



Investec

Specialist Private Bank

INVESTEC CHANNEL ISLANDS LEAGUE

The Investec Channel Islands League will be open to teams competing in the Wave Telecom GCA Weekend Championship and Jersey Weekend Premier League from that current season and by invitation from either GCB or JCB.

It is the general intention to mirror as closely as possible the prevailing core playing rules of the ICC World Cricket League, specifically in respect of:

- Number of Overs per Bowler;
- a Tie;
- Prematurely-Terminated Matches – Calculation of the Target Score;
- No-Balls;
- Wide Balls;
- Restrictions on the Placement of Fieldsmen/Powerplays;
- Dangerous and Unfair Bowling/Bowling of High Full-Pitched Balls; and
- Duckworth/Lewis.

The specific rules regarding the above are set out in the Specific Competition Playing Rules set out below. Subject to this, The Laws of Cricket 2000 Code 4th Edition shall apply, except as specified below.

If the ICC World Cricket League playing rules are amended then the playing rules for this competition may be amended accordingly.

Teams shall wear coloured clothing and coloured batting/wicketkeeping pads. All players in each team shall be required to wear the same coloured kit. Matches to be played with white balls and black sightscreens.

Teams will play each other once during the season in a league structure.

Matches cannot be re-arranged.

Specific Competition Playing Rules are as follows:

SPECIFIC COMPETITION PLAYING RULES

1 Hours of Play & Intervals

- 1.1 Matches are scheduled to be a maximum of 50 overs per side, starting at 10.30am (Guernsey v Jersey matches), 11.00 (Guernsey v Guernsey matches), 11.30 (Jersey v Guernsey matches) and 12 noon (Jersey v Jersey matches).
- 1.2 One lunch interval of 40 minutes will be taken between innings. (In the event of a delayed start this may be reduced subject to agreement by both teams and the umpires but to no less than 20 minutes).

- 1.3 Drinks breaks to be agreed between the team captains and umpires before commencement of play. The lunch interval may be reduced at the discretion of the umpires, after consultation with the team captains, in a reduced overs match but to no less than 20 minutes.

2 Appointment of Officials

- 2.1 Umpires shall be appointed by liaison between GACUS and JACUS.
- 2.2 Each team shall appoint one scorer who is not playing in the match. If a team does not provide a scorer then the umpires shall order the captain of the team concerned to remove one of his players from the pitch in order to score (but such removed player will be permitted to bat in his team's innings).
- 2.3 If a team starts the match with a scorer and that scorer is subsequently required to field as 12th man for an injured or ill player, then the scorer shall, but only with the consent of the opposing captain and the umpires, be permitted to field, with the batting side then assisting the fielding side with their team's scoring.

3 Balls

A new ball shall be used at the start of each innings. The home side will provide new Grade A white four-piece balls and acceptable spares for both innings. (2011 ball = White Kookaburra Regulation)

4 Toss

- 4.1 The toss to be carried out by the captains on the field of play not less than 15 minutes before the scheduled start of play and the captain winning the toss must inform the opposing captain and the umpires of his decision not less than 10 minutes before the scheduled start of play.
- 4.2 Before the toss the captains shall agree the following with the umpires:-
- a) Boundaries of playing area and boundary allowances.
 - b) Clock or watch to be followed.
 - c) Special conditions or local customs
 - d) Latest scheduled finish time (when one team is from the other island).

5 Team Sheets

- 5.1 Each captain shall provide a team sheet listing the names of the eleven players and the nominated 12th man in writing to the Umpires before the toss. No player (including the nominated 12th man) may be changed after the toss without the consent of the opposing Captain.
- 5.2 The team sheets must state the ages of any player aged under 19 so that the umpires may apply the prevailing ECB age group bowling restrictions.

6 Number of Overs per Bowler

- 6.1 No bowler shall bowl more than 10 overs in an innings.
- 6.2 In a delayed 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.
- 6.3 Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 6.4 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of

an over will count as a full over only in so far as each bowler's limit is concerned.

7 A Tie

In the event of the scores finishing level, no account shall be taken of the number of wickets lost and the match shall be deemed to be a Tie.

8 Prematurely Terminated Matches – Calculation of the Target Score

8.1 *Interrupted Matches – Calculation of the Target Score*

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie (refer to Duckworth/Lewis regulations).

8.2 *Prematurely Terminated Matches*

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L “Par Score” determined at the instant of the suspension by the Duckworth/Lewis method (refer to Duckworth/Lewis regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

9. No-Balls

9.1 Law 24 of the Laws of Cricket shall apply except that Law 24.1 (b) shall be replaced by the following:

9.1.1 The bowler may not deliver the ball underarm. If a bowler delivers the ball underarm the umpire shall call and signal No-Ball and the ball is to be re-bowled overarm.

9.2 In addition to the above, the delivery following a No-Ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. 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 batsman is facing it.

9.2.1 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 a Wide ball.

9.2.2 Field changes are not permitted for free hit deliveries unless there is a change of striker (the restrictions in Rule 11 below shall apply).

9.2.3 The umpires will signal a free hit by (after the normal No-Ball signal) extending one arm straight upwards and moving it in a circular motion.

10 Wide Balls

Law 25 of the Laws of Cricket shall apply with the following addition to Law 25.1:

10.1 Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

- 10.2 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. All runs, which are run or result from a Wide ball, which is not a No Ball, shall be scored as Wide balls.
- 10.3 Where possible wickets will be marked with lines running parallel to the Return Crease and will be 35" from the centre stump. Any ball passing over or outside the offside line will be called a wide by the umpire. Umpires are to be strict on wides passing down the leg side. A ball will be judged as a wide if it passes the striker behind his legs when standing in a normal guard position. If the striker moves across to the off side and the ball passes behind his legs, the umpire will have to imagine the profile of the striker standing in a normal stance and only provided that the ball would have passed behind this profile will the umpire call a wide. If the ball would have hit this profile then no wide will be called.

11. Restrictions on the Placement of Fieldsmen/Powerplays

- 11.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 11.2 In addition to the restriction contained in clause 11.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay) are set out in the following paragraphs.
- 11.3 The following fielding restrictions shall apply:
- a) 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 (refer attached Appendix 3). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5yard (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.
- During the first block of Powerplay overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- During the second and third Powerplay blocks only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.
- b) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 metres). These fielding restriction areas should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated.
- During the initial block of Powerplay overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within the applicable fielding restriction area, measured from the strikers end, at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen maybe permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

- 11.4 During the non-Powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 11.3 a) above.
- 11.5 Subject to the provisions of 11.6 below, the Powerplay overs shall apply for 20 overs per innings to be taken as follows:
- a) The first block of Powerplay overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.
 - b) For the remaining second and third block of Powerplay overs (blocks of 5 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of either of the batsmen at the wicket.
 - c) A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay anytime prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.
 - d) Once a side has nominated a Powerplay, the decision cannot be reversed.
 - e) Should either team choose not to exercise their discretion, their Powerplay will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, one unclaimed Powerplay will begin at the start of the 46th over).
- 11.6 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay overs 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	First PowerPlay	Fielding PowerPlay	Batting Powerplay	PowerPlay Total
20-21	4	2	2	8
22-23	5	2	2	9
24-26	5	3	2	10
27-28	6	3	2	11
29-31	6	3	3	12
32-33	7	3	3	13
34-36	7	4	3	14
37-38	8	4	3	15
39-41	8	4	4	16
42-43	9	4	4	17
44-46	9	5	4	18
47-48	10	5	4	19
49	10	5	5	20

- 11.7 Each block of Powerplay overs must commence at the start of an over.
- 11.8 If play is interrupted not during the Powerplay, then on resumption, it is necessary to determine how any remaining Powerplay overs should be allocated. The total number of Powerplay overs for the

innings is derived from the table in 11.6. Any Powerplay overs already taken prior to the interruption will be deemed to have been in sequence: the initial allocation, the fielding side's allocation then the batting side's allocation. The decision of the batting side, and if applicable of the fielding side, of when to take any remaining Powerplay, is made in the usual way.

Illustrations of 11.8:

A match starts as 40 overs; with the first 8 as Powerplays (PP). The next two overs are not PP, the match is then delayed after 10 overs and shortened to 30 overs.

The new PP allocation is 6+3+3, we have had 8 PP overs, so there is one over of fielding side selection left and all three overs for the batting sides. Both teams can choose when to use their respective 1 and 3 over allocations.

As above but the match resumes as 24 overs each

The PP allocation is now 5+2+2, so one batting side PP over remains to be taken at their discretion.

- 11.9 If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.
- 11.10 If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.
- 11.11 If following an interruption, on resumption the total number of Powerplay overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings.
Note that this is the only circumstance under which the Powerplay status can be changed during an over.

Illustrations of 11.9, 11.10 and 11.11

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to (a) 38 overs, (b) 28 overs, (c) 20 overs.

- a) Powerplay overs are 8+4+3. 2nd Powerplay is in progress with 1.3 out of the fielding team's 4 overs completed. The batting side's 3 over Powerplay can start any time after the 12th over.
- b) Powerplay overs are 6+3+2. 3rd Powerplay is in progress with 0.3 out of 2 overs completed.
- c) Powerplay overs are 4+2+2. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.
- 11.12 If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.

Illustration of 11.12:

A 50 over innings in which only the 1st Powerplay has been taken is interrupted after 34.2 overs and reduced to 40 overs. Powerplay overs are 8+4+4. Powerplays automatically resume for the start of the next over (36th) and remain in force for the remainder of the innings.

- 11.13 At the commencement of each discretionary block of Powerplay overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.
- 11.14 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.
- 11.15 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

12. Dangerous and Unfair Short-Pitched Bowling

Law 42.6 (a) of the Laws of Cricket shall be replaced by the following:

- a) A bowler shall be limited to one fast short-pitched delivery per over.
- b) A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to Clause 12(f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- e) For the avoidance of doubt any fast short-pitched delivery that is called a wide under this playing condition shall also count as the allowable short-pitched delivery in that over
- f) In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in Clause 12(b) above, the umpire at the bowlers end shall call and signal no-ball on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal 'no-ball' and then tap the head with the other hand.
- g) If a bowler delivers a second fast short-pitched ball in an over, the umpire, after the call of no-ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- h) If there is a second instance of the bowler being no-balled in the innings for bowling more than one fast short-pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no-ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

Law 42.8 (b) of the Laws of Cricket shall be replaced by the following:

- a) Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
- b) In the event of a bowler bowling a high full-pitched ball as defined in Clause 13(a) above, the umpire at the bowler's end shall call and signal no-ball.
If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling no-ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- c) Should there be any further instance (where a high full-pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signalling no-ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- e) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.

14 Deliberate bowling of High Full-Pitched Balls

Law 42.8 of the Laws of Cricket shall be replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed unfair as defined in rule 13 above was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

- 14.1 Call and signal no-ball.
- 14.2 When the ball is dead, direct the captain to take the bowler off forthwith.
- 14.3 Not allow the bowler to bowl again in that innings.
- 14.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- 14.5 Report the occurrence to the other umpire, and to the captain of the batting side.

15 Dangerous and unfair Bowling- action by the umpire

Law 42.7 of the Laws of Cricket shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of rules 12, 13 and 14 above the following shall apply at any time during the match:

- 15.1 The bowling of fast short-pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.
- 15.2 In the event of such unfair bowling, the umpire at the bowler's end shall adopt the

following procedure:

- a) In the first instance the umpire shall call and signal no-ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
- c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no-ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- e) The bowler thus taken off shall not be able to bowl again in that innings.
- f) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

16 Action by the umpires for dangerous and unfair Bowling

Should the umpires initiate the caution and warning procedures set out in Clauses 12, 13, 14 and 15 such cautions and warnings are not to be cumulative.

17 Duckworth/Lewis

- 17.1 Duckworth/Lewis to be used to resolve rain-interrupted matches.
- 17.2 A minimum of 20 overs per side must have been completed in each innings for the match to be resolved under Duckworth/Lewis, otherwise the match will be deemed a No-Result.
- 17.3 Each club shall be provided with the appropriate software to enable its scorer to operate Duckworth/Lewis. It shall be each club's responsibility to ensure that its scorer is equipped with a computer on which to operate Duckworth/Lewis.

18 Points

- 18.1 20 points will be awarded to the winning team, plus all bonus points earned during the match.
- 18.2 In the event of a Tie, 10 points will be awarded to each team, plus all bonus points earned during the match.
- 18.3 A maximum of 10 batting points may be earned - 1 batting point for reaching each of 25, 50, 75, 100, 125, 150, 175, 200, 225 and 250 runs.
- 18.4 A maximum of 10 bowling points may be earned - 1 bowling point per wicket taken. In the event of the team batting first being bowled out for under 250 runs, additional batting bonus point/s are available to sides batting second, but only to a maximum of 10 points in total.
- 18.5 Additional points available for reaching a second innings target :-
 - Loss of 0 wickets – 10 points
 - Loss of 1 wicket – 9 points
 - Loss of 2 wickets – 8 points
 - Loss of 3 wickets – 7 points
 - Loss of 4 wickets – 6 points
 - Loss of 5 wickets – 5 points

Loss of 6 wickets – 4 points

Loss of 7 wickets – 3 points

Loss of 8 wickets – 2 points

Loss of 9 wickets – 1 point

Example: A team needing 160 to win which then scores 161 for 1 would gain 6 batting points for 161 runs and 9 points for the loss of one wicket. 15 batting points are potentially won but only the maximum of 10 are allowed.

19 Bonus Points in Shortened Matches

Where either or both innings of any completed match are reduced (and where a result has been achieved with or without using Duckworth-Lewis), the actual bonus points earned by either side in each reduced innings shall be grossed up by recalculating the bonus points on a pro-rata basis as if the innings had consisted of the full 50 overs (i.e. actual batting points gained $\times (50/n)$ and actual bowling points gained $\times (50/n)$ where n is the number of overs played in that innings). In the case of fractional points resulting from the re-calculation, the points shall be rounded up or down to the nearest full number, and in the case of the recalculation resulting in 0.5 of a point, the points shall be rounded up to the nearest full number. (Note that in no circumstances can any team earn a total of more than 10 bonus points from any one innings).

20 Age Group Bowling Restrictions

The prevailing ECB age group bowling restrictions shall apply.

21 Delayed Start to Match

- 21.1 In the event of a delayed start, the umpires shall calculate the number of overs available by estimating that the game shall finish 90 minutes prior to the scheduled return flight or boat departure time of the away team, deducting 1 over per side for each 8 minutes or part thereof which is lost. However, a match may not be reduced to less than 20 overs per side.
- 21.2 In calculating the number of overs available, the umpires may reduce the break between innings to a minimum of 20 minutes. The objectives shall be to maximise the number of overs to be played, without risking the away team being late for its return departure check-in, and without the second innings needing to be reduced. (In other words, to avoid playing too many overs in the first innings so that a Duckworth-Lewis adjusted reduced second innings becomes necessary)

22 Delayed or Interrupted Second Innings

In the event of the second innings being delayed or interrupted, one over of play shall be deducted for every 4 minutes thereof of lost play, except that no deduction of overs shall take place until a total of 10 minutes play has been lost.

23 No-Result Matches

Average points system to apply to No-Result matches. This is based on the total points earned by that team, divided by the number of matches actually completed by that team.

24 Match Results

Captains of Guernsey teams in each match (or of the winning team in matches involving two Guernsey teams) are responsible for filling in an individual scorecard and depositing it in the scorecard box at KGV by not later than 8.00 pm on the day following the match with the full result and match details.

25 Provision of Lunches/Teas

- 25.1 In matches involving two teams from the same island, the home governing body shall determine the responsibility for providing lunches/teas for the players and umpires.
- 25.2 In matches involving one team from each island, the home team shall be responsible for providing lunches/teas for both teams and for the umpires.