3 & 4](#) shall be [90 overs](#), with [45 overs](#) for each team with a start time of [12:30pm](#) and a restriction of [9 overs](#) per bowler.

L1.3.3 Normally matches in [Divisions 5, 6 & 7](#) shall be [80 overs](#), with [40 overs](#) for each team, a start time of [1pm](#) and a restriction of [8 overs](#) per bowler.

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L1.3.4 Normally matches in Divisions 8 & below shall be 80 overs, with 40 overs for each team, a start time of 1pm and a restriction of 9 overs per bowler.

L1.3.5 In all divisional matches there shall not be more than five fielders on the leg side at the instant of delivery throughout the innings in all matches.

L2 General Conditions of Play [All Formats]

L2.1 Ground/Pitch Covering/Weather

L2.1.1 All Grounds

- a) On match days, where there is one or more League-appointed Umpire at the ground, they shall be entirely responsible for all decisions as to the suitability of conditions for play - including conditions of ground, weather, light or exceptional circumstances which mean that it would be dangerous or unreasonable for play to take place. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal. The fact that the grass/hybrid pitch and the ball are, or become, wet does not warrant the ground conditions being regarded as unreasonable or dangerous. If the Umpire(s) make a decision that a pitch is unfit for play, other than through rain, the match shall be awarded to the visiting side (as if the home team had failed to fulfil the fixture - see L3.6).
- b) On match days, where there are no League appointed Umpires, both Captains must agree if a pitch is fit for play. If Club Umpires are present, they must, in conjunction with the Captains agree if the pitch is fit for play. The fact that the grass/hybrid pitch and the ball are, or become, wet does not warrant the ground conditions being regarded as unreasonable or dangerous. If the Captains/Captains in conjunction with Club Umpires make a decision that a pitch is unfit for play, other than through rain, the match shall be awarded to the visiting side (as if the home team had failed to fulfil the fixture - see L3.6).
- c) All matches in the ECB Premier Division down to and including Regional Divisions 5 shall be played on grass or hybrid pitches. However, each team from Regional Divisions 6 down can choose to play on an approved artificial surface - but this must be declared to the League Support Officer by email before the start of the season (see Administrative Regulation 1 section 1.1.4).
- d) Covering of the pitch before a match is the responsibility of the member club and/or the ground authority. Member clubs shall abide by such policies and instructions as determined by the League Council, see L2.1.2 – L2.1.6 below.
- e) In the absence of League appointed Umpires, non-playing Club Umpires (or both Captains) shall have the discretion to dispense with sightscreens in windy conditions, which prevent the screens from being safely deployed. Sightscreens shall normally be re-deployed as soon as weather conditions permit.
- f) For normal match day use and deployment of sightscreens please see League Directive 8 at sussexcricketleague.play-cricket.com

L2.1.2 ECB Premier Division Grounds

- a) On grounds where ECB Premier Division matches are to be played, pre-match covering must be carried out in accordance with the requirements of the England

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& Wales Cricket Board's (ECB) Premier League facilities criteria, as specified in the Gold Standard (see [Administrative Regulation 1](#)).

- b) All clubs with teams playing in the ECB Premier Division **must** ensure that their covers completely cover the strips either side of the pitch to be used for the designated match. They must also be able to cover the run-ups at each end.
- c) In ECB Premier Division matches, the pitch **must** be completely covered during any delay or interruption for rain.

L2.1.3 On grounds where Division 2 matches are to be played, pre-match covering **must** be carried out in accordance with the requirements of the ECB facilities criteria, as specified in the [Silver Standard](#) (see [Administrative Regulation 1](#)).

L2.1.4 On grounds where Division 3 matches are to be played, pre-match covering **must** be carried out in accordance with the requirements of the ECB facilities criteria, as specified in the [Bronze Standard](#) (see [Administrative Regulation 1](#)).

L2.1.5 All other grounds – where covers are available, they **must** be used before and during the match.

L2.1.6 In matches where one or more League appointed Umpire is present, they **must** be advised before the match as to the type of covers to be used throughout. Where no League appointed Umpire is present both Captains will confirm at the toss the type of covers to be used in accordance with [L2.1.5](#) above.

L2.1.7 Copies of the appropriate [League Facilities Standards \(Gold/Silver/Bronze\)](#) may be found in the document section of the League website sussexcricketleague.play-cricket.com

L2.2 Equipment

L2.2.1 In the [ECB Premier Division](#) and [Division 2, 3 & 4](#) matches (with the exception of ECB Premier Division and Division 2 Limited Overs matches, see [L5.1.1](#) below), a [new League-branded Gray-Nicolls 5 Star](#) ball shall be used from the start of each innings and each team shall bowl with the ball it provides.

L2.2.2 In all other divisions, a [new League branded Gray-Nicolls 4 Star](#) ball shall be used from the start of each innings and each team shall bowl with the ball in provides.

L2.2.3 The Home team shall also provide an adequate selection of used spare League approved Gray-Nicolls balls of the requisite standard – this may include last season's League approved ball, until there are sufficient used balls from the current season, available for this purpose.

L2.2.4 Bat size – [until further notice](#), the League will not adopt [Law 5.7.2](#) regarding bat blade size.

L2.2.5 In matches with one or more League appointed Umpire suitable devices to replace the bails are approved for use in windy conditions in accordance with [Law 8.3.4](#).

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L2.3 Eligibility of Players/Team-sheets/Nominated Players

- L2.3.1** Before the toss (see L2.5 below), Captains **must** hand their **signed team-sheets** to the League appointed Umpire(s) or, in the event that no Umpire is present, they must exchange team-sheets. If a Captain is not available to nominate the players, then any person associated with that team may act as their deputy to do so.
- L2.3.2** At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the Captain as stated in these **Playing Conditions**, including at the toss (see also L2.5 below).
- L2.3.3** When a club's **lower** division side(s) play and a **higher** division side(s) has no scheduled match or have their match cancelled or abandoned, the composition of the lower division side(s) concerned shall be such that they do not include more than **two** players who participated in the previous **three** consecutive League and Cup matches of a more senior Saturday XI of the club. Where this occurs at the beginning of a season this regulation shall take account of matches played in the previous season - requests to vary this rule should be submitted by email to the League Support Officer at **least 48 hours** before the scheduled start time of the match.
- L2.3.4** After **31st July**, no club may play, in a lower XI in the League, more than **two** players who have each played more than **eight** games in a more senior Saturday XI of the club. In any event the player(s) concerned can only play one team lower than where they have played the majority of games in the current season except where the prior permission of the **League Executive Committee** has been granted – requests for consideration should be submitted by email to the League Support Officer at **least 48 hours** before the scheduled start time of the match.
- L2.3.5** Subject to L2.3.3 and L2.3.4 above and respecting the principle of fair play set out in the Spirit of Cricket, all Clubs must field the strongest side available on the day for each team. Any attempts to 'load' the strength of any eleven artificially for tactical reasons will be treated as a serious breach of the **League Constitution** and will be referred to the League Executive Committee which may impose additional penalties in accordance with **Administrative Regulation 4**. Clubs may also be required to justify their selection policy to the League Executive Committee.
- L2.3.6** In addition to naming the nominated players, the team-sheets must also indicate any player classed as "Unqualified **Overseas**" and any player in age group categories under 19 or below, with each age group category to be shown separately. For full details on eligibility see **Administrative Regulation 5** - regularly updated in the document section of sussexcricketleague.play-cricket.com.
- [Note: Age groups are based on the age of the player at midnight on 31st August in the year preceding the current season].*
- L2.3.7** Any Club playing an **ineligible** player in a League match shall **forfeit** all points gained, shall have **10 points** deducted from its total and its opponents shall be awarded the match and **30 points**.
- L2.3.8** Any Club playing an **unregistered** player or failing to resolve an "**Unsure**" player entry on Play-Cricket within the agreed timescale shall have **2 points deducted** from its total.

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L2.3.9 Additionally any breach of [L2.3](#) will be referred to the League Executive Committee which may impose additional penalties in accordance with [Administrative Regulation 4](#).

L2.4 Match Officials (Umpires & Scorers)

L2.4.1 In accordance with [Administrative Regulation 7 section 7.2](#) the SACO Umpires & Scorers Sub-Committee shall seek to appoint two Umpires (“League-appointed umpire”) to matches in the top 4 Divisions (i.e., [ECB Premier Division](#), [Division 2](#) and [Divisions 3 East & West](#)).

L2.4.2 In [Divisions 3 East](#) and [3 West](#), clubs may nominate a suitably qualified Club Umpire, who, once approved by the League’s Umpires’ Committee, will become an [Approved Club Umpire \(ACU\)](#). The ACU can then Umpire any of their club’s games whenever the [Umpires’ Appointments Officer](#) requires them to do so, in accordance with [Administrative Regulation 7.2.1](#).

L2.4.3 In [Divisions 4 East](#) and [4 West](#) clubs must appoint their own suitable non-playing Club Umpire (“Club-appointed umpire”) to both their own Home and Away games in accordance with [Administrative Regulation 7.2.2](#). If they are unable to do this, they should apply to the Associate Panel Umpire Appointments Officer, a full week before any given match. Should a Panel Umpire be available, one will be appointed. Should a Panel Umpire not be available, any team that fails to provide a non-playing Umpire shall, at the discretion of the League Executive Committee, be subject to a points deduction, in accordance with [Administrative Regulation 4](#). If only one team provides a non-playing Umpire, then they must officiate throughout at the bowler’s end unless they indicate at the beginning of the match that they do not wish to do so.

L2.4.4 In [Division 5 East](#), [Central](#) & [West](#), each club must provide a non-playing Umpire standing for the whole match – any team that fails to provide a non-playing Umpire shall be subject to a points deduction at the discretion of the League Executive Committee, in accordance with [Administrative Regulation 4](#). If only one team provides a non-playing Umpire, then they must officiate throughout at the bowler’s end unless they indicate at the beginning of the match that they do not wish to do so.

L2.4.5 In [Divisions 6 and below](#), players may officiate as necessary. If one team provides a non-playing Umpire, then they must officiate throughout at the bowler’s end unless they indicate at the beginning of the match that they do not wish to do so.

L2.4.6 In accordance with [Administrative Regulation 7 section 7.3.1](#) member clubs shall provide a competent scorer for each of their teams in the [ECB Premier Division](#) and in [Divisions 2, 3 & 4](#) who shall not be a player in the match. Any Club failing to provide a scorer for the whole match shall be subject to a points deduction at the discretion of the League Executive Committee as set out in [Administrative Regulation 4](#). In all other divisions, teams shall try to ensure that two scorebooks are used throughout the match.

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L2.5 The Toss

The Captains shall toss a coin on the field of play under the supervision of the Umpire(s), where available, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play. If at any time the Captain is not available a deputy shall act for him (see L2.3.2 above). Where a Captain or nominated representative is not present at the appointed time, that team shall forfeit the toss.

L2.6 Intervals

L2.6.1 There shall be a refreshments interval of 30 minutes, which, unless the Umpire(s) and Captains agree otherwise, shall normally take place between innings.

L2.6.2 There shall normally be at least one drinks interval, for a maximum of 5 minutes, during each innings during which players and officials may leave the field if they wish. Umpires and Captains shall agree the timing of such intervals at the toss – the time taken for all drinks intervals shall be over and above the actual playing time.

L2.7 Delayed Start/Interruptions

In the event of a delayed start or interruptions due to adverse playing conditions, the arrangements in respect of declaration matches are different from those related to limited overs matches. The provisions for delayed starts in the ECB Premier & Division 2 declaration matches are set out in L4. The provisions for delayed starts in limited overs matches in all divisions are set out in L5.3 and L5.4.

L2.8 Variation to Laws

L2.8.1 Law 21 shall apply, however for Law 21.2 (Fair delivery – the arm), where a League appointed Umpire suspects that, in their opinion, a player's bowling action may not conform to the Laws of Cricket, the process outlined in League Directive 3 should be followed (see sussexcricketleague.play-cricket.com).

L2.8.2 Law 41.6.1 relating to the bowling of dangerous and unfair deliveries shall apply as written however Law 41.6.3 is amended to apply as follows –

- a) any delivery which, in the opinion of the Umpire is fast and which after pitching passes, or would have passed, over head-height of the striker standing upright at the crease and prevents them from being able to hit it with their bat by means of a normal cricket stroke, although not threatening physical injury, shall be called and signalled “No ball” for each such delivery. Further, each such delivery shall be considered in the context of Law 41.6.3 and Law 41.6.4 as to whether it is dangerous and, if so, those Laws applied accordingly.
- b) any delivery which, after pitching, passes clearly or would have passed, over shoulder-height of the striker standing upright at the crease, and in the Umpire's, opinion is able to be hit by means of a normal cricket stroke shall be considered in the context of Law 41.6.3 and Law 41.6.4 as to whether it is dangerous and, if so, those Laws applied accordingly.
- c) any delivery which, after pitching, passes clearly over shoulder-height of the

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striker standing upright at the crease and wide of the striker so that in the Umpire's opinion they are unable to hit it with their bat by means of a normal cricket stroke shall, although not threatening physical injury, if not a "No Ball", shall be called and signalled "Wide".

- d) in win/lose/draw **declaration** matches a bowler shall be limited to a total of **two** deliveries per over, as defined in paragraphs (a), (b) and (c) above. In all limited over matches, including T20s, a bowler shall be limited to **one** delivery per over, as defined in (a), (b) and (c) above. The Umpire will make it clear to the bowler and batters when the limit is exceeded, and the Umpire shall call and signal "No ball" on each such occasion.

L2.9 Forfeiting of Match

L2.9.1 In the event of a team being unable to start within **15 minutes** of the scheduled starting time, the match shall be forfeited. The penalty for failing to fulfil a fixture shall then apply (see **L3.6** below). Where there is one or more League appointed Umpire present, they shall take into account exceptional circumstances (e.g., serious and unforeseeable traffic delays) before awarding a match under this **Playing Condition**.

L2.9.2 Any Club with more than one team in the League and unable to fulfil all fixtures scheduled on a particular date must play those in the **highest** division(s) with a full team and concede those of the **lowest** divisional team(s) unless exceptional circumstances have been agreed in advance by the **League Executive Committee** (see **L3.6** below for allocation of points). If notification of concession/cancellation is advised to the **Administration Sub-Committee**, the team's opponents and appointed panel Umpires after 6pm on the Thursday preceding the match the offending club shall reimburse the opposition club in respect of any reasonable costs incurred (including ground/pitch hire and preparation, payments to officials, etc.) subject to a maximum of **£50**, this maximum rising to **£100** if notification is after **6pm** on the Friday preceding the match. In the event that Clubs cannot mutually agree on the level of costs the matter should be reported by email to the **League Support Officer** who will circulate relevant information to the **League Executive Committee** who will adjudicate.

L2.9.3 Subject to **L2.9.2** above a team must comprise **8** or more players at the start of a match. Teams in Divisions 10 and below may utilise the **League Temporary Player Loan Scheme** – for full details see **Appendix A**.

L2.10 Substitute Fielders

L2.10.1 Under no circumstances shall a substitute be allowed for a player arriving late or leaving early.

L2.10.2 If a team cannot provide its own substitute, the Captain of the batting team may offer a substitute in the case of one of its opponents being injured or taken ill during a match – also see **League Directive 21** at sussexcricketleague.play-cricket.com for cases of Concussion or suspected Concussion.

L2.10.3 Where a fielder fails to take the field at the start of play (or at any later time) or leaves the field during play then, in all League matches, the **first 15 minutes** of absence shall

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not count as Penalty Time (see [League Directive 5](#) at sussexcricketleague.play-cricket.com) – also see [L2.12](#) below.

L2.11 Team Batting with Fewer Than Eleven Players

L2.11.1 A team batting with fewer than eleven players, including a team that has nominated eleven players but where one or more has not arrived at the ground on time, shall not be permitted to declare its innings closed at the fall of a wicket if no further batter is available – in such circumstances, the batting team shall be deemed to be all out. Where the nominated player arrives after the start of play the first 15 minutes of absence shall not count as Penalty Time (as per [League Directive 5](#)), thereafter they may not bat until a period of time equal to their absence (their Penalty Time) subject to a maximum of 90 minutes, has been served – unless 5 wickets have fallen.

L2.12 Fielder arriving late/leaving the field of play

L2.12.1 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play, the first 15 minutes of absence shall not count as Penalty Time (as per [League Directive 5](#)). An Umpire, or if no Umpire is appointed, the opposing Captain, shall be informed of the reason for this absence. The fielder shall not thereafter come on to the field of play during a session of play without the consent of the standing Umpire, which shall be given as soon as it is practicable. They shall not be permitted to bowl, until they have been back on the field of play for a period of time equal to their absence (their Penalty Time) which shall be limited to a maximum of 90 minutes.

L2.13 Last Over of Innings

L2.13.1 Umpires shall call the last over of each innings so as to be clearly understood by the batters, the Captain of the fielding side, and the Scorers.

L2.13.2 Prior to the commencement of the final over of the match, the Umpires shall confirm the score and indicate clearly to the batters and the Captain of the fielding team the number of runs required to win.

L2.14 Refreshments

The provision of teas per the 2 sub-sections below is provided at the discretion of the Home club. Please refer to Administrative Regulation 3.4 for further information.

L2.14.1 In all League matches, the home club at its discretion may provide refreshments for players and officials to the visiting club/officials. It is at the discretion of the home club as to whether they wish to negotiate part-payment for refreshments or enter a reciprocal agreement. It is assumed that, if refreshments are provided, they are offered to officials at no cost. Refreshments where provided should recognise dietary or religious requirements and allergen sensitivities - see ecb.co.uk/be-involved/club-support/club-facility-management/food-and-beverage for guidance.

L2.14.2 Wherever possible refreshments for League appointed Umpire(s) and Scorers shall be provided on a separate table to the players. Clubs shall ensure that should

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refreshments be provided the Umpire(s) and Scorers do not have to queue – see League Directive 9 at sussexcricketleague.play-cricket.com.

L2.15 Recording and Notification of Results of Matches

The Home team is responsible for enter the Results Summary and both innings Scorecards on their Club Play–Cricket website by no later than 10am on the day following each match.

The Result Summary must include the result of the match (including Abandoned and Cancelled games), the ground at which the match was played, who won the toss, who batted first, runs, wickets, overs, scheduled overs, revised target score (if applicable) for both innings.

In the ECB Premier Division, Division 2, and Divisions 3 East and 3 West, the names of umpires and non-playing scorers must be included. In Division 4 East and 4 West, the names of the non-playing club and/or panel umpires and non-playing scorers must be entered. In Divisions 5 East, Central and West the names of the non-playing club umpires must be entered.

The Home team **must** complete the Home and Away “Play-Cricket Team Sheet” including the name of the captain and wicket-keeper and enter the following details for each team:-

- 1) The batting innings scorecard to include the name of batters, how dismissed with details of any involved fielders, bowlers, runs scored, extras (byes, leg byes, wides, no balls, and penalty runs if any).
- 2) Including the associated Bowling analysis to include the bowlers name, overs, maidens, runs, wickets, wides, and no balls.
- 3) And the Fall of Wickets if available.

The Away team must check the details entered and make any additions, amendments and corrections before 8pm on the Monday following the match.

Any discrepancies between the scorecard and the results summary must be resolved between the teams. Both the Home and Away team must confirm that the result and scorecards are correct by 8pm on the Monday following the match.

A comprehensive User Guide on how to complete the Play-Cricket result is available on the SCL website at sussexcricketleague.play-cricket.com.

[Note: Failure to comply with the above requirements shall result in penalties as set out in Administrative Regulation 4. It is recommended that Play-Cricket Scorer (PCS) for mobile devices and Play-Cricket Scorer PRO (PCS PRO) for MS Windows-enabled laptops are used to support entry of these details.]

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L2.16 Laws of Cricket and ECB Directives & Regulations

L2.16.1 All matches should be played in accordance with [Object 2.2](#) of [The 1st Central Sussex Cricket League Constitution](#) which states that “*it is committed to the principles of equality, diversity and inclusion in cricket and seeks to promote, encourage and foster the playing of competitive adult recreational cricket in the County, as governed by the Laws of Cricket and by such regulations as may, from time to time, be laid down by the England & Wales Cricket Board (ECB), or any other relevant body or bodies*”.

L2.16.2 In addition to [L2.8](#) above amendments to the [Laws of Cricket \(2017 Code 3rd Edition 2022\)](#) adopted by the League and other directives/regulations that impact League cricket and T20 Competitions are set out in [Appendix B](#) of this [Playing Conditions](#) document.

L2.16.3 The League policy with regard to the application of the ECB “[Safe Hands](#)” programme – including the use of social media and digital images is set out in [League Directive 22](#) and may be found at sussexcricketleague.play-cricket.com.

L3 Award & Deduction of Points [Declaration Matches – ECB Premier Division & Division 2]

L3.1 Points for a Win

30 points shall be awarded to the team that [wins](#) the match. No further [batting](#) or [bowling bonus points](#) will be applied to the winning team.

L3.2 Bonus Points

Bonus points shall be awarded as follows to [losing](#) team (or both teams in event of a [draw](#), subject to the “[scores-level draw](#)” exception at [L3.3](#) below):

- A team batting first
 - In [ECB Premier Division](#) matches: [two](#) batting points at each of [125](#), [150](#), [175](#), [200](#) and [225](#) runs.
 - In [Division 2](#) matches: [two](#) batting points at each of [120](#), [140](#), [160](#), [180](#) and [200](#) runs.
- The team batting second: [one](#) batting point at each of the above scores.
- The team bowling first: [two](#) bowling points will be awarded at the fall of wickets [2](#), [4](#), [6](#), [8](#), and [10](#).
- The team bowling second: [one](#) bowling point will be awarded at the fall of wickets [2](#), [4](#), [6](#), [8](#), and [10](#).

[NOTE: For the purpose of awarding bowling points, any team playing short or having a player retire for any reason and unable to return shall, provided all available batters have been dismissed, be deemed to have had the absent player, or players, dismissed].

L3.3 Drawn Matches

In drawn matches both teams shall retain their [batting](#) and [bowling points](#).

In a drawn match with the scores level, the team batting second shall receive [15](#) points, the other team shall retain all [batting](#) and [bowling points](#).

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L3.4 Tied Matches

In tied match, where the team batting second is all out and the the scores are level, each team shall be awarded 15 points.

L3.5 Abandoned Matches

A match that is abandoned when 70% of the allocated overs of the team batting second have been bowled shall be treated as a draw. If the match is abandoned before this time each team receives 10 points, or the batting and bowling points gained, whichever is greater.

L3.6 Failure to Fulfil a Fixture

A team failing to fulfil a fixture shall have 10 points deducted from its total and its opponents shall be awarded the match and 30 points. Where a team scratches for the third time in a season they may be required to appear before the appropriate [League Regional Board](#) to discuss the situation. In the event of that team not fulfilling a fourth fixture in the season the League Executive Committee shall have the power to remove the team from membership of the League under the terms of [Administrative Regulation 4 section 4.1.1](#).

L3.7 Over Rate Penalties

L3.7.1 Over rate penalties shall only apply to matches in the ECB Premier and Division 2 which are officiated by one or more League appointed Umpire.

L3.7.2 In declaration matches, the “required over rate” is seventeen overs per hour.

L3.7.3 A team that fails to meet the required over rate during a completed innings shall have points deducted as follows (subject to L3.7.5 & L3.7.7 below).

- Less than 17 overs/hour 1 Point
- Less than 16 overs/hour 2 Points
- Less than 15 overs/hour 3 Points

[Note: Over Rate calculation = overs bowled divided by net minutes of play, times 60 – part overs count as one over bowled]

L3.7.4 Achievement of the required over rate and any necessary monitoring is the sole responsibility of team Captains. Nevertheless, Umpire(s) shall normally provide Captains with relevant information (see L3.7.5 & L3.7.7) and at the close of play shall inform them of the over rates actually achieved. Failure by Umpire(s) to comply with this clause shall not invalidate the subsequent deduction of points.

L3.7.5 During play, League appointed Umpire(s) shall have the power to make all reasonable allowances for time lost during an innings, for example: all drinks intervals; injuries; time taken recovering balls; and such other delaying factors as they consider appropriate (including time wasting by the batting side). Taking account of any such allowances, an Umpire shall at suitable intervals inform the fielding Captain of the time by which they need to complete the final over of the innings.

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Umpire(s) shall deduct the allowances from the total time taken to complete the innings in order to produce the “net minutes of play” required for calculating the over rate.

L3.7.6 At the close of play, the Umpire(s) shall be responsible for the calculation of the over rate achieved in each innings (see Note to **L3.7.3**). They must, if at all possible, ensure that any failure to achieve the "required over rate" is recorded in both scorebooks; this is to ensure that the relevant details are incorporated in the match result as notified by the home team.

The Umpire(s) shall also include the relevant details in their own match report (see [League Directive 17](#) at sussexcricketleague.play-cricket.com), which is sent to the League Support Officer.

L3.7.7 No penalties shall apply in the following circumstances.

- a) If an innings ends within 50 overs in the ECB Premier Division or 45 overs in Division 2
 - b) If an innings is interrupted, resulting in a deduction of the overs allowed or allocated
 - c) If either innings has to be closed during a prolonged stoppage e.g., for weather
- [NOTE: If an innings is reduced in length from the start, penalties will still apply, provided that more than 41 overs are bowled]*

L3.7.8 In no case shall over rate penalties be imposed so as to reduce below zero the total points gained by either team in a match.

L4 Shortened Declaration Matches [ECB Premier Division & Division 2]

L4.1 Delayed Start of Match

L4.1.1 In the event of a delayed start due to adverse playing conditions, no adjustments shall be made in respect of the first 30 minutes lost. However, once the start is delayed for more than 30 minutes, the total scheduled overs in each innings shall be reduced at the rate of one over for every full 7 minutes lost – where a match is affected by fitness of ground, weather or light the available overs shall be calculated by the Umpires using the relevant [Overs Adjustment Table](#) - see [Appendix C](#) for ECB Premier Division matches and [Appendix D](#) for Division 2 matches. Should a team be dismissed or declare before reaching its allocation of overs then any complete unused overs will be available to the team batting second.

L4.1.2 If a match, having a delayed start before the 3pm cut off time, is subsequently delayed by rain within the first 30 minutes of play, which the Umpires deem would have caused abandonment under **L4.1.4**, they may elect to disregard play and start a revised format match, as per **L4.2**.

L4.1.3 Once a match has started, the first 30 minutes of delays and interruptions due to adverse weather conditions, including any time lost before the start of the match (if less than 30 minutes) shall be disregarded. When more than 30 minutes in total are lost then, if this occurs during the first innings the total scheduled overs in each innings shall be reduced at the rate of one over for every complete 7 minutes lost. If such time

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is lost in the second innings, the total overs remaining in that innings shall be reduced at the rate of one for every 3½ minutes lost. The loss of playing time may be a single stoppage or several accumulated stoppages.

L4.1.4 If the start is delayed so that play cannot commence before 3.00pm, special arrangements as specified in L4.2 shall apply.

L4.1.5 If, as a result of deductions made in accordance with L4.1.1 or L4.1.3, overs are reduced so that the overall match comprises fewer than 70 overs, the match shall in normal circumstances be abandoned. However, if the Umpires agree that conditions are fit or are likely to become fit for play, the match may be resumed if both Captains agree or, in the absence of such agreement, if the Umpires consider that either team has a realistic chance of victory within the overs remaining.

L4.1.6 A match in which a definite result is not achieved, and in which the team batting second has received fewer than 70% of its allocated overs (either its original allocation or any revised allocation following adjustments for overs lost due to interruptions earlier in the innings), shall be deemed to be abandoned.

L4.2 Revised Match Format

L4.2.1 In the event that the start of a match is delayed in the circumstances described in L4.1.2 or L4.1.4 above, a “win/lose” 20 overs per side match shall be played as below.

L4.2.2 A new toss shall take place and the playing conditions of the T20 Competitions shall apply, subject to the following.

- a) The maximum length of match that may be played under this Playing Condition is 20 overs per team and in no circumstances will the start of a match be delayed beyond 3.00pm.
- b) If a match, once started, is interrupted by adverse weather conditions, it may be completed provided the Umpires are satisfied that a full 20 overs per team (plus the necessary 10-minute interval between innings), or a definite result can be achieved by 7.00pm. All overs calculations are to be based on a rate of 4 minutes per over.
- c) Regardless of the state of play, if the above provisions cannot be met and less than 20 overs are available to both teams the match shall be abandoned.
- d) The “bowl-out” and “super over” provisions shall not apply.
- e) The team scoring the most runs shall be the winner and shall receive 20 points. The losing team shall receive 10 points. If the scores are equal then the team losing the least wickets shall be the winner, if still equal each team shall receive 15 points.
- f) Fielding restrictions shall apply and if painted “dots” or plastic/rubber discs are not available, the Umpires shall determine the approximate areas and will control the fielding distances required.

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L5 Limited–Overs Matches [All Divisions]

L5.1 General

L5.1.1 These Playing Conditions apply to the limited overs matches in all Divisions, as set out below

- ECB Premier Division – 100 overs, with 50 overs per team - teams shall normally wear coloured clothing. These matches will be played using 2 League branded Gray-Nicolls Crown 5 Star pink balls in each Innings, teams bowling with one from each end, using the balls they provide – when not in use the “second” ball is to be retained by the Umpire. Where matches are reduced in length to 25 overs per team or fewer, they shall be played using one ball in each innings.
- Division 2 – 90 overs, with 45 overs per team - teams shall normally wear coloured clothing. These matches will be played using 2 League branded Gray-Nicolls Crown 5 Star pink balls in each Innings, teams bowling with one from each end, using the balls they provide – when not in use the “second” ball is to be retained by the Umpire. Where matches are reduced in length to 25 overs per team or fewer, they shall be played using one ball in each innings.
- Divisions 3 & 4 – 90 overs, with 45 overs per team, each team shall be responsible for providing 1 new League branded Gray-Nicolls 5 Star ball, to be used from the start of each innings, with each team bowling with the ball it provides.
- Divisions 5 and below – 80 overs, with 40 overs per team - each team shall be responsible for providing 1 new League branded Gray-Nicolls 4 Star balls, to be used from the start of each innings, with each team bowling with the ball it provides.

L5.1.2 Unless otherwise specified in L5 the Playing Conditions for limited–overs matches shall be those that are outlined in L2 above.

L5.2 Time and Duration.

L5.2.1 Each match shall consist of a maximum of 50/45/40 overs per innings, as set out in L5.1.1 above, except where time is lost after the scheduled start time (11.30/12.30/1.00) due to inclement weather or other unavoidable causes, when the number of overs shall be reduced. Under normal match conditions –

- In 50 over matches, teams are expected to be in a position to bowl the first ball of the last of their overs within 3 hours 10 minutes.
- In 45 over matches, teams are expected to be in a position to bowl the first ball of the last of their overs within 2 hours 50 minutes.
- In 40 over matches played in Divisions 5,6 & 7, teams are expected to be in a position to bowl the first ball of the last of their overs within 2 hours 30 minutes.
- In 40 over matches played in Divisions 8 and below it is expected that every effort will be made by both teams to ensure that they are in a position to bowl the first ball of the last of their overs within 2 hours 30 minutes.

L5.2.2 If a team fails to achieve the appropriate number of overs set out in L5.2.1 above, the batting team shall be credited with 6 runs for every whole over that has not been

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bowled within the specified time, to be applied in accordance with L5.2.4. The full quota of overs shall be completed.

- L5.2.3 The above condition shall apply to both innings of the match. If the team batting second is credited with runs in this way and this consequently takes its score to, or past, its victory target, the match shall be won by the team batting second.
- L5.2.4 All penalties in this regard shall be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the Innings.
- L5.2.5 No penalties shall apply in the following circumstances
- If an innings is interrupted, resulting in a deduction of the overs allowed/allocated.
 - If either innings has to be closed during a prolonged stoppage e.g., inclement weather, serious injury.
- L5.2.6 Play must **not** continue until the Umpire(s) – if standing - and Scorers confirm the score shown on the scoreboard is correct and indicate clearly to the batters and the Captain of the fielding team the number of runs required to win the match.
- L5.2.7 Unless bowled out earlier, the team batting first shall bat for the full number of overs allotted prior to the commencement of the match. **Declarations are permitted**, however where a team declares they shall be deemed to be all out for the purposes of the points calculation. Should the team batting first declare or be dismissed before their allotted overs have been bowled, the team batting second shall be entitled to bat for their full allotted 50/45/40 overs as appropriate.

L5.3 Delays and Interruptions

- L5.3.1 In the event of a **delayed** start due to adverse playing conditions, no adjustments shall be made in respect of the **first 30 minutes** lost. The Umpires shall re-arrange the number of overs so that both teams have the opportunity of batting for the same number of overs subject to a **minimum of 20 overs** each team (see L5.3.5 below). In situations where there is no League appointed Umpire, the respective Captains shall agree on the reduced number of overs (see L5.3.2 below).
- L5.3.2 In the above circumstances, the Umpire(s)/Captains shall reduce the number of overs per team by one over for every completed **7½** minutes of time lost, except that they shall ignore the **first 30 minutes** of stoppage time.
- L5.3.3 When play is suspended during the first innings no adjustments shall be made in respect of the **first 30 minutes** lost and the object shall be to recalculate the total number of overs so that both teams have the opportunity of batting for the same number of overs.
- L5.3.4 In the event of a delayed start to the second innings where **no previous delay** has occurred **no adjustments** shall be made in respect of the first 30 minutes lost, thereafter, the number of overs which the team batting second would normally have been entitled to receive shall be reduced by **one over for each complete 3¾** minutes of playing time lost (see L5.4 below for calculation of runs required). Should there be more than one interruption to play, the overs calculation for each interruption shall be calculated separately.

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L5.3.5 Regardless of the state of play, should the loss of time result in **fewer than 20 overs** being available to both teams the match shall be abandoned excepting matches where the target score is achieved.

L5.4 The Result

L5.4.1 When there is no interruption in the match the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie.

L5.4.2 Where play is interrupted such that the number of overs to be faced by **either side is reduced** from that determined **when the match started** a revised target score will be calculated using the **Duckworth-Lewis In-Game calculator (as part of the Play-Cricket Scorer app (PCS or PCS PRO))**. In the event of computer malfunction at any time during the match, or where no back-up provision has been made (e.g., the **standalone DL In-Game calculator**), the paper based Standard Edition (the method in use prior to **October 2003**) shall be used. Club scoreboards must display a revised target score that will be updated at the end of each over. **Note** that this clause applies even if both teams have the opportunity of batting for the same number of overs. This clause is applicable to all divisions.

The result shall be determined once the match has been played out to its completion and is described exactly as in the case of an uninterrupted match - if the team batting second achieves their revised target they win by the number of wickets they have in hand when they reach this score; if they fall short of their revised target score by exactly one run the result is a tie, and if they make a lower score the team batting first win by the margin of runs by which the team batting second fall short of the score needed to achieve a tie.

Note:

- a) It is the responsibility of the Scorers to work together using the **DL In-Game calculator** to calculate the target score. Such targets must then be confirmed by the Umpires and communicated to both Captains.
- b) If, after play restarts, it is discovered that the wrong DL target score has been set, the erroneous target will stand.
- c) If the target score has been reached before 20 overs have been bowled, a result is deemed to have been achieved.

L5.5 Points Awarded

L5.5.1 Points will be awarded as follows in all divisions.

30 points shall be awarded to the team that wins the match. No further batting or bowling bonus points will be applied to the winning team.

Additional points shall be awarded as follows to the losing team:

- a) The team batting first:
 - o In **ECB Premier Division matches** – **two** batting points at each of **125, 150, 175, 200 and 225** runs.
 - o In **Division 2, 3 & 4 matches** – **two** batting points at each of **120, 140, 160, 180 and 200** runs.

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- o In Division 5, 6 & 7 matches – two batting points at each of 100, 120, 140, 160 and 180 runs.
 - o In matches played in Divisions 8 and below – two batting points at each of 75, 100, 125, 150 and 175 runs.
- b) The team batting second – **one** batting point at these scores.
- Note:** in matches where the over limit is reduced, there shall be a reduction in the targets to achieve batting bonus points, as set out in the tables below. Bowling bonus points, under the same circumstances, will remain as if the full allocation of overs were available.
- c) The team bowling first: **two** bowling points will be awarded at the fall of wickets 2, 4, 6, 8, & 10. The team bowling second: **one** bowling point will be awarded at the fall of wickets 2, 4, 6, 8 & 10. Bowling points remain the same regardless of the length of any innings.
- [Note: For the purpose of awarding bowling points, any team playing short or having a player retire for any reason and unable to return shall, provided all available batters have been dismissed, be deemed to have had the absent player, or players, dismissed].*
- d) In the event of a tie each team receives 15 points.
- e) For ‘No Result’ matches – each team receives 10 points, or the batting and bowling points, whichever is greater.
- f) Any team failing to fulfil a fixture shall have 10 points deducted from its total and its opponents shall be awarded the match and 30 points.

L5.5.2 a) ECB Premier Division

Overs Bowled	1 st Point Runs scored	2 nd Point Runs scored	3 rd Point Runs scored	4 th Point Runs scored	5 th Point Runs scored
50	125	150	175	200	225
49	122	147	172	196	221
48	120	144	168	192	216
47	117	141	164	188	211
46	115	138	161	184	207
45	112	135	157	180	202
44	110	132	154	176	198
43	107	129	150	172	193
42	105	126	147	168	189
41	102	123	143	164	184
40	100	120	140	160	180
39	97	117	136	156	175
38	95	114	133	152	171
37	92	111	129	148	166
36	90	108	126	144	162
35	87	105	122	140	157
34	85	102	119	136	153
33	82	99	115	132	148
32	80	96	112	128	144
31	77	93	108	124	139
30	75	90	105	120	135
29	72	87	101	116	130

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Overs Bowled	1 st Point Runs scored	2 nd Point Runs scored	3 rd Point Runs scored	4 th Point Runs scored	5 th Point Runs scored
28	70	84	98	112	126
27	67	81	94	108	121
26	65	78	91	104	117
25	62	75	87	100	112
24	60	72	84	96	108
23	57	69	80	92	103
22	55	66	77	88	99
21	52	63	73	84	94
20	50	60	70	80	90

b) Matches in Divisions 2, 3 & 4

Overs Bowled	1 st Point Runs scored	2 nd Point Runs scored	3 rd Point Runs scored	4 th Point Runs scored	5 th Point Runs scored
45	120	140	160	180	200
44	116	137	157	176	197
43	113	134	153	172	193
42	109	131	149	168	189
41	106	128	144	164	184
40	103	125	140	160	180
39	100	122	137	154	175
38	97	119	133	150	171
37	95	116	130	149	165
36	92	113	127	145	161
35	90	110	124	141	156
34	87	107	120	137	152
33	85	103	117	133	147
32	82	100	113	129	143
31	80	97	110	125	138
30	77	94	106	120	134
29	75	90	103	116	129
28	72	87	99	112	125
27	70	84	96	108	120
26	67	81	92	104	116
25	65	78	89	100	111
24	63	74	85	96	107
23	60	71	81	92	102
22	58	68	78	88	98
21	55	65	74	84	93
20	53	62	71	80	89

c) Matches in Divisions 5, 6 & 7

Overs Bowled	1 st Point Runs scored	2 nd Point Runs scored	3 rd Point Runs scored	4 th Point Runs scored	5 th Point Runs scored
40	100	120	140	160	180
39	97	117	136	156	176
38	95	114	132	152	171
37	92	111	129	148	167
36	90	108	126	144	162
35	87	105	122	140	158
34	85	102	119	136	153

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Overs Bowled	1 st Point Runs scored	2 nd Point Runs scored	3 rd Point Runs scored	4 th Point Runs scored	5 th Point Runs scored
33	82	99	116	132	149
32	80	96	112	128	144
31	77	93	109	124	140
30	75	90	105	120	135
29	72	87	102	116	131
28	70	84	98	112	126
27	67	81	94	108	122
26	65	78	91	104	117
25	62	75	87	100	113
24	60	72	84	96	108
23	57	69	80	92	104
22	55	66	77	88	99
21	52	63	73	84	95
20	50	60	70	80	90

d) Matches in Divisions 8 & below

Overs Bowled	1 st Point Runs scored	2 nd Point Runs scored	3 rd Point Runs scored	4 th Point Runs scored	5 th Point Runs scored
40	75	100	125	150	175
39	73	97	121	146	171
38	71	95	118	142	168
37	69	92	115	138	163
36	67	90	112	134	159
35	65	87	109	132	154
34	63	85	106	128	150
33	61	82	103	128	145
32	59	80	100	124	141
31	57	77	97	120	136
30	55	75	94	116	132
29	54	72	91	112	127
28	52	70	88	108	123
27	51	68	84	104	118
26	49	65	81	100	114
25	47	62	78	95	109
24	45	60	75	91	105
23	43	57	71	87	100
22	41	55	68	83	96
21	39	52	65	79	91
20	37	50	62	75	87

L5.6 Number of Overs per Bowler

L5.6.1 In a 50 overs match played in the ECB Premier Division no bowler may bowl more than 10 overs in an innings. However, in a delayed start, or interrupted match, where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than **one-fifth** of the total overs allowed (unless such a number has been exceeded before the interruption). However, 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 (also see L5.6.6 below).

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- L5.6.2** In a 45 overs match played in Divisions 2, 3 & 4 no bowler may bowl more than 9 overs in an innings. However, in a delayed start, or interrupted match, where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption). However, 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 (also see L5.6.6 below).
- L5.6.3** In a 40 overs match played in Divisions 5, 6 & 7 no bowler may bowl more than 8 overs in an innings (also see L5.6.5 & L5.6.6 below).
- L5.6.4** In a 40 overs match played in Divisions 8 and below no bowler may bowl more than 9 overs in an innings (also see L5.6.5 & L5.6.6 below).
- L5.6.5** In a delayed start or interrupted 40 over match, where the overs are reduced for both teams, or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption). However, 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.
- L5.6.6** The ECB Directive regarding Fast Bowling by Young Bowlers (see Appendix B2) may affect the overs per bowler limitations set out in L5.6.1/2/3/4 above.
- L5.6.7** When play resumes after an interruption mid-over the bowler, who has now exceeded the new maximum allocation, shall be allowed to finish their incomplete over.
- L5.6.8** In the event of a bowler being unable to complete an over, another bowler (other than the one bowling the previous or next over) shall bowl the remaining balls. Such part of an over shall count as a full over only with regard to each bowler's limit.

L5.7 Restriction on the Placement of Fielders

- L5.7.1** In matches played in all Divisions there shall not be more than five fielders on the leg side at the instant of delivery throughout the innings.
- L5.7.2** Fielding restrictions ECB Premier Division to Divisions 7. Two semicircles shall be "drawn" on the field of play with the semicircles having, as their centre, the middle stump at either end of the pitch. The radius of each of the semicircles shall be 27.4m (30 yards). The ends of each semicircle shall be "joined" to the other by a straight line "drawn" on the field on the same side of the pitch. The fielding restriction area shall be marked by painted "dots" or plastic/rubber discs distributed at five-yard intervals.
- L5.7.3** For matches in the ECB Premier Division at the instant of delivery.
- Powerplay 1** – no more than two (2) fielders shall be permitted outside this fielding restriction area during overs 1 to 10 inclusive.
- Powerplay 2** – no more than four (4) fielders shall be permitted outside this fielding restriction area during overs 11 to 40 inclusive.
- Powerplay 3** – no more than five (5) fielders shall be permitted outside this fielding restriction area in during overs 41 to 50 inclusive.

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- L5.7.4** In the ECB Premier Division any infringement of the above fielding restrictions shall result in the Umpire at the **striker's end** calling and signalling "No ball".
- L5.7.5** In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
- L5.7.6** For matches in Divisions 2, 3 & 4 at the instant of delivery.
- Powerplay 1** – no more than **two (2)** fielders shall be permitted outside this fielding restriction area during overs **1 to 10** inclusive.
- Powerplay 2** – no more than **four (4)** fielders shall be permitted outside this fielding restriction area during overs **11 to 35** inclusive.
- Powerplay 3** – no more than **five (5)** fielders shall be permitted outside this fielding restriction area in during overs **36 to 45** inclusive.
- L5.7.7** In the Divisions 2, 3 & 4 any infringement of the above fielding restrictions shall result in the Umpire at the **striker's end** calling and signalling "No ball".
- L5.7.8** In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

ECB Premier Division – Division 4

Overs	Powerplay 1	Powerplay 2	Powerplay 3
49	10	29	10
48	10	28	10
47	10	27	10
46	10	26	10
45	10	25	10
44	9	26	9
43	9	26	8
42	9	25	8
41	8	25	8
40	8	24	8
39	8	23	8
38	8	23	7
37	8	22	7
36	7	22	7
35	7	21	7
34	7	20	7
33	7	20	6
32	7	19	6
31	6	19	6
30	6	18	6
29	6	17	6
28	6	17	5
27	6	16	5
26	5	16	5
25	5	15	5

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Overs	Powerplay 1	Powerplay 2	Powerplay 3
24	5	14	5
23	5	14	4
22	5	13	4
21	4	13	4
20	4	12	4

L5.7.9 For matches in Divisions 5, 6 & 7 at the instant of delivery.

Powerplay 1 – no more than two (2) fielders shall be permitted outside this fielding restriction area during overs 1 to 10 inclusive.

Powerplay 2 – no more than five (5) fielders shall be permitted outside this fielding restriction area during overs 11 to 40 inclusive.

L5.7.10 In Divisions 5, 6 & 7 any infringement of the above fielding restrictions shall result in the Umpire at the **striker's end** calling and signalling "No ball".

L5.7.11 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Divisions 5, 6 & 7

Overs	Powerplay 1	Powerplay 2
39	10	29
38	10	28
37	9	28
36	9	27
35	9	26
34	9	25
33	9	24
32	8	24
31	8	23
30	8	22
29	8	21
28	7	21
27	7	20
26	7	19
25	7	18
24	6	18
23	6	17
22	6	16
21	5	16
20	5	15

L5.7.12 For matches in Divisions 8 and below there shall be no restriction on the placement of fielders.

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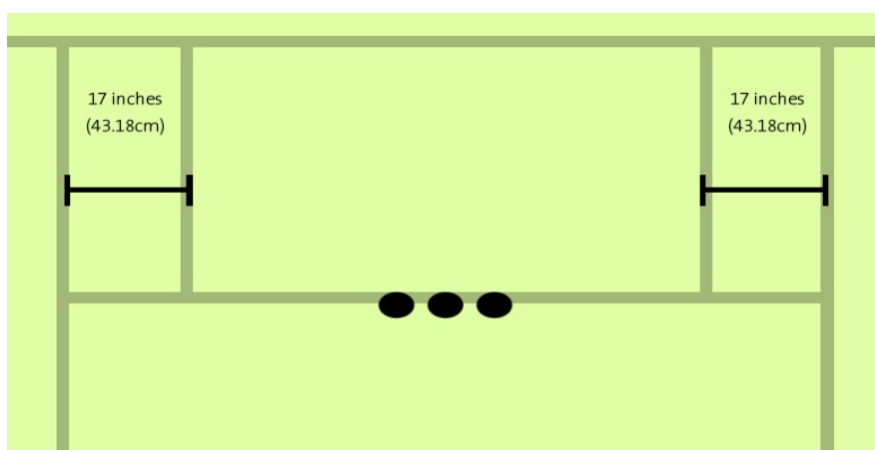
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L5.8 Free Hit After a “No Ball”

- 5.8.1 The delivery following all types of “No ball” in limited overs matches shall be a free hit for whichever batter is facing it.
- L5.8.2 If the delivery for the free hit is not a legitimate delivery (any kind of “No ball” or “Wide”) the next delivery shall become a free hit for whichever batter is facing it.
- L5.8.3 For any free hit the striker can be dismissed only under the circumstances that apply for a “No ball” even if the delivery for the free hit is called “Wide”.
- L5.8.4 A fielder within 15 yards of the striker may retreat along the same line until outside this distance providing all effective fielding restrictions are adhered to (also see L5.8.5).
- L5.8.5 In the ECB Premier Division and Divisions 2 - 7 an age group player within the fielding restriction area may retreat along the same line to the edge of the fielding restriction area. In Divisions 8 and below age group players may retreat along the same line to a “safe distance” as determined by the player and their Captain.
- L5.8.6 With the exception of L5.8.4/L5.8.5 above field changes are only permitted for free hit deliveries when there is a change of striker and providing all effective fielding restrictions are adhered to.
- L5.8.7 The Umpire shall signal a free hit by (after the normal “No ball” signal) extending one arm straight upwards and moving it in a circular motion.
- L5.8.8 For clarity it is confirmed that the bowler can change their mode of delivery for the free hit delivery (providing they notify the Umpire in advance).

L5.9 Law 22 – Judging a “Wide”

- L5.9.1 Ground staff shall be asked to add the “Wide” marking when preparing the pitch for play. These markings are known as 17” markings (see below)



- L5.9.2 The following shall apply in the ECB Premier Division and Divisions 2, 3 & 4 - League appointed Umpires are instructed to apply a very strict and consistent interpretation in regard to Law 22 in order to prevent negative bowling wide of the wicket.

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All deliveries directed down the leg side (behind the body of the striker) shall be called “Wide”. A legside wide shall be called irrespective of where the ball pitches if it passes outside the line of the striker and the leg stump, despite the striker’s movement.

For the sake of clarity, a ball that passes down the leg side between the striker and the leg stump is not to be called “Wide”.

Any offside delivery that passes outside the 17” guideline shall be called “Wide” – unless the striker, by moving, either causes the ball to pass wide of them or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

L5.9.3 In Divisions 5, 6 & 7 - all deliveries directed down the leg side (behind the body of the striker) and any ball passing outside the 17” markings on the offside shall be called “Wide” – unless the striker, by moving, either causes the ball to pass wide of them or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke. A legside wide shall be called irrespective of where the ball pitches if it passes outside the line of the striker and the leg stump, despite the striker’s movement. For the sake of clarity, a ball that passes down the leg side between the striker and the leg stump is not to be called “Wide”.

L5.9.4 In Divisions 8 and below the Captains shall agree at the Toss the definition of “Wide” to be used throughout the match – in the event that no agreement is reached the rule shall be that any ball passing outside the 17” marking on the off or leg side shall be called “Wide”.

L5.9.5 For guidance on the interpretation of Law 22 relating to an altered stance of the striker please see League Directive 4 at sussexcricketleague.play-cricket.com.

L5.10 Laws/Directives

Except where otherwise stated above the Laws of Cricket (2017 Code 3rd Edition 2022) together with League and ECB Directives shall apply – variations adopted by the League may be found in Appendix B1.

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T20 Competitions

T1 Separate Competitions

- T1.1** There shall be three separate T20 Competitions with all matches to be played in a knockout format.
- The **Cup** Competition – for teams in **ECB Premier Division** to **Divisions 4**.
 - The **Trophy** Competition – for teams in **Divisions 5, 6 & 7**.
 - The **Plate** Competition – for teams in **Divisions 8 and below**.
- T1.2** Teams in **Divisions 5, 6 & 7** may apply to enter the **Cup** and teams in **Divisions 8 and below** may apply to enter the **Trophy**.
- T1.3** Cup Competition matches involving two ECB Premier Division teams shall normally be played in coloured clothing.
- T1.4** The first round of the Cup Competition shall normally be played on the Saturday preceding the start of the League season, teams playing in the Trophy or Plate Competitions may also play on this Saturday if they have no League match.
- T1.5** The semi-finals of the Trophy and Plate shall normally be played on the same day, in early August, at a neutral ground(s). At a later date the finals for all T20 Competitions shall normally be played at **The 1st Central County Ground**, Hove on the same day – subject to the administrative details, to be circulated in advance, by the **T20 Competitions Organising Committee**.

T2 Regional Draws

- T2.1** In all Competitions the early rounds will be arranged on a regional basis, using “host” grounds, where possible, to play multiple matches on the same date in accordance with a schedule produced by the **T20 Competitions Organising Committee**.
- T2.2** Wherever possible matches should be played on the dates specified. If the match cannot take place on this date, or cannot commence due to bad weather, or if it is abandoned during play (i.e., if the team batting second has received less than 5 overs), the match can be re-arranged. The re-scheduled match must take place before the date of the next round, at a date and time mutually agreed by both clubs (**T2.3** below refers).
- T2.3** To re-arrange, the home club must, within **48 hours** of the original game (and in conjunction with the T20 Competitions Organising Sub-Committee and SACO Umpire’s Appointments Officer), offer the away team two dates, which do not clash with any other competition, within the required period. Failure by the home club to offer two dates as detailed shall result in forfeiture of the match. The away team has a further 48 hours to accept one of the two dates offered, failure by the away club to accept one of them shall result in forfeiture of the match.
- T2.4** Subsequently if a full game, on the agreed re-scheduled date, cannot be completed, a result must be obtained using either reduced overs or a bowl out (see **T9** below).

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T3 Appointment of Umpires

- T3.1. Wherever possible League-appointed Umpires shall be provided for all T20 Cup matches and later rounds of the Trophy and Plate competitions. Where more than one match is to be played on the same day at a host ground, sufficient Umpires may be appointed to officiate at all matches.
- T3.2. If League-appointed Umpires are not available a non-playing Umpire standing for the whole match, shall be provided by each team.

T4 Duration of Matches and Hours of Play

- T4.1 The matches shall be one innings per team, with each innings limited to a maximum of 20 overs. The T20 Competitions Organising Committee shall determine the start time for each match. The interval between innings shall be a maximum 15 minutes.
- T4.2 Teams must be in a position to bowl the first ball of the 20th over 1 hour 15 minutes after the commencement of play. The overs should be bowled at a minimum rate of 3¾ minutes per over, with penalties to be applied in the event of failure to achieve this rate, as per T8 below. Umpires shall make allowances where necessary for time lost as a result of injury or other unavoidable delays.
- T4.3 In the event of weather interruptions during the first innings, one over shall be deducted from each innings for every 7½ minutes lost; during the second innings one over shall be deducted for every 3¾ minutes lost. Where play is interrupted such that the number of overs to be faced by either side is reduced from that determined when the match started a revised target score will be calculated using the Duckworth-Lewis In-Game calculator (as part of the Play-Cricket Scorer app (PCS or PCS PRO)). In the event of computer malfunction at any time during the match, or where no back-up provision has been made (e.g., the standalone DL In-Game calculator), the paper based Standard Edition (the method in use prior to October 2003) shall be used. Club scoreboards must display a revised target score that will be updated at the end of each over. Note that this clause applies even if both teams have the opportunity of batting for the same number of overs.

The result shall be determined once the match has been played out to its completion and is described exactly as in the case of an uninterrupted match - if the team batting second achieves their revised target they win by the number of wickets they have in hand when they reach this score; if they fall short of their revised target score by exactly one run the result is a tie, and if they make a lower score the team batting first win by the margin of runs by which the team batting second fall short of the score needed to achieve a tie.

Note:

- a) It is the responsibility of the Scorers to work together using the DL In-Game calculator to calculate the target score. Such targets must then be confirmed by the Umpires and communicated to both Captains.
- b) If, after play restarts, it is discovered that the wrong DL target score has been set, the erroneous target will stand.

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T5 General Conditions of Play

The General Conditions of Play for League cricket L2.1 – L2.3, 2.5 and L2.8 – L2.9 shall apply to the T20 competitions. All matches shall be played with a League branded Gray-Nicolls “pink” ball with the home team providing an adequate selection of used spare League approved balls – this may include last season’s League approved ball until there are sufficient used Gray-Nicolls “pink” balls available for this purpose.

T6 The Result

T6.1 Each team must have faced (or had the opportunity to face) a minimum of 5 overs in order to constitute a match.

T6.2 In the event of the team in the 1st innings batting for longer than the team in the 2nd innings, the target score shall be decided using a revised target score calculated using the latest version of the [DL In-Game calculator](#) software.

T6.3 If the scores are tied at the completion of a match it will be decided by a “super over” as defined in T6.4 below.

T6.4 ‘Super Over’ – each of the teams shall nominate three batters and one bowler to the Umpire(s), to play a one-over per team ‘mini-match’. The team who batted second in the main T20 match bats first in the “mini match”, with the fielding team in each “mini match” deciding which end to bowl from. The ball used for all “super overs” shall be that used in the final over of the main match. Fielding restrictions applicable in the final over of the main T20 match shall apply. If a team loses two wickets before their “super over” is complete their innings closes at that score. Following the completion of both “super overs” the team with the higher score in their “super over” shall be declared the winner – in the event that the “super over” scores are also tied the process will be repeated until one team has scored more runs in the subsequent “super over(s)” than the other.

T7 Reduction of Number of Overs Due to Inclement Weather

T7.1 When reducing the number of overs due to inclement weather the objective is to give the greatest opportunity for a match of an equal number of overs for each side, without reverting to a bowl out (see T9 below).

T7.2 At the start of a match with League-appointed Umpires the prevailing ground, weather, and light conditions, will be assessed to determine whether the full quota of overs will be bowled in any match. The Umpires shall have the right to decide to reduce the equal number of overs to be played by both teams. In matches without a League-appointed Umpire the club Umpires shall make such a decision, following discussion with the respective Captains and their decision must be unanimous.

T8 Over Rate Penalties

T8.1 A 6-run penalty shall apply for each over not bowled in the required time, as determined by the Umpires, who will take into account time lost as a result of injury or other unavoidable delays (see T4.2).

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- T8.2** The penalty runs are added to the final total once the 20 overs have been bowled.
- T8.3** All teams are expected to be in position to bowl the first ball of the last of their 20 overs within the **1 hour 15 minutes** playing time.
- T8.4** In reduced-overs matches, the fielding team has a one-over leeway in addition to any time that the Umpire(s) may allow for stoppages.
- T8.5** Umpires are instructed to apply a strict interpretation of time wasting by the batter (including the award of **5 run** penalties) – specifically the batters are expected to be ready for the start of a new over as soon as the bowler is ready.

T9 Bowl Outs

- T9.1** In the event of no result being obtained by other methods and where there is no standby date on which to play the game, a bowl-out (outdoors or indoors) shall take place to achieve a result.
- T9.2** Five players from each team shall bowl two over-arm deliveries each at a wicket (conforming to **Law 8**) from a wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases marked (conforming to Law 7). The team, which bowls down the wicket (as defined in **Law 32**) the most times, shall be the winner. If the scores are equal, the same players shall bowl one ball each alternately to achieve a result on a ‘**sudden death**’ basis.
- T9.3** The following shall also apply in respect of bowl-outs.
- Both teams shall use the same suitably acceptable League branded Gray-Nicolls ball (not a new one). If this ball becomes wet, it may be changed subject to the Umpires’ approval.
 - If a bowler bowls down the wicket with a “No ball”, it shall count as one of their two deliveries but will not count towards the score of their team.
 - If the original match has started, then the five cricketers nominated to take part in the bowl-out must be chosen from those nominated to play in the match.
 - To facilitate the prompt return of the ball each team shall appoint a wicketkeeper to stand behind the wicket but out of reach of the stumps.

T10 Timed Out

The incoming batter must be in a position to take guard, or for their partner to be ready to receive the next ball, within **1 minute 30 seconds** of the fall of the previous wicket. Any infringement of this rule may result in the incoming batter being declared timed-out by the Umpire (see **League Directive 6**)

T11 Restrictions on the Placement of Fielders

- T11.1** Two semi-circles shall be “**drawn**” on the field of play with the semi-circles having as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be **30 yards (27.4 metres)**. 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 fielding restriction area shall be marked by painted white ‘**dots**’ or white plastic/rubber discs distributed at five-yard intervals.

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- T11.2** At the instant of delivery, there may not be more than five fielders on the leg side. For any infringement, the Umpire at the **striker's** end shall call and signal “No Ball”.
- T11.3** For the first **6 overs** of each innings, only two fielders are permitted to be outside the fielding restriction area at the instant of delivery.
- T11.4** For the remaining overs of each innings, a maximum of five fielders are permitted to be outside the fielding restriction area at the instant of delivery.
- T11.5** In circumstances when the number of overs of the batting team is reduced, the number of overs for which fielding restrictions in **T11.3** apply shall be reduced, in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total overs	Number of overs for which fielding restrictions in T11.5 above shall apply
5–6	1
7–9	2
10–13	3
14–16	4
17–19	5

- T11.6** Where the number of overs for the team batting second is reduced, the aim shall be to maintain the restrictions in **T11.3** and **T11.4** for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).
- T11.7** 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” – see **T13** below.

T12 Number of Overs per Bowler

- T12.1** Each bowler may bowl a maximum of four overs. In a delayed or interrupted match, no bowler may bowl more than one fifth of the total overs allowed unless such a number has been exceeded before the interruption. When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they shall be allowed to finish the incomplete over.

T13 Free Hit After a “No Ball”

- T13.1** The delivery following all types of “No Ball” shall be a free hit for whichever batter is facing it.
- T13.2** If the delivery for the free hit is not a legitimate delivery (any kind of “No Ball” or “Wide”), the next delivery shall become a free hit for whichever batter is facing it.
- T13.3** For any free hit, the striker can be dismissed only under the circumstances that apply for a “No Ball”, even if the delivery for the free hit is called “Wide”.
- T13.4** A fielder within **15 yards** of the striker may retreat to a position a minimum of 15 yards from the striker along the same line. Age group players within the fielding restriction area may retreat along the same line to the edge of the fielding restriction area, providing all effective fielding restrictions are adhered to.

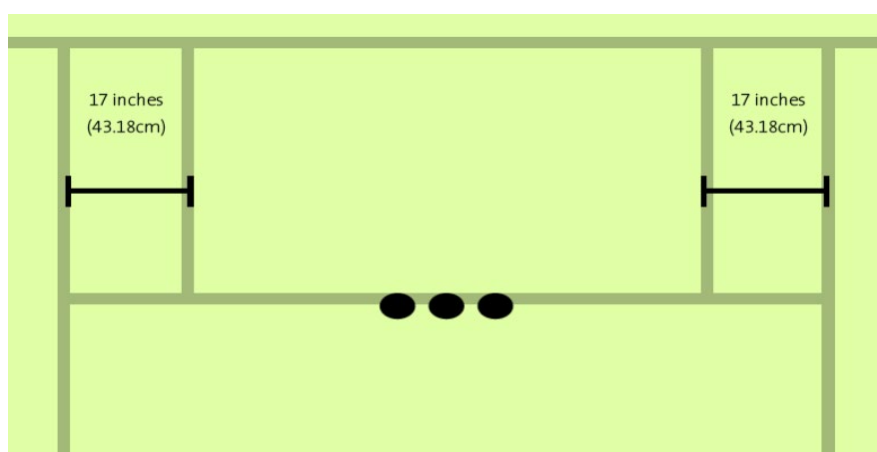
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- T13.5** With the exception of [T13.4](#) above field changes are not permitted for free hit deliveries unless there is a change of striker and providing all effective fielding restrictions are adhered to.
- T13.6** The Umpires shall signal a free hit by (after the normal “No Ball” signal) extending one arm straight upwards and moving it in a circular motion.
- T13.7** For clarity, the bowler can change their mode of delivery for the free hit delivery (providing they notify the Umpire in advance).

T14 Law 22 – Judging a “Wide Ball”

- T14.1** Ground staff shall be asked to add the “Wide” marking when preparing the pitch for play. These markings are known as **17” markings** (see diagram below).



- T14.2** Regarding [Law 22](#), when judging a “Wide”, the following shall apply.
- Umpires are instructed to apply a very strict and consistent interpretation of this Law in order to prevent negative bowling wide of the wicket. **A legside wide shall be called** irrespective of where the ball pitches if it passes outside the line of the striker and the leg stump, despite the striker’s movement.
 - Any offside delivery that passes outside the **17”** guideline shall be called “Wide” – unless the striker, by moving, either causes the ball to pass wide of them or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.
 - For the sake of clarity, a ball that passes down the leg side between the striker and the leg stump is **not** to be called “Wide”.
 - For guidance on the interpretation of [Law 22](#) relating to an altered stance of the striker please see [League Directive 4](#).

T15 Eligibility of Players

- T15.1** The normal player qualification and/or registration requirements for League matches shall apply (see [L2.3](#) above and [Administrative Regulation 5](#)).
- T15.2** In any match involving a Club with multiple teams, they may not play –
- More than three players who have played more than 3 matches for a team from a

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higher division – where the T20 match is played prior to the normal start date of the League season this shall include matches from the previous season.

- b) Any player who has (during the same season) played in more than half of their matches for a team in a higher division.
- c) In exceptional circumstance clubs seeking variation to a) & b) above must seek prior authorization in advance of the match by emailing the [T20 Competitions Organising Committee](#) (see [Contact List](#) at the beginning of the document) at **least 48 hours** before the scheduled start time of the game.

T15.3 Players may not play for two different teams from their Club in the same round of the various T20 competitions without prior agreement of the [League Executive Committee](#). Detailed instructions regarding this will be issued with the draw for each round.

T15.4 Notwithstanding [T15.2](#) and [T15.3](#) above, in the T20 Cup Competition any player who (during the same season) has played in **50%** or more of a club's 2nd XI League and Cup matches shall be exempt from these restrictions.

T15.5 Playing an **ineligible** player - If this should happen in a T20 match the Club shall **forfeit** the match, be **expelled** from the Competition and the matter will be referred to the League Executive Committee which may impose additional penalties in accordance with [Administrative Regulation 4](#).

T16 Scratching from Competition

Any [ECB Premier Division](#) team scratching from the [Cup](#) Competition shall be fined **£50**. Should email notification of the decision to scratch the match (to the opponents, Umpire(s), and League Organising Committee) occur **within 48 hours** of the scheduled start time of a match this fine shall be **£100** ([Administrative Regulation 4](#)).

T17 Exceptional Regulations

For any circumstances not specifically provided in these Playing Conditions for the T20 Competitions, the published Playing Conditions for League matches shall apply. If not specifically provided for in the [League Playing Conditions](#), the [Laws of Cricket \(2017 Code 3rd Edition 2022\)](#), [League](#) and [ECB Directives](#) shall apply including such variations to the Laws as set out in [Appendix B1](#) of this document.

T18 Refreshments

Apart from the Plate and Trophy semi-finals and Finals Day when the cost of refreshments will be covered by the League, host clubs shall provide players and match officials with a choice of hot and cold drinks and light refreshments. These should recognise dietary or religious requirements and allergen sensitivities and be provided at no cost to the visiting club(s) or officials. ECB guidance regarding provision of refreshments can be found at ecb.co.uk/be-involved/club-support/club-facility-management/food-and-beverage.

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Appendix A

Temporary Player Loan System

The Temporary Player Loan System now forms part of [Administrative Regulation 5 \(Player Registration, Eligibility & Loan Scheme\)](#) which should be referred to for detail.

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Appendix B

Special Playing Conditions

B1 Variations to Laws of Cricket

In addition to the changes noted in the [Playing Conditions](#) above the [League Executive Committee](#) has made modifications to the application of a number of the [Laws of Cricket \(2017 Code, 3rd Edition 2022\)](#) as specified below.

B1.1 Law 5.7.2 – Bat size

Until further notice the League will not adopt [Law 5.7.2](#) regarding the size of the bat blade.

B1.2 Law 8.3.4 – Bails

Suitable devices are approved to replace the bails in League and T20 Competition matches when extreme weather conditions are experienced, and it is felt appropriate by the League appointed Umpire(s) to do so.

B1.3 Law 21.2 – Fair delivery – the arm

In the event that a panel Umpire suspects that, in their opinion, an individual player's bowling action may not conform to the Laws of Cricket, the process outlined in [League Directive 3](#) should be followed.

B1.4 Law 24.2/24.3 – Fielders Absence

In all League and T20 Competition matches where a fielder fails to take the field at the start of play, or at any later time, or leaves the field during play (other than going briefly outside the boundary while carrying out any duties as a fielder) the first 15 minutes of absence shall not count as Penalty Time.

B1.5 Law 40.1.1 – Timed out

In all T20 competition matches at the fall of a wicket or the retirement of a batter, the incoming batter must, unless "Time" has been called, be in position to take guard or for the other batter to be ready to receive the next ball within [1 minute 30 seconds](#) of the dismissal or retirement. If this requirement is not met, the incoming batter may be dismissed "Timed out".

B1.6 Law 42 – Unfair Play – notification

In the case of the batting side, the batters at the wicket will deputise for their Captain when the Umpires are required to give on-field notification following a breach of this Law as per [League Directive 7](#).

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B2 ECB Directives, Guidelines & Regulations

The following documents shall apply in all League and T20 Competition matches and appear in full on the League Play-cricket website – sussexcricketleague.play-cricket.com

- a) Directive regarding Fast Bowling by Young Bowlers.
- b) Directive regarding Minimum Fielding Distances for Young Players.
- c) Guidelines for Junior Players in Open Age Cricket.
- d) Safety Guidance on the Wearing of Cricket Helmets by Young Players.

B3 League Directives & Forms

B3.1 A list of the [current League Directives](#) plus various forms and guidance notes for their completion will be found below – full details are published on the League Play-cricket website – sussexcricketleague.play-cricket.com

- 1 Wet Weather procedure
- 2 Umpire Standing Alone
- 3 Law 21.2 No Ball – Fair Delivery – The Arm
- 4 Law 22 Wide ball – altered stance of batsman
- 5 Law 24 Fielder absence – penalty time
- 6 Law 40.1.1 – Timed Out
- 7 Law 41 – Unfair Play – batsman to deputise
- 8 Use of Sightscreens
- 9 Refreshments for Match Officials
- 10 Slow Over Rate Penalties
- 11 Captains Report on League appointed Umpires
- 12 Guidance for the Marking of League appointed Umpires
- 13 Approved Club Umpires
- 14 Approved Club Umpires Application Form
- 15 Who's The Umpire (WTU) - Availability & Appointments process
- 16 League appointed Umpire - Availability Procedures
- 17 League appointed Umpires' Match Report
- 18 Pitch Reports – Guidance Notes
- 19 League appointed Umpires Pitch Marking Criteria 2020
- 20 Disciplinary Report Form
- 21 Concussion protocol
- 22 "Safe Hands" & Digital Image Protocol
- 23 Live Streaming of Matches

B3.2 It shall be understood that it is the sole responsibility of clubs and Captains (or whoever is responsible for the team concerned) to ensure that the "[Spirit of Cricket](#)", [Laws of Cricket \(2017 Code 3rd Edition 2022\)](#), [League Directives](#), [ECB Directives](#) and [Regulations](#) are complied with at all times.

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Appendix C

ECB Premier Division – Overs Adjustment Table

Start Time	1 st Innings Overs	Finish Time * 1 st Innings	2 nd Innings Overs	Finish Time * 2 nd Innings	Total Overs		
11:30	58	14:58	52	18:35	110		
NO DEDUCTIONS for 30 Minutes - then reduce by 1 over per innings every 7 minutes							
12:00	58	15:28	52	19:05	110		
12:07	57	15:32	51	19:05	108		
12:14	56	15:35	50	19:05	106		
12:21	55	15:38	49	19:05	104		
12:28	54	15:42	48	19:05	102		
12:35	53	15:45	47	19:05	100		
12:42	52	15:39	46	19:05	98		
12:49	51	15:42	45	19:05	96		
12:56	50	15:46	44	19:05	94		
13:03	49	15:49	43	19:05	92	Consider taking tea before start of play to extend available time by 30 minutes and increase overs per team	
13:10	48	15:53	42	19:05	90		
13:17	47	15:56	41	19:05	88		
13:24	46	16:00	40	19:05	86		
13:31	45	16:03	39	19:05	84		
13:38	44	16:07	38	19:05	82		
13:45	43	16:11	37	19:05	80		
13:52	42	16:14	36	19:05	78		
13:59	41	16:34	35	19:05	76		
14:06	40	16:38	34	19:05	74		
14:13	39	16:41	33	19:05	72		
14:20	38	16:45	32	19:05	70		
14:27	37		31		68		No play permitted as less than 70 overs remaining in the match
14:34	36		30		66		
15:00	20	16:15	20	17:45	40	Play L4.2 revised format T20 match, can't start after 3pm, must be concluded by 7pm	

* Timings assume 30 min tea interval and one 5-minute drinks break in each innings.

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Appendix D

Division 2 – Overs Adjustment Table

Start Time	1 st Innings Overs	Finish Time * 1 st Innings	2 nd Innings Overs	Finish Time * 2 nd Innings	Total Overs		
12:30	53	15:10	47	18:30	100		
NO DEDUCTIONS for 30 Minutes - then reduce by 1 over per innings every 7 minutes							
13:00	53	15:40	47	19:00	100		
13:07	52	15:44	46	19:00	198		
13:14	51	15:47	45	19:00	96		
13:21	50	15:51	44	19:00	94		
13:28	49	15:54	43	19:00	92		
13:35	48	15:58	42	19:00	90		
13:42	47	16:01	41	19:00	88		
13:49	46	16:05	40	19:00	86		
13:56	45	16:08	39	19:00	84		
14:03	44	16:12	38	19:00	82	Consider taking tea before start of play to extend available time by 30 minutes and increase overs per team	
14:10	43	16:15	37	19:00	80		
14:17	42	16:19	36	19:00	78		
14:24	41	16:22	35	19:00	76		
14:31	40	16:26	34	19:00	74		
14:38	39	16:29	33	19:00	72		
14:45	38	16:33	32	19:00	70		
14:52	37		31		68		No play permitted as less than 70 overs remaining in the match
14:59	36		30		66		
15:00	20	16:15	20	17:45	40		Play L4.2 revised format T20 match, can't start after 3pm, must be concluded by 7pm

* Timings assume 30 min tea interval and one 5-minute drinks break in each innings.

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