



SOMERSET CRICKET LEAGUE

RULES FOR SEASON 2026

1. THE LEAGUE :

The League shall be called "The Somerset Cricket League" and shall consist of as many divisions as necessary to a maximum of ten teams per division. Except in cases where the Management Committee determines that for a temporary period a division shall consist of more teams to accommodate all teams that wish to participate in the League. For the purposes of these rules, The Premier Division and Division 1 shall be deemed Senior Divisions and all other divisions Junior Divisions.

b) Promotion and relegation shall be on a two up/two down basis, except that promotion within Divisions 6 – (S E and NW) shall be two teams per division and relegation from Division 4 to Division 5 shall be four teams, put into the most appropriate regional division, subject to amendments by the Management Committee; any such amendments to be notified to all member clubs as necessary.

c) Positions are to be determined by the aggregate number of points obtained during the season. However, the bottom 8 divisions will be regionalised irrespective of the number of divisions. The Management Committee will decide on the appropriate structure of the league based on the number of entries and the current cricketing landscape.

d) A club's 2nd XI (or lower-level team) must be in a lower division than its 1st XI (or higher-level team), and promotion will be denied to the 2nd XI (or lower level team) or relegation enforced on the 2nd XI (or lower level team) to ensure this so that a club shall have no more than one team in any one division unless deemed necessary for regionalisation purposes in the lowest divisions

e) In special circumstances the Management Committee shall be able allow two teams from the same club to play in the same division. NOTE. This could be to facilitate the reduction of excessive travelling or other special eventualities.

f) The Somerset Cricket League Championship and the Ray Hancock Memorial Trophy shall be awarded to the club finishing in first place in the Premier Division. This club shall be promoted to the WEPL Tier 3 (Somerset Division). In the case of more than one club being relegated from the WEPL the Management Committee reserves the right to make further relegations throughout the divisions. to three clubs per division may be relegated.

g) If no club is relegated from WEPL the Management Committee reserves the right to change the promotion and relegation system.

h) In the case of two or more clubs tying for promotion or relegation the club with the most wins will be declared the 'highest', should they still be equal then the club with the least losses will be declared the 'highest', should they still be equal then the club with the greatest number of runs per wicket lost throughout the season will be declared the 'highest'.

i) New clubs will normally be placed in the lowest division. The Management Committee can place a new club in a division other than the lowest but only if a resolution to take such action is carried by not less than 50% of the Committee present and voting at a duly convened meeting of the League Management Committee. When a new club is included under this rule in a division other than the lowest, then up to three clubs per division may be relegated.

2. FIXTURES

(a) Clubs shall play every other club in their division twice*, the fixtures to be compiled by the Management Committee for Saturdays. * Except in special cases when the Management Committee may determine that teams play each other more than twice.

(b) A fixture may be played on another day by mutual consent of clubs concerned, but only if such a change is notified to the league administrator by 20th April by both clubs, and such alterations are not made for a date later than the last fixture set by the Management Committee

(c) Each team may initiate only two pre-arrangement per season. However, it can agree to any number of requests from its opponents. Both teams must agree to the change.

(d) In an emergency the Management Committee may allow changes made after the above date should such changes be made in writing at least 14 days before either the original date or the rearranged date, whichever is the sooner.

3. ADMINISTRATION

(a) General Meetings

i) The Annual General Meeting shall be called by the 15th January when the Management Committee shall be elected. All proposals for submission to the Annual General Meeting shall be notified to the Secretary not less than 42 days before that meeting and notified to all clubs 21 days before that meeting. Any club not represented at the Annual General Meeting will be fined £50 **and 10 points per team** All voting on the proposals will be on secret ballot sheets/electronic votes delivered to the AGM 30 minutes before the time of the AGM.

ii) An Extraordinary General Meeting may be called by the Management Committee, or on receipt by the Secretary of a requisition signed by at least one third of the Member Clubs of the League. The business of the meeting shall be called within 21 days of the receipt of the requisition, with a minimum of seven days' notice to all clubs. Any club not represented at the Extraordinary General Meeting will be fined £50 and **fined 10 points per team**.

iii) The Spring Meeting shall be called before 17th April if required, for the purpose of distributing cricket balls and any other material. It will also be an information giving meeting. Any club not represented at the Spring Meeting will be fined £50 and **10 points per team**.

(b) Membership of ECB

All member clubs must affiliate to the England and Wales Cricket Board through membership of the Somerset Cricket Foundation to participate in the Somerset Cricket League.

(c) Club Public Liability Insurance Policy: All member clubs must have a current Public Liability Insurance Policy in existence to participate in the Somerset Cricket League. A copy of this policy must be displayed in the clubhouse and supplied to the league before the season starts.

(d) Club Details: Every club is required to provide information regarding the details of the club's officials and ground etc. in the 'Club Details Section' on the League's Play-Cricket website. This information must be displayed on the club's page and must be kept up to date to reflect any changes.

Every club is required to list a League Representative who we will use as the main point of contact.

Team contacts – Captains/Managers need to be available on the teams pages of play-cricket and must be updated there. (note some clubs show captains in the About Us section, Captains put there are ignored by the play cricket system, so please ensure they are listed in the teams page as well).

It is the club's responsibility to keep their contacts up to date .

(e) All clubs must appoint a Club Safeguarding Officer to conform to ECB mandatory rules. Clubs that fail to appoint a qualified person and/or fail to provide evidence to the League Safeguarding Officer shall not be permitted to play a league match until the documentation has been provided. These forfeited games will be treated under Rule 5 (iv)(b) Championship Points (iv) & (v). All Clubs must ensure their captains and vice captains hold current DBSs.

(f) Any match cancelled after 8.00 pm by the visiting team on the day preceding the match for reasons other than the weather/pitch conditions shall be fined £30 in addition to the fines levied in Rule 5 (b) (iv), (v).

(g) Scorebook and Scoreboard: All teams MUST provide a scorebook (home and away) and a scoreboard at the home venue. Each game must be scored by TWO scorers. If the fielding side cannot provide a scorer, the batting side must provide two. Captains must ensure that the names of all catchers and stumpings are recorded for entry on play cricket scorecard

All Clubs in Premier Division must have a non-playing scorer. Failure with result in points penalty OF 2 POINTS (as per rule 11.5)

(h) Conceded matches: If a match is conceded for any reason and/or at any time during the 48 hours before the agreed start time, then this cancellation MUST ONLY BE made through a telephone conversation involving officials of both clubs. Cancellations

by emails, texts, twitter and other social media are not permitted. Fines will be £10 for each conceded match.

4. ALTERATIONS TO RULES

Any club or the Management Committee may submit proposals for alterations to the Rules or may submit a new rule. Such proposals shall be considered by the Management Committee and sent to all clubs in the League, then submitted to the Annual General Meeting or Extraordinary General Meeting and shall become effective if they are supported by a simple majority of one vote.

5. MATCHES

(a) Conduct of Matches.

Matches shall be conducted in accordance with the M.C.C. Laws of Cricket except for matters provided for in these Rules.

(b) Championship Points.

i) Wins shall count as fifteen points, a tie as eight points to each side and a loss as no points.

Note:- A tie results when both innings are completed and both sides have the same number of runs, irrespective of the number of wickets lost.

ii) No match shall be cancelled due to weather conditions on the day of the match prior to 10am. This cancellation MUST ONLY BE made through a telephone conversation involving officials of both clubs. Cancellations by emails, texts, twitter and other social media are not permitted. Fines will be applied at the discretion of the Management Committee.

iii) If the game is cancelled by the weather, each side shall be awarded twelve points.

iv) If a game is cancelled for reasons other than the weather, the non-offending side shall be awarded thirty-five points, and the match will count as a win for the non-offending team. The offending side will receive no points.

v) When a game is cancelled for any reason other than the weather (conceded), the defaulting team shall be awarded 0 points on the first occasion, provided the match is cancelled by 8pm on the preceding Friday, but will lose 8 points if the cancellation is any later. Each conceded match will ensure a £10 fine, To ensure that this is recorded correctly, this must be emailed to Registration/results secretary before the 8.00 pm deadline. Any further cancellations during the season will result in the defaulting side being awarded MINUS 5 POINTS per cancellation and a £10 fine.

vi) When a club with more than one team in the League is unable to fulfil all its fixtures on any match day, the most senior fixture(s) must be fulfilled.

Bonus points. In addition to the points as shown above, the following bonus points shall be awarded.

vii) Batting:-

a) For scoring 20 runs one point, and for each additional 20 runs scored, one further point up to a maximum of ten points for 200 runs.

b) A side batting second and winning shall be awarded one point for every wicket they have in hand at the end of the game, subject to the total of (a) and (b) being a maximum of ten points.

viii) Bowling:-

One point shall be awarded for the first wicket taken and an additional point for every wicket taken subsequently up to a maximum of ten points for ten wickets taken or the side bowled out if the team has less than 11 players.

ix Division Prem and 1 clubs only: In a match with appointed umpires, the umpires will penalise the bowling side if the innings exceeds the 2 hours 45 minutes (with a drinks interval included in this). If a team has failed to commence the last over within the permitted time, one fewer fielder shall be permitted outside the fielding restriction area. Sides are required to have bowled the last ball of the 45th over not later than 3hrs and 5 mins from the start of the innings. Sides failing to do so shall be penalised one league point.

The umpires should warn the fielding captain during the innings if the over rate is slow and will inform both captains of any penalty in their discussions after the game.

(c) Rules for Match Play

i) Matches will start at 1pm for 45 over divisions and 1.30pm for 40 over divisions. Any match can start earlier if both sides agree.

ii) There will be a up to a 30-minute interval between innings and this interval must be no longer than 30 minutes, except as provided for in (iii).

iii) Should play cease due to the weather or bad light at any time after 3.30 pm., then the mid innings break must be taken. The Captains may agree to have the break during a spell of bad weather at any time before 3.30pm.

iv) In the event of the first innings being completed before 3.15pm, the second innings must start and after a minimum of 5 overs or by 3.45pm whichever is the later, a break must be taken.

v) In **the Premier and Division 1 a game will consist of a maximum of 45 overs per side**, except as provided for in (d)(i)(ii), (e) and (f) hereinafter.

vi) In **Divisions 2 to 7 a game will consist of a maximum of 40 overs per side** for matches except as provided for in (d)(i)(ii), (e) and (f) hereinafter.

vii) No bowler shall bowl more than 20% of the overs in any one innings. Should a match be restricted in overs prior to the start, the maximum overs to be bowled by any one bowler shall be one fifth of the permitted overs rounded up to a complete over.

viii) In the event of a match being affected by weather conditions and overs are lost a side bowling second is restricted in overs. In this situation, the maximum number of overs that can be bowled by any one bowler shall be one fifth of the permitted overs, rounded

up to a complete over. Once the second innings has started, the maximum number of overs, calculated and agreed, may be bowled by any bowler irrespective of any further loss of overs due to weather conditions.

viii) The home team must provide sufficient replacement league cricket balls. These are to be used in the event of the match ball being lost, damaged or needing replacement. One of these balls should be new (or nearly new) in case this is required. Use of the spare "new" ball is not permitted after the conclusion of the 5th over of each innings.

(d) Weather Conditions

Should the weather interfere with play for a total of 20 minutes or less, this time shall be disregarded. When the total time lost is over 20 minutes, overs shall be deducted at the rate of 15 overs per hour, from the total time lost.

i) In the event of a late start because of weather conditions, overs shall be deducted, and the remaining overs shall be divided equally between the two sides. A full match of 90 overs cannot start after 2.00 pm. or in Division 2-7 a full 80 overs match cannot start after 2.30pm and no match can start after 4.00 pm.

ii) If the weather interferes with play during the innings of the side batting first, this side may still use its allotted overs, should it so wish.

iii) All overs lost through weather conditions, once the game has started, shall be deducted from the side batting second.

iv) When the weather interferes with play for 20 minutes or more during the innings of the side batting first overs are lost. If the side batting first is bowled out, or declares, in less than 45 overs or 40 (Div 2 -7), then the overs unused by the team batting first must be added to the available overs of the team batting second. This calculation will be made after the subtraction of the total 'lost' overs has been made from the side batting second as in iii) above. The number of overs available to the side batting second may not exceed 45 overs or 40 in Div 2-7. Under the circumstances set out in this rule, should the side batting second fail to pass the total of the side batting first and are not bowled out then the result of the game is a rain affected draw and the points set out in Rule 5 d v) below apply.

v) If the weather interferes with play at any time and overs are lost, then a drawn match results, except in Rule 5 (d) i) above, and both sides will be awarded twelve points each plus bonus points accrued. However, a) if the side batting second scores more runs, even with reduced overs, then it wins the match or b) the side batting second is bowled out for a total less than that scored by the side batting first, even with reduced overs, then the side batting first wins the match.

(e) Declarations and Early Dismissals

i) If the side batting first is dismissed, or if the innings is declared closed before the end of its allotted overs, the side batting second shall have 45 overs.

ii) In 40 Over Matches. If the side batting first is dismissed, or if the innings is declared closed before the end of its allotted overs, the side batting second shall have 40 overs.

iii) Any team which declares its innings closed will result in the fielding side receiving maximum bowling points.

(f) Late Starts.

In the event of a late start for any reason other than the weather, the full number of overs shall still be bowled, subject to the delay not having exceeded 15 minutes. Should the delay exceed 15 minutes, the overs available after deducting at the rate of 15 overs per hour, shall be divided equally. In the latter case, the umpires shall inform both captains and scorers of the number of overs to be played.

(g) Choice of Innings.

The Captains shall toss for choice of innings before the start of the match.

(h) The Ball.

For all divisions, home sides must provide two new balls, one to be used for each innings. All balls used must be the standard league ball, as supplied by the Somerset Cricket League, and must be shown to the umpires and opposing captain prior to the toss being made.

(i) Players Leaving the Field of Play.

An incoming batter must pass the outgoing batter on the field of play. Umpires shall report any defaulting player in this respect, or one who wastes time unduly on the field of play.

A player shall not be allowed to leave or return to the field of play without the consent of the umpire and then can only return at the end of an over or the fall of a wicket. The field of play shall mean that part of the field within the boundary.

(j) Results and Team Sheets.

(i) Each team is responsible for putting the names of all players, with ages if under 19 at the previous August 31st, on the Team Card that was supplied at the start of the season and hand it to the umpire, or in his absence, the opposing captain prior to the match commencing. Those players under 18 must adhere to the SCL Helmet Rule and those players under 19 must adhere to the ECB Fast Bowling Directive.

(ii) The Reporting of Results Electronically - to be entered on the Play Cricket website . The HOME team must enter the **full** scorecard for both innings (unless the away team has already done it), with no "unsures" among the home team's batsmen and bowlers, and with all its players listed in the batting line-up, and all away team names listed where possible. Nb. The term "unsure" also refers to a player's name in "free text" . The HOME side must then confirm result and scorecard details on play cricket by 6pm Sunday. The AWAY team must check and confirm the full scorecard and result by the deadline of Midnight Sunday (or Monday for a Sunday match). There must be no "unsures" among the away team's batsmen and bowlers, and all its players must be listed in the batting line-up.

The AWAY team may enter the full scorecard at any time prior to HOME side if they so wish.

Any team that fails to input/verify the result and scorecard by the due time will be fined the sum of £10.00 on each occasion and two points will be deducted.

Late call ups **must** be registered with the league by 6pm on Monday following the match (the play cricket system does log when registration is applied for).

iii) Problems with inputting and verifying. If club representatives have a problem either inputting or verifying a result through a computer problem or other similar problem then they **MUST** contact the results secretary immediately, by email. Failure to contact them will result in a fine of £10 and 2 points still being levied. Club submissions/appeals should be made to the Disciplinary Secretary.

(k) Performance Report on Umpire(s) Following a match in Premier and Division 1, if a league umpire has officiated, both captains must submit a performance report on the umpire(s). The reports must be submitted through the SACO Who's the Umpire website. Teams are responsible for ensuring that the captain/other nominated individual submits the report by Midday Wednesday following the match. Any team that fails to submit a report by the due time will be fined on each occasion and three points will be deducted.

(l) Team Captain Reports. Both the home and away clubs must enter a Team Report via the play cricket website by Midnight on Sunday (or Monday for a Sunday Match). This will also enable the committee to monitor that the criteria for 'sportsmanship' is being upheld and this information could also be used in cases of disciplinary complaints. Any team failing to score the mark will be fined 2 points and a £10 fine for the failure.

(m) Don Crouch Trophy. The average marks of ALL club teams, recorded in the team captains' reports, will determine the winner of the Don Crouch Trophy.

(n) Premier Division to Division 5 Matches Only.

At the instant of delivery a minimum of four fielders plus bowler and wicket keeper must be inside an area bounded by two semi circles centred on each middle stump within a radius of thirty yards and joined by parallel lines on each side of the pitch.

This fielding circle shall be marked with painted white dots at five yard intervals – each dot can be covered by a white plastic or rubber disc or in white marking measuring seven inches in diameter. Should this requirement not be met then the square leg umpire shall call and signal no ball and the delivery must be redelivered; this condition must be met regardless of the total number of fielders present (e.g. if a side has less than eleven players present).

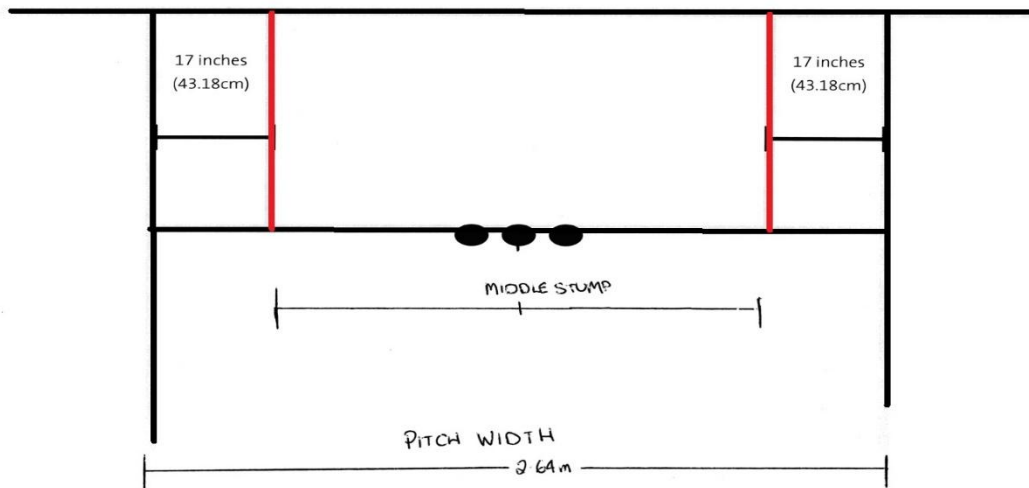
(o) Leg Side Wides Premier and Division 1 Matches Only.

A legside wide shall be called if, irrespective of where the ball pitches, it passes outside the line of the batter and the leg stump, despite his movement.

(p) Wides – Pitch Markings

Wide lines to be painted in blue or red – 17 inches inside the edge of the crease lines. This is a guideline for wides and can be deemed not wide in an instance where the batter

moves enough to warrant the ball being called a legal



delivery.

(q) Players/Umpires are not permitted to drink alcohol at all during the match – **either on or off the field until match has been completed**. No drinks in glasses/glass bottles to be brought onto the field of play. Players/Umpires must not smoke or vape on the field of play

6. UMPIRES.

(a) Any competent person shall be eligible for appointment as an umpire and each club shall be responsible for providing such an umpire, except when an umpire is provided by the League. Each side may appoint a “non-playing” umpire to stand at one end each for the entire match if they wish. If just one side provides a “non-playing” umpire, this umpire is entitled to stand at one end for the entire match – the opposition cannot object. If both captains agree and they are happy to, this umpire can stand at both ends of the match. A “non-playing” umpire should be over 18 (unless agreed in advance by the league committee) and intend to stand for the entire match

(b) Reports by umpires or officials of a club shall be dealt with by the Management Committee in a manner to be laid down by this committee in line with the guidelines laid down by the England and Wales Cricket Board and that have notified to all clubs and umpires prior to the season.

7. Player Registration

(a) Registration of Players: Players shall be deemed registered when they have been registered on the Play-Cricket website and their registration has been approved by the Registration Secretary. No player shall play for more than one club in the Somerset Cricket League or any other club in the West of England Premier League (WEPL) Pyramid System during the season without being correctly transferred as shown in rule 7(b).

(i) **Temp registration accounts are not accepted**, players need to register themselves with play cricket and their clubs play cricket account. If a transfer clubs must look for and use players existing record

(ii) Registrations require the following information:

First name
Surname
Address
Postcode
Date of birth
Passport Type
Visa details if applicable

(b) Transfers of player: Players may be transferred via the league website for approval by Registration Secretary. The player's current club will receive notice of transfer request by email from play cricket system and have 5 days to respond/object. After this time has elapsed the player will be automatically transferred. Players/Clubs should inform each other of planned transfers for politeness and to speed process. No transfers will be accepted after 31st July each year – unless already within the system. This also applies to any player transferring from the SCL to any club in the WEPL Pyramid and vice versa. Clubs cannot stop a transfer unless the player owes them money or is under a disciplinary.

Registration Categories

Category 1 (Homegrown / British Qualified)

- are either (i) a British or Irish citizen; or (ii) an EU, EEA or Swiss citizen, with settled or pre-settled status under the EU Settlement Scheme; or
- have been resident in England and Wales for a minimum of 210 days between 1 April and 31 March in the year preceding their participation in the relevant League; and
- **have not played cricket played as a local/domestic player in any ICC Full Member Country (except England) in the 12-month period up to and including 31 March before the season in question, or at any time subsequently before or after applying to be and being registered as a Category 1 Player.**

Category 2 (Contracted Player)

A player (capped or uncapped) qualified to play for England under the current ECB regulations and, currently, under contract to a First-Class County Club. For the purposes of clarification, a contracted player is one who has a current full playing contract, a summer contract or a development (Rookie) contract but not an Academy contract (16-19 years)

A player engaged as a contract player with any club outside the Somerset Cricket League shall not be allowed to play during the period of such engagement with any Somerset Cricket League Club, except by permission of the Management Committee. Any such registration must be made before 31st July each year.

Category 3 (Overseas Player)

Players not eligible to be registered as a Category 1 Player must be registered as a "Category 3 Player" if they wish to take part in the League.

(i) 'Overseas Players' * shall not be permitted to play in the Somerset Cricket League unless specified in the sections below.

(ii) An 'Overseas Player' * is defined as an overseas national who is not a holder of a

United Kingdom of Great Britain and Northern Ireland Passport or an Eire Passport. Any person who falls into this category and wishes to play cricket in the Somerset Cricket League may ask the Management Committee for permission to play at least 7 days before his first game and no later than 31st July. Clubs will only be given permission for this kind of player if he is already resident in the UK on a permanent basis and his reason for being here is not primarily cricket. Depending on the visa the player must be able to show that he has resided permanently in the UK for 28 days prior to their first match. No new registrations will be accepted after 31st July

(iii) Player must have their own play cricket account not a temporary one set up by the club

To avoid confusion any overseas national who also holds a current UK passport should forward a copy of the passport page to the Registration Secretary for record purposes.

* For the purposes of the Somerset Cricket League Rules, an 'Overseas Player' is defined in No. ii) above.

Overseas player will only be considered **providing they are not deemed professional** on the following basis:

Leave to Remain - Clubs will only be given permission for this kind of player if they are already resident in the UK on a permanent basis and their reason for being here is not primarily cricket. The player must be able to show that he has resided permanently in the UK for 28 days before their first match.

Indefinite Leave to Remain - Clubs will only be given permission for this kind of player if they are already resident in the UK on a permanent basis and their reason for being here is not primarily cricket. The player must be able to show that he has resided permanently in the UK for 28 days before their first match.

Student Visa – provided they are not deemed professional i.e. played any pathway cricket u17 and above, and must have arrived in the UK before 30th September of the preceding season.

Child Student Visa – provided they are not deemed professional i.e. played any pathway cricket u17 and above, and must have arrived in the UK before 30th September of the preceding season.

Graduate Visa – provided they are not deemed professional i.e. played any pathway cricket u17 and above, and must have arrived in the UK before 30th September of the preceding season.

Skilled Worker Route – provided they are not deemed professional i.e. played any pathway cricket u17 and above and if they are already resident in the UK on a permanent basis and their reason for being here is not primarily cricket. The player must be able to show that he has resided permanently in the UK for 28 days before their first match

Asylum Seeker - Asylum seekers wanting to play **cricket must seek written permission from their case worker**. Most asylum seekers will be permitted to play cricket, and the leagues will determine whether they are Cat 1 or Cat 3 based on the standard definitions.

If the asylum seeker is classed as a professional sportsperson as per the Home Office definitions they will not be permitted to play, even if it's unpaid. **Should they play cricket without permission it may affect their immigration status.**

It is the club's responsibility to ensure registration is correct not the leagues.

Professional Sportsperson (Home Office) - A "Professional Sportsperson", is someone, whether paid or unpaid, who :

- 1. is currently providing services as a sportsperson, playing or coaching in any capacity, at a professional or semi-professional level of sport;*
- 2. is currently receiving payment, including payment in kind, for playing or coaching that is covering all, or the majority of, their costs for travelling to, and living in the UK, or who has done so within the previous four years;*
- 3. is currently registered to a professional or semi-professional sports team, or who has been so registered within the previous four years. This includes all academy and development team age groups;*
- 4. has represented their nation or national team within the previous two years, including all youth and development age groups from under 17's upwards;*
- 5. has represented their represented their state or regional team within the previous two years, including all youth and development age groups from under 17's upwards;*
- 6. has an established international reputation in their chosen field of sport;*
- 7. engages an agent or representative, with the aim of finding opportunities as a sportsperson, and/or developing a current or future career as a sportsperson, or has engaged such an agent in the last 12 months; and/or*
- 8. is providing services as a sportsperson or coach at any level of sport, unless they are doing so as an "Amateur" in a charity event."*

(e) Loan players - Players may be loaned to another club if that club does not have enough of their own players to field a side. The loan player can only play in the **lowest team** of the club it is being loaned to and must follow team strengthening rules. Clubs must register player on play cricket before match. Loan players must come from within the Somerset Cricket League or Bristol and District League (max of 2 players)

(f) Minimum age of players

The League follows the ECB regulations on Open Age Cricket. The club must have explicit written consent from a parent or guardian before participating in league cricket and player must be registered. Clubs must put consent procedures in place to ensure that a letter is obtained for players in this age group before they play their first game for the club.

(g) Movement of Players

A club may have the registration of a player withdrawn by the Management Committee if written evidence from the player's previous/current club indicates that he has outstanding obligations to that club (ie. financial, disciplinary, or otherwise). There shall be no time limit regarding these outstanding obligations and the decision of the Management Committee shall remain in force until the situation has been satisfactorily resolved by the agreement of all parties.

(h) Strengthening of Second and Other Teams by Regular players from Higher Teams. It is the responsibility of clubs, selection committees and captains to ensure that the situation of strengthening lower-level teams is not abused, particularly when higher level teams have no fixture. The Spirit of Cricket should be always considered. If a batter/bowler are dropped by the club's selection committee due to loss of form, a loss of form will be defined as a poor run of at least 3 consecutive matches, then they may take a normal part in the next lower team only, without restriction (ring committee for advise). If the

player is dropped through more than one team level, he must adhere to the batting/bowling conditions shown below. A higher-level player will be defined as a player that has played more than 3 games in row for the higher team from the start of the season. A higher-level batter playing in a lower-level team for any other reason other than poor form should not bat higher than No 8. A higher-level bowler playing in a lower-level team for any other reason other than poor form should not bowl before 26th Over. On the occasions when higher level players are helping due to the lack of the normal players then the maximum number of such players shall be 3 players. Batting and bowling rules shall apply as above.

It is against the Spirit of this League to boost the strength of a team temporarily with good players that normally play for the club in a higher team so in such instances where complaint is received a player's record may be examined by the league.

The practice of unfair strengthening of lower-level teams on days when higher level teams are without a fixture, or when situations that are contrary to the guidelines set out above are contravened, will be dealt with as a disciplinary action. The Management Committee will take a very firm stance by the imposition of monetary and points fines if a team is found to have breached these regulations. The opposition to an alleged offending team may bring this to the attention of the disciplinary officers of the League within 4 days of the match. All matches will be monitored by the League. If a situation arises that is not covered above it is the club's responsibility to inform the League of the situation before the game is played Clubs should check with the League if they are unclear or in doubt of the rule or to check eligibility before playing the player

8 Disputes

(a) Team captains and club officials are responsible for the good conduct of matches. Any problems should be resolved on the day and clubs must be prepared to conduct their own investigation and impose sanctions on any of their players who offend.

(b) If the matter is to be referred to the League. Any club having objection to the conduct of another team, club member thereof or to the umpire, or any umpire objecting to the conduct of a player or team shall fill out the incident form and forward to League Admin in writing within 3 days of the event.

The matter will be dealt with as detailed in the Recreational Conduct Regulations process.

9. GROUND COMMITTEE.

On receipt of a complaint regarding any ground, the Management Committee will work with the Somerset Cricket Foundation Grounds Committee which shall inspect such ground and report on its fitness or otherwise.

10. TROPHIES.

Perpetual trophies shall be returned to the Honorary Secretary by 31st August each year. Trophies are to be returned in the same condition as received and any loss or damage to such trophies shall be borne by the club holding the trophy.

11 OTHER.

(a) Matters not covered by the Rules. In the event of any question or event arising which is not specifically covered by these Rules, the Management Committee shall have the power to deal with it and inflict such penalties as may be considered necessary.

(b) Committee Decisions.

All decisions made by the Management Committee in the interpretation of all rules, or on any matters concerning the business of the Somerset Cricket League, shall be final and binding on all parties.

(c) ECB Code of Conduct. Clubs and members of the Club shall be governed and participate in the game according to the Model Discipline Regulations comprising the ECB Code of Conduct, the Spirit of Cricket, the Regulations for Leagues and clubs. This statement is published on league website.

(d) The Somerset Cricket League has adopted and implements the ECB Safe Hands – Cricket's Policy for Safeguarding Children and any future versions of the policy, the ECB Cricket Diversity & Inclusion Policy and any future versions of this policy and the ECB Anti-Discrimination Code and any future versions.

(e) The Somerset Cricket League has adopted the ECB Recreational Disciplinary Code – which can be found on our website.

12 Division Specific Playing Regulations

Premier Division

Interrupted Matches:

1.1 At the commencement of the game both teams shall have the opportunity of batting for the same number of overs.

1.2.1 In the event of a delay or interruption, the Umpires shall be responsible for calculating the revised numbers of overs to be played in the match, together with other revisions such as Bowlers' overs limitation etc. They will immediately notify these decisions to both Captains and Scorers.

1.2.2 When playing time has been lost (see above) the revised number of overs to be bowled in the match shall be based on a rate of 3.75 mins per over in the total time available for play (that is, time already played added to time remaining though not including the time allocated to the innings interval).

1.2.3 Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption. The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. (Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half).

1.3 In the event of a suspension occurring in the middle of an over, the number of full overs to be bowled will be calculated, and any balls remaining in the uncompleted over will be added.

1.4 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled, and Playing Condition SCL 5b ix will apply.

1.5 If the team fielding second fails to bowl the required number of overs by the scheduled time for the cessation of the second innings, the hours of play shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved.

1.6 To constitute a match, a minimum of 20 overs has to be bowled to the side batting second, unless a result has been achieved earlier.

The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

1.7 Where no play has been possible from the start of the match (13:00) the latest possible start time to enable a minimum game of 20 overs per side plus 10 minute Interval between innings is:-

17.20 for 20.00 finish 16.50 for 19.30 finish

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum 20 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing. This target will be calculated on the Duckworth Lewis Stern (DLS) system (Play-Cricket Scorer/PCS Pro should be used). An integral target will be set for the team batting second with 1 run less resulting in a Tie. If after the restart of play it is discovered that the wrong DLS target has been set, the faulty target shall stand.

Note: whenever possible the home side should appoint a Duckworth Lewis Stern Match Manager (DLSMM)

2.0 Fielding Restrictions/Powerplays

2.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.

2.2 In addition the following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous

painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery:

- a. Powerplay 1 – no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 1 to 9 inclusive.
- b. Powerplay 2 – no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 10 to 36 inclusive.
- c. Powerplay 3 – no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 36 to 45 inclusive.

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.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9

If play is interrupted during an innings and the table, the appropriate Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid over.

3.0 Wide Ball

Law 22 shall apply with the following additions.

3.1 Umpires are instructed to apply a very strict and consistent interpretation regarding this Law in order to prevent negative bowling wide of the wicket. Any delivery which, in the opinion of the umpire, does not give the striker a reasonable opportunity to hit the ball by means of a normal cricket shot shall be adjudged a wide. A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.

3.2 A legside wide shall be called if, irrespective of where the ball pitches, it passes outside the line of the batter and the leg stump, despite their movement.

3.3 For additional clarity, a ball that passes between the batter and the leg stump shall not be considered a wide.

3.4 An offside wide shall be called if, irrespective of where the ball pitches, it passes outside the crease as defined in SCL rule 5 at the point the ball passes the Popping crease, irrespective of the batter's position, movement or any attempt to strike the ball. (Note: In the event of striker moving so far towards the off side that the ball passes between themselves and the wicket (on the off side) then the ball shall not be deemed a wide irrespective of its width.)

3.5 For clarity if a ball is hit by the striker or if the ball hits any part of their equipment, it shall not be called a wide irrespective of where it pitched or where it would have passed.

4.0 No Ball

Law 21 shall apply subject to the following:

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball.

4.1 In addition, the delivery following any No Ball shall be a free hit for whichever batter is facing it. This applies for all modes of No Ball with the exception of the first short-pitched delivery in any over that passes or would have passed clearly over head-height of the striker standing upright at the popping crease. For the avoidance of doubt, a free hit shall be applied for a No Ball that is called in respect of a breach of playing condition 14. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball) then the next delivery will become a free hit for whichever batter is facing it.

4.2 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 Ball.

4.3 Field changes are not permitted for free hit deliveries unless either

- a. there is a change of striker or
- b. the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach, save that in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

For clarity, the wicket keeper shall remain in the same position for the free hit as he was for the no ball if there is no change of striker. However, and only if necessary, the wicket keeper is permitted to take up a position to avoid injury from the actions of the striker without materially altering their position – ie if he was standing up, he can stand a metre further back from the stumps if he wishes to, but not to a position where he would be considered to be standing back.

The umpire at the bowler's end will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

5. All Clubs in Premier Division must have a non-playing scorer. Failure with result in points penalty of 2 POINTS.

13 Youth Players – under 18s

NOTE: ALL REGULATIONS NOW REFER TO ACTUAL AGE, NOT AGE GROUP

The following are extracts from the ECB guidelines – please see the ECB web site for the complete wording. Though they are called guidelines, these will apply to all League games.

- Clubs must not place a young player in a position that involves an unreasonable risk to that young player, taking account of the circumstances of the match and the relative skills of the player.
- Clubs must not create a situation that places members of the opposing side in a position whereby they cannot play cricket as they would normally do against adult players.
- Playing in an adult game should be part of a young player's progression. The young player should be involved in team talks, decisions and all aspects of the game and they need the opportunity to show their talents. They are not there just to make up the numbers.

Age restrictions: A child whose actual age is 12 or older may play in SCL games if the club has parental permission and the club has considered the guidelines above.

Exceptionally, a player who is 11 years old in a County squad may play with written approval from the County Talent Pathway Lead. Any 12 years (or 11 year old county player) being registered cannot play until 7 days after registrations and the registration secretary has been sent the consent form,

Helmets & Boxes

All under the actual age of 18 must wear a helmet with face guard when batting. **IT IS STRONGLY RECOMMENDED THAT ALL HELMETS ARE FITTED WITH NECK STEM GUARDS.**

All under the actual age of 18 must wear a helmet with face guard when keeping standing up to the stumps.

Male youth players must also wear a box whenever they are required to wear a helmet.

Fielding restrictions

Players 13 years older or younger may not field closer than 11 yards from the bat, except behind square on the off side. Players aged 14 or 15 may not field closer than 8 yards, except behind square on the off side.

Players aged 16 or 17 must wear a helmet with face guard, and boys must wear a box, when fielding closer than 6 yards from the bat, except behind square on the off side.

Bowling restrictions

These restrictions apply to young fast and medium pace bowlers, relative to their own age group. They do not apply to someone who would be considered, within their own age group, to be a slow bowler.

Age	Max overs per spell	Max overs per day
11	4	8
12 & 13	5	10
14 & 15	5	12
16 & 17	6	15
18 & 19	7	18

For clarity, if a young bowler is taken off (excluding simply changing ends) having bowled fewer overs in the spell than the maximum, they must not then bowl again until the same number of overs has been bowled by someone else from the same end, e.g. if a 16 year old bowls overs 1, 3, 5, 7 (4 overs) and is then taken off, they may not bowl until overs 9, 11, 13 and 15 (4 overs) have been bowled.

Please refer to the current ECB Safety Regulations and Disparity Policy