



## Wave Telecom GCA BOWL

### COMPETITION RULES AND ELIGIBILITY

a) The participants in the Wave Telecom GCA Bowl will be determined each year by the GCB upon receipt of details of the teams wanting to participate in the competition. Teams will be charged a competition entry fee.

b) For the 2011 season, the 10 participating teams in the Wave Telecom GCA Bowl have been split into two Pools, of 5 teams each. Each team will play each of the other teams once in its Pool. Following the completion of these games the qualifiers for the Quarter-Finals will be determined from amongst the 10 sides. (Note: Neither Elizabeth College 2<sup>nd</sup> XI or GCB Emerging Players 2<sup>nd</sup> XI will play in the Quarter-Finals. (these players shall become eligible to transfer to any other team for the Quarter-Finals onwards). Following the completion of these games the top two teams in each Pool shall qualify for the Semi Finals (Winner of Pool A v Runner Up of Pool B and vice versa), and the Plate Semi Finals will be played by the third and fourth placed teams (third in Pool A vs Runner Up in Pool B and vice versa). Average points per completed game will decide the final Pool positions.

No player who is currently registered in the first team of any Wave Telecom GCA Championship or Channel Islands League club will be eligible to play in the Wave Telecom GCA Weekend Bowl. The Committee may decline requests for players to be de-registered if it is felt that the request is being made specifically to enable a player to participate in the Wave Telecom GCA Bowl. An advance ruling on any player eligibility query should be sought from the GCA Weekend Cricket Representative or, in the event of his unavailability, the GCA Registrations Secretary.

d) A team which is unable to fulfil a fixture shall inform the Fixtures Co-ordinator, the opposing team and the umpires not less than 14 days prior to that fixture.

e) Evening League Rules t) and u) shall apply.

f) If a game which is scheduled to be played on a grass wicket is unable to be played on a grass wicket because of the state of the wicket, then the game may be played on the artificial wicket at the same ground with the groundsman's consent. If it is not possible to play on the artificial wicket at that venue, then teams are encouraged to move the games to La Mare de Carteret or to Memorial Field if any of those venues are available and fit for play on that day. All participating teams should therefore ensure that they have keys to those venues in case they are required.

g) A reserve date has been set for the Semi-Finals and Final.

h) In order to help foster the development of young cricketers, a more flexible registration system applies without the need for a formal transfer. Any player who is in the Under-18 age group (and below) may guest for a team playing in a different Pool to the team in which he is registered, but may only guest for one other such team. Any player who is in the Under-15 age group (and below) may either guest for a team playing in a different Pool to the team in which he is registered, or guest for another team playing in the same Pool to the team in which he is registered, but may only guest for one other such team. In all cases, in the event of a clash of fixture dates between the team in which the player is registered and the other team for which he is guesting, his primary registered team will always have the first option over that player's selection.

## **PLAYING RULES**

### *1. Hours of Play & Intervals*

1.1 Scheduled start of play is 12.00 pm, weather permitting.

1.2 One tea interval of 20 minutes will be taken between innings. The tea 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 10 minutes.

1.3 Drinks breaks to be agreed between the team captains and umpires before commencement of play.

### *2. Appointment of Officials*

The teams shall arrange to provide their own umpires, except in the Finals where GACUS umpires shall be provided. If a team cannot provide a non-playing umpire, then the umpires shall be provided by the batting side. In such circumstances teams are asked to ensure that umpiring duties are carried out by senior experienced players wherever possible.

### *3. Balls*

A new ball shall be used at the start of each innings. The fielding side will provide a new standard Grade A four-piece ball and acceptable spares. In a rain-affected match, old balls may be used if both Captains agree, but subject to the approval of the balls by the umpires.

### *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*

The captains of both teams must complete a team sheet of nominated players and hand it to the umpires before the toss takes place. It is also the responsibility of both captains to ensure that only the listed players participate in the game. The umpires should be advised of the names of any missing nominated players before the match starts. The team sheets should identify the ages of all players aged 18 and under so that the age group bowling restrictions can be applied.

### *6. Overs and Target Over-Rate*

Matches will be 40 x 6 ball overs per side and are expected to start at 12.00 pm sharp (subject to 1.1 above). It is anticipated that with games starting at 12.00 pm, each side should take no more than 2 hours 35 minutes to bowl its allocated overs, this being the responsibility of the captain.

### *7. Restriction on Placement of Fieldsmen*

7.1 Two semi-circles shall be drawn on the field of play. The semi-circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles is 30 yards. The ends of each semi-circle are joined to the other by a straight line drawn or marked on the field on the same side of the pitch. The field restriction area should be marked by a continuous painted white line or dots at 5 yard intervals, each dot to be covered by a white plastic or rubber (but not metal) disc.

7.2 Throughout the whole game there must never be more than five fielders on the leg side from the instant of delivery until the striker has played at, or had the opportunity to play at, the ball. In the event of an infringement, the square leg umpire shall call No Ball.

7.3 Throughout the whole game 4 fielders plus the bowler and wicketkeeper must be inside the field restriction marking at the instant of delivery. In the event of infringement, the square leg umpire shall call No Ball.

7.4 If games need to be switched to venues where the fielding semi-circles are not marked, then rules 7.1 and 7.3 shall be waived in those games.

## 8. Results

8.1 Points (for the Pool games only) shall be awarded on the following basis:

8.2 The team winning a game shall be awarded 10 points plus any bonus points earned. If any match is deemed a No-Result, no points will be awarded to either side.

8.3 If the scores finish level, then the side having lost the fewest number of wickets shall be declared the winner. In the event of the scores of both teams being the same, the team losing the fewer wickets shall be declared the winner. If still level, the team having scored the most runs after the completion of 20 overs shall be declared the winner. If still level, the team having lost the fewer wickets after the completion of 20 overs shall be declared the winner. If still level then the same comparisons will be carried out at the end of the 20<sup>th</sup> over/19<sup>th</sup> over etc. until a winner is determined. (This rule also applies to the Quarter-Finals, Semi-Finals and Final).

8.4 Bonus points will be awarded as follows:

1 batting point for each of 80, 100, 120, 140 and 160 runs.

1 bowling point for every 2 wickets taken.

In addition to the above, in the event of the side batting second winning the match and requiring less than 160 to win, batting bonus points will be awarded to the side batting second as follows:

Scoring the winning total at:

Runs per over	Batting Points
2.0	1
2.5	2
3.0	3
3.5	4
4.0	5

(Note - in the event of the side batting second losing, then the bonus points system will be the same as for the first innings).

8.5 In the event of a rain-affected game, where the overs for both sides are reduced, then the awarding of batting bonus points will be on the basis of run rate per over as detailed immediately above for both the team batting first and the team batting second.

8.6 In the Semi-Finals and Final, in the event of a No-Result every attempt will be made to re-arrange the matches. If this proves impossible (and a decision on this will be made prior to the day of the match) then a bowl-out on the day will decide the match. For a bowl-out, each team shall select 6 people to bowl one delivery each and the team hitting the stumps most often will be declared the winner. In the event that, after 6 deliveries the scores are level, sudden death will decide the result. The first six bowlers may bowl again at the commencement of sudden death. Should the umpires or captains (the latter only in the event of no umpires being present) deem the conditions impossible for a bowl-out to take place, then the toss of a coin shall decide the result of the match.

## 9. Bowling Restrictions

9.1 No bowler shall bowl more than 10 overs in an innings.

9.2 If the start of the match is delayed and the overs are reduced for both teams, no bowler may bowl more than one-quarter of the total overs allowed. Where the total overs is not divisible by 4, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

9.3 In a match where the innings of either or both sides is reduced after the start of the match, then the maximum number of overs allowed per bowler shall be set at one-quarter of the revised total number of overs for that innings (rounded up as per 9.2. above where the revised total number of overs is not

divisible by 4). In the event of the innings being reduced after an interruption and any bowler having already bowled (prior to the interruption) more overs than the maximum permitted following the interruption, then those surplus overs bowled by that bowler will remain valid.

9.4 The prevailing age group restrictions for bowlers aged 18 and under shall be applied.

#### *10. Delayed Start to Match*

10.1 One over per side shall be deducted per each 8 minutes or part thereof after the scheduled start time, but the match may not be reduced to less than 20 overs per side. The latest permitted start time in the event of a reduced overs match shall be 3.30 pm unless both captains agree otherwise.

10.2 For all matches affected by a delayed start, each side will automatically be awarded the following additional bonus points (subject to the note below) to compensate for the reduced opportunity to earn bonus points (and to discourage captains from agreeing to accept Average Points in preference to a reduced overs game):

Overs	Points
36-39	1
32-35	2
28-31	3
24-27	4
20-23	5

(Note that in no circumstances can any team earn a total of more than 10 bonus points from any one match).

#### *11.1 Interrupted First Innings*

If the first innings commences and is interrupted so that 20 overs cannot be completed by 4.30 p.m., the match will be abandoned. If at least 20 overs have been completed, the number of overs per side will be reduced as follows.

Overs completed by 4.30 p.m. Match reduced to:

20 - 29 20 overs per side

30 - 34 25 overs per side

35 - 39 30 overs per side

When a match is reduced under these rules, the first innings score shall be calculated by adding together the requisite number of highest-scoring overs during the first innings.

#### *11.2 Delayed Second Innings*

If the weather causes a delay to the commencement of the second innings for more than 15 minutes, then the length of the second innings will be reduced by 1 over for every 3 minutes of lost play, with the batting sides target reduced accordingly by using the average run rate of the first innings.

If more than 60 minutes of the second innings are lost due to the delayed start, then the match will be deemed to have been reduced to 20 overs per side, using the 20 highest-scoring overs of the first innings score (as above). If it is not possible to complete 20 overs in the second innings, then the match will be deemed to be a No-Result.

#### *11.3 Interrupted Second Innings*

If the weather interrupts the second innings for more than 15 minutes, then the second innings shall be reduced by 1 over for every 3 lost minutes and the batting side's target shall be reduced accordingly on an average run rate basis.

If less than 20 overs are completed in the second innings then the match will be deemed a No-Result.

#### *12. No-Result Matches*

Matches unable to be played due to weather will not be rearranged. Matches unable to be played for any other reason will only be rearranged in exceptional circumstances and at the discretion of the Management Committee. Average points system to apply to No-Result matches. This is based on the total points earned by that team during the Pool programme, divided by the number of Pool matches actually completed by that team.

#### *13. Dangerous and unfair bowling*

Law 42.6 of the MCC Laws of Cricket shall be replaced by the following:

13.1 A bowler shall be limited to one fast short-pitched delivery per over.

13.2 A fast short-pitched ball is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.

13.3 The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short-pitched delivery has been bowled.

13.4 In addition, for the purposes of this regulation and subject to 13.6 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.

13.5 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 for the over.

13.6 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in 13.2 above, the umpire at the bowler's end shall call and signal No Ball on each occasion.

13.7 A ball that passes above waist height to the batsman (irrespective of speed) standing in his usual stance having not pitched shall be deemed a no-ball

In both of the above cases the no-ball will be called by the bowler's end umpire (Striker's end umpire may indicate to the bowler's end umpire)

#### *14. No-Balls*

1 run will be awarded for a No-ball.

#### *15. Match Results*

The captain of the winning team in each match (or of the designated home side in the event of a tie) is 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.

#### *16. Teas*

Each side shall be responsible for providing its own teas, including for its own provided umpire, at its own cost.