



## **ARMY CRICKET ASSOCIATION**

### **PLAYING REGULATIONS OF THE MAJOR AND MINOR UNITS** **ARMY CUP COMPETITIONS** **2017**

#### **PLAYING CONDITIONS**

1. **Laws.** Except as otherwise provided in these rules hereinafter, matches shall be conducted in accordance with the MCC Laws of Cricket (2000 Code 5<sup>th</sup> Edition – Oct 2013) together with any subsequent amendments.
2. **Hours of Play.** All matches (with the exception of the Final, which starts at 1.00pm) should start by 1.30 pm with a tea interval of 20 minutes between innings; unless mutually agreed otherwise by both Captains. The duration and time of the tea interval can be varied in the case of an interrupted match. Close of play should normally be at 7.00 pm.
3. **Length of Innings.** In an uninterrupted match each team shall bat for 30 overs unless all out earlier up to the semi-final stage. The semi-finals and final will consist of 40 overs. In matches where the start is delayed or play is suspended:
  - a. The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 20 overs each team). The calculation of the number of overs to be bowled shall be based on an average of 20 overs per hour (one over per 3 minutes or part thereof) in the time remaining before Close of Play.
  - b. If the number of overs of the side batting first is reduced, no fixed time will be specified for the close of their innings.
  - c. If, owing to a suspension of play during the innings of the team batting second, it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated as in 3a.
  - d. In the event of a suspension occurring in the middle of an over, the full number of overs to be bowled in the time remaining will be calculated as in Para 3a, any balls remaining to be bowled in the over during which play was suspended, being added.
  - e. The team batting second shall not bat for a greater number of overs than the first team, unless the latter has been all out in less than the agreed number of overs.
  - f. In the event of no decision being reached in the match because of inclement weather, inability to arrange a further fixture before the deadline date (a maximum extension of 1 week past the play by date may be given exceptionally on request by either side due to Exercise or Operational commitments, with the rider that should either Unit be unable to meet the second due date the match should be conceded by the Unit who were unable to meet the initial play by date), or for any other reason,

then, in the last resort, the decision must be made by bowling at stumps or the toss of a coin between the two Captains. (The ACA Committee recommend that rather than the latter, teams should play a match for even a small number of overs, wherever possible, according to the time still available). The Team Captains must agree before play begins what action is to be taken if a decision is not reached.

4. **The Result.** A result can only be achieved if both teams have batted for at least 10 overs, unless one team has been all out in less than 10 overs, or unless the team batting second score enough runs to win in less than 10 overs.

5. In matches in which both teams have had an opportunity of batting for the agreed number of overs (ie 30/40 overs each, in an uninterrupted match, or a lesser number of overs in an interrupted match - see Playing Conditions (3a-f) the team scoring the higher number of runs shall be the winner. Further guidelines to help achieve a result in order of precedence are as follows:

- a. If the scores are equal the side which has lost the fewer wickets shall be the winner.
- b. If still equal the winner shall be the side with the higher scoring rate over the first 15 overs of its innings.
- c. If still equal the winner shall be the side losing the fewer number of wickets in the first 15 overs of its innings.
- d. If still equal the winner shall be the side with the highest scoring rate over the first 10 overs of its innings.
- e. If still equal the winner shall be the side losing the fewer number of wickets in the first 10 overs of its innings.
- f. If still equal the team shall bowl at stumps (see para 11 for bowl-out regulations) or toss a coin to decide the winner.

6. If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following should apply:

- a. If the match is abandoned the result shall be decided on the average run-rate throughout both innings.
- b. If, due to suspension of play, the number of overs in the innings of the side batting second has to be revised, their target score shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the side batting first.

**Note:** In the event of the team batting first being all out in less than their full quota of overs, the calculation of their average run rate shall be based on the full quota of overs to which they would have been entitled and not on the number of overs in which they were dismissed.

7. **Number of Overs per Bowler.** If a match starts as a 30/40 overs match, no bowler may bowl more than 6/8 overs in an innings and this allowance shall not be reduced even though the total overs may subsequently be restricted owing to weather interferences. Any bowler under 19 years of age on the day of the match is limited to 5/7 overs a spell (ECB Directive). If, however, the start of a match is delayed and the overs of both teams are restricted to less than 30/40 overs, no bowler may bowl more than one fifth of the total overs allowed. In a match where the innings of either or both teams is reduced after the start of

the match, the maximum number of overs allowed per bowler shall remain as at the start of the match.

8. **Law 14 - Declarations.** Law 14 will not apply in this competition. The Captain of the batting side may not declare his innings closed at any time during the course of a match.

9. **Law 25.1 - Wide Ball - Judging a Wide.** Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. The following criteria should be adopted as a guide to umpires:

The penalty for a wide will be 1 run plus any additional runs scored.

In addition to Law 25 the following will apply:

a. If the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play "a normal cricket stroke" both from where he is standing and from where he should normally be standing at the crease, the umpire should call and signal 'wide'.

b. For the provision of this competition the Leg Side Wide shall apply unless otherwise agreed. Pre match discussion between both umpires and captains shall take place thus determining the manner of this application to fulfil and clarify this provision prior to the start of each match.

**Note:** The above provisions do not apply if the striker makes contact with the ball.

10. **Other Playing Conditions.** The following playing conditions apply for this competition:

a. Both Umpires and the Scorers from the commencement of an innings shall maintain a record of the number of overs bowled by each individual bowler.

b. The England and Wales Cricket Board (ECB) Directives on Fast Bowling for under 19 year olds, and the Wearing of Helmets by under 18 year olds will apply in all matches. The qualifying date for the ECB directive is the date of the match.

c. Team Captains are to hand to the umpires a completed signed Team Sheet prior to the start of the match.

d. The Captains of each side shall inform the umpires prior to the match of any players aged under 19 years of age.

11. **Bowl-Out.** In any other circumstance other than as stated in para 5f where there is a requirement to undertake a Bowl-Out (either indoors or outdoors) to determine a result, the overall conditions and regulations to achieve a Bowl-Out and contest a result are as follows.

a. A toss shall take place with the winner of the toss to decide whether his team goes first or second.

b. If the original match has started: All Five (5) bowlers to take part in the Bowl-Out must be selected from the nominated Team Sheets (including the 12<sup>th</sup> man, if applicable). If there has been no play (the toss has not taken place) then the team can select any Five members from the Club.

c. Five players from each team shall bowl overarm ONE (1) delivery each alternatively at a wicket (conforming to Law 8) from a wicket (conforming to Law 8)

pitched at a distance of 22 yards (conforming to Law 7) with markings and creases (conforming to Law 9).

d. The Team which bowls down the wicket (as defined in Law 28.1) the most times shall be the winner.

e. If the scores are equal, the same Five players will bowl One ball each alternately to achieve a result on a sudden death basis (the order of bowlers may change for this bowl-out, however the Team bowling first shall remain as per the original bowl-out).

f. The same suitably acceptable ball (not a new one, unless the match has not started) will be used by both Teams. If the ball becomes wet, it may be changed subject to the Umpire's approval.

g. If a bowler bowls a "No Ball" it will count as his delivery but will not count towards the score of the Team should he hit the wickets.

h. Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

i. If circumstances make a Bowl-Out impossible, the match shall be decided by the toss of a coin.

12. **Eligibility.** The eligibility criteria for Regular and Reserve personnel are contained in AGAI Volume 1 Chapter 5. Sport. Particular note should be taken of paragraphs 5.055 to 5.061.

13. **Notification of result.** It is the responsibility of the home team to notify the ACA of a result within 5 working days.