



## **SHROPSHIRE CRICKET BOARD – EAST SHROPSHIRE MID WEEK LEAGUE 2025**

### **RULES / RECOMMENDATIONS**

#### **The Aim of the League**

To encourage the development of all cricketers and to ensure the values of cricket are upheld.

The Laws of Cricket shall apply with the following exceptions:

#### **Eligibility**

Players can only play for **one team** in a season unless they obtain permission from the League Organiser. **One team** includes where a club has more than one team playing in the League. A maximum of 1 transfer per season per player.

\*Registrations and transfers must be completed 24 hours before fixture.

All players will need to be registered on the club **Play Cricket** site to allow home sides to complete result details on the League website.

- All detail relating to the result of a fixture **MUST** be uploaded onto Play Cricket by NO LATER than 48 hours following the completion of the match.
- *Failure to do so will result in a two-point deduction.*

#### **Ball**

- The ball weight shall be a 5 ½ Oz's (156gms) **PINK** leather ball and should be provided by the home team. One ball per game.
- **Quality of the ball selected shall be agreed by both teams before the start of the game.**

#### **Teams**

- Each team shall make every effort to field 11 players. However, in the event of a shortage of players, fixture can be played with a minimum of 8 players. This should be communicated by the team Captains prior to arrival at the match.
- Teams are allowed to play only one player classed as an overseas player in any game.
- Each club provides an umpire.

#### **Pitch**

- A fielding ring of 30 yards (27.4 metres) radius measured from the middle stump and parallel to the pitch must be set by the use of flat white discs.

#### **Start**

- Away side will always bat first.
- Captains/Grounds Staff to decide on play if weather is bad and/or if a reduced overs game is necessary.
- No match is to be decided on a game consisting of less than 10 overs per innings.
- In a reduced overs game, bowlers permitted overs must be reduced in the same ratio.
- In the event of bad weather ending a game early, providing the second batting team has completed 75%, the winner will be decided on run rate only.
- Bonus points to be awarded as in a completed fixture.



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### **Game**

- Each game shall consist of one innings per team, each innings shall be 20 (6 balls/over) overs in duration.
- A reduction in game length for weather/conditions can be agreed but must be done prior to the commencement of the game.
- Helmets and the appropriate personal protection – pads, gloves, protectors etc. are to be worn by batters at all times and the wicket keeper when they are standing up or comply with current ECB Guidelines
- When a game is due to be played, and one side has failed to turn up or raise a side without prior notice (12 hours) the opposition may claim the game and will be awarded 20 points.

No matches to be called off other than -

- a) Unfit pitch or inclement weather
- b) Pitch not available through no fault of the home side.
- c) By mutual arrangement at least 7 days prior to the scheduled fixture – and notification to the League organiser.

In the event of Cancelled/Postponed/Abandoned games the TEAMS must ARRANGE a new replay date within 72 hours of the original fixture date. The re-arranged game must be before the end of season date. Confirmation of the new date must be submitted to the League Organiser.

### **Batting & Scoring**

- Runs will be scored in the normal way as will byes.
- Batters will retire when they reach the personal score of 50. They will be allowed to return to play if the remaining batters are all out.
- 2 runs will be awarded to the batting team for each wide ball (anything bowled down the leg side will be considered wide) and no ball bowled, no extra ball will be bowled with the exception of the Final **two** over of the innings.
- The innings will conclude, when the entitled overs have been bowled, or the batting side has lost all of their wickets. There are no declarations permitted.
- At the end of the over, batters will swap ends.
- The second team then bats.

### **Bowling & Fielding**

- No bowler shall bowl more than 4 overs in a match. 6 bowlers on the fielding side must be used. If playing reduced overs, the maximum number of overs per player must be adjusted pro-rata but remain at 6 bowlers to be used.
- Once a bowler has taken 5 wickets, they will not be allowed to bowl another over. But they will be able to complete the over in which they have taken the 5<sup>th</sup> wicket.
- The fielding team will decide which end to bowl from.
- After every 25% of the overs played, play will switch ends.



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### **Power Play**

For the first six overs of each innings, only two fielders are permitted outside the fielding circle.

For the remaining overs of each innings, up to five fielders are permitted outside

When the overs are reduced, so are the fielding restrictions proportionately as follows:

Total overs in innings	Number of overs for which fielding restrictions will apply
10-13	3
14-16	4
17-19	5
20	6

In the event of an infringement, the striker's end umpire shall call, and signal 'no-ball' and the penalty are two runs.

### **The Result**

- The winning team shall be the side scoring the higher number of runs.
- In the event of the scores being equal the match shall be deemed a tie regardless of wickets lost.
- In the event of a tied game, the result will be determined by a super over. A maximum of three batters will be used in the super over. Whoever batted second in the match bats first in the super over. Any no ball or wide ball will be rebowled. Five fielders must be outside of the 30-metre ring. If the super over is tied, the team that scored most boundaries in the game will be the winning team.
- 20 points for the winning side, no bonus points.
- Bonus points for the losing side – as below.  
1pt for every two wickets taken.  
1pt for every 25 runs scored once the team score of 50 has been reached, up to maximum of 5 points (150 runs)
- Abandoned games due to weather 5 points each plus bonus points achieved.
- Cancelled games – 1 point each
- Conceded game – Team Conceding -10 points, Team conceded to 20 points

If at the end of the Group Stage fixtures being played, League points are level – nett run rate will be applied to decide final placings. If the nett run rate is the same, the head-to-head result will be the deciding factor.

### **Disputes**

Any disputes will need to be passed to the League Administrator. Their decision will be FINAL and BINDING on all.

### **Players, Officials and Supporters - Welfare & The Spirit of Cricket**



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We wish for all those involved to play in the true spirit and ensure all those playing is treated with respect and respect those they play against.

No form of abusive or foul language or body language that infers the same will not be tolerated whether against other player, officials or indeed through frustration of oneself in poor performance. Throwing personal equipment in frustration is also not tolerated.

We wish for players who are playing to feel safe and not intimidated verbally, physically or through any other form of harassment and bad conduct.

We want teams to play fair, enjoy the game and play with a smile on their faces.

Disciplinary measures following the ECB's GCR process (**General Conduct Regulations**) may be taken against a player(s), team and/or club if any incident on-field or off field of this nature warrants such a measure. Further possible safeguarding matters may be referred to the SCB County Safeguarding Officer or higher for action should any matter be deemed serious enough.

### [General Conduct Regulations 2023](#)

#### **Shropshire Cricket Board.**

#### **\*Amendments 2.0 – 30<sup>th</sup> April 2025**

Eligibility: Registrations and transfers must be completed 24 hours before fixture. (addition)

Game: Batters/they (gender neutral)

The Result: In the event of a tied game... (movement of paragraph)