



DAVE FISHER MEMORIAL EL TROPHY RULES

The competition shall be open to those weekend club sides participating in the GCA Championship, plus any other team or teams who may be invited to participate at the sole discretion of the GCB.

In the 2011 season, the four participating teams shall play each other once, resulting in 3 League games for each team. At the completion of the League programme the top two teams will play-off for the Dave Fisher Memorial EL Trophy, while the third and fourth placed teams will play-off for Third/Fourth place. No matches will be re-arranged. As per Rule 16 below, the League positions shall be decided on a Net Run Rate (NRR) basis if teams are level on points at the end of the League phase. If the finals night is unable to be played then the Trophy shall be awarded to the team which finished top at the end of the League phase.

It is the general intention to mirror as closely as possible the prevailing core playing rules of the ICC T20 World Cup, 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/
- Dangerous and Unfair Bowling/Bowling of High Full-Pitched Balls.

All games to be played on grass wickets wherever possible. If on the day of the game the groundsman deems the grass wicket to be unplayable then the game shall instead be played on the matting wicket if the general conditions of the square are playable. The decision that conditions do not allow a fixture to be fulfilled shall be made at the allocated ground. Any side failing to attend the ground regardless of weather conditions may be deemed to have forfeited the match and the points awarded to the attending side. In the event that neither side attends the ground both sides will be deemed to have forfeited the match and no points will be awarded and neither shall the fixture be rearranged.

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 – 3rd Edition 2008) shall apply, except as specified below.

If the ICC T20 World Cup 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.

Specific Competition Playing Rules are as follows:

SPECIFIC COMPETITION PLAYING RULES

1 Hours of Play, Intervals, Overs & Over-Rates

- 1.1 Matches are scheduled to start at 6.00pm unless an earlier start time is agreed between the captains and the umpires.
- 1.2 One interval of 5 minutes will be taken between innings.
- 1.3 All matches will consist of one innings per side each limited to a maximum of 18 x 6-ball overs per side and, to a maximum of 20 overs on the Finals night. The number of overs to be agreed by the captains taking account of the prevailing light conditions and, if they cannot agree by the standing umpires. The minimum number of overs shall be as per rule 18 below.
- 1.4 All sides are expected to complete the bowling of their allotted overs within an allowance of 4 minutes per over. Sessions of play will be based on 4 minutes per scheduled over, separated by a maximum interval of 5 minutes between innings. When the innings of the team batting first is completed early the interval shall still take place between the innings. No drinks intervals are permitted but an individual player may be given a drink, provided that no playing time is wasted.
- 1.5 The umpires will monitor the over-rate as the innings progresses and will inform the fielding captain if the over-rate is showing signs of slowing down. The umpires will take into account any circumstances that are outside the control of the fielding side when making this judgment. The fielding side are expected to begin bowling the last over over by the scheduled cessation time, and the hours of play shall be extended until the required number of overs has been bowled. The standing GACUS officials will be asked to report examples of slow over-rates in order that the GCB can monitor the situation and as necessary take appropriate action with the offending teams. In due course and, as required, on-field penalties in the form of the addition/deletion of runs may be introduced.
- 1.6 The incoming batsman must be in a position to take guard or for his partner to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way into this position immediately a wicket falls.

2 Appointment of Officials

- 2.1 Umpires shall be appointed by GACUS.

3 Balls

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

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

5 Team Sheets, Eligibility to Play & Child Safety

- 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.
- 5.3 Eligibility to play shall generally be determined by the GCA Championship registrations. However, a player may, by signing a separate registration form, register to play for a different side in the Dave Fisher Memorial EL Trophy than the team for which he is registered in the GCA Championship. Teams may otherwise call on any player from any of the Evening League teams to play for them in the Dave Fisher Memorial EL Trophy on an unlimited basis, but once a player has appeared for one team in the Dave Fisher Memorial EL Trophy he may not play for another side in the Dave Fisher Memorial EL Trophy in the same season unless a formal transfer request has been granted.
- 5.4 Every player must have attained (or will attain) the age of 14 by the 31st August of the year in question to participate in the Dave Fisher Memorial EL Trophy that year. Umpires will not allow any player to participate who appears to be younger than this unless some satisfactory evidence of their age is produced. Players who will not be 14 by August 31st in that year may only take part with the written approval of a GCB Cricket Development Officer, which must be shown to the umpires prior to the start of play.
- 5.5 All players under the age of 18 shall be subject to the safety guidelines as laid down by the ECB (see Junior Cricketers Playing in Adult Matches Guidelines in GCB Handbook and on website). Any player who appears to be under 18 will be required by the umpires to comply with these guidelines unless some satisfactory proof of age is provided.

6 Number of Overs per Bowler

- 6.1 No bowler shall bowl more than 4 overs in an innings.
- 6.2 In a delayed or interrupted match where the overs are reduced for both teams (including the League phase where matches are scheduled to 18 overs) 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 No-Balls

- 8.1 Law 24 of the Laws of Cricket shall apply except that Law 24.1 (b) shall be replaced by the following:
- 8.1.1 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.
- 8.2 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.
- 8.2.1 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.
- 8.2.2 Field changes are not permitted for free hit deliveries unless there is a change of striker (the restrictions in Rule 10 below shall apply).
- 8.2.3 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.

9 Wide Balls

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

- 9.1 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.
- 9.2 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.
- 9.3 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. A ONE run penalty will be awarded for every Wide ball.

10. Restrictions on the Placement of Fieldsmen

- 10.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 10.2 In addition to the restriction contained in clause 10.1 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 are set out in the following paragraphs.
- 10.3 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 (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 Fielding Restriction Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

- 10.4 During the non-Fielding Restriction Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 10.3 above.
- 10.5 Subject to the provisions of 10.6 below, the Fielding Restriction Overs shall apply for 6 overs per innings to be taken as follows:
- 10.6 In circumstances when the number of scheduled overs is less than 20 or when the number of overs of the batting team is reduced, the number of Fielding Restriction 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.

Total Overs in Innings.	No of Overs Fielding Restriction Overs Will Apply
5 to 8	2
9 to 11	3
12 to 14	4
15 to 18	5
19 to 20	6

- 10.7 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- 10.8 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

11. 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 11(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 11(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.

12 Bowling of High Full-Pitched Balls

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 12(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.

13 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 12 above was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

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

14 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 11, 12 and 13 above the following shall apply at any time during the match:

- 14.1 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.
- 14.2 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.

15 Action by the umpires for dangerous and unfair Bowling

Should the umpires initiate the caution and warning procedures set out in Clauses 11, 12, 13 and 14 such cautions and warnings are not to be cumulative.

16 Points

- 16.1 2 points will be awarded to the winning team.
- 16.2 In the event of a Tie, 1 point will be awarded to each team.

16.3 If teams are level on points in the league table then Net Run Rate will determine the league position. Net Run Rate is calculated as total runs scored divided by overs faced MINUS total runs conceded divided by overs bowled.

17 Age Group Bowling Restrictions

The prevailing ECB age group bowling restrictions shall apply.

18 Delayed Start to Match

In the event of a delayed start, the umpires shall calculate the number of overs available by deducting 1 over per side for each 8 minutes or part thereof which is lost. A scheduled league match may not be reduced to less than 10 overs per side, but rearranged matches may be reduced to a minimum of 5 overs per side.

19 No-Result Matches

1 point each shall apply to any No-Result matches

20 Late Arrivals

A player who arrives late for a match may take part in all aspects of the game, provided that they arrive and are able to take the field prior to the completion of the first innings. Should a player arrive after the completion of the first innings, then that player can take no part in the match.

21 Match Results

The winning captain shall be responsible for depositing the completed scorecard at KGV or the Guernsey Press Offices at Braye Road by 9.30 p.m. on the evening of the match, or alternatively for handing it to the on-duty Guernsey Press reporter at the ground.