

## Laws & Regulations

- The Laws of Cricket 2000 4<sup>th</sup> Edition 2010 [Laws] shall apply except where varied in these conditions of play, or if a change is notified in writing by the BCF Executive Committee.
- The current BCF Bowling, Batting, and Fielding Directives for junior cricketers shall apply at all times and must be enforced by all umpires, coaches, and captains. The Helmet and Fielding Regulations below are in full compliance with these directives.

## Spirit & Safety

- Coaches and umpires are expected to ensure that players and spectators are aware of and adhere to the “The Preamble - The Spirit of Cricket” [Laws] and to the current BCF Code of Conduct as appropriate in a domestic youth competition.
- No coaching shall take place on the field of play while an innings is in progress.
- Umpires should use their discretion to ensure that no player (particularly a batsman) is in danger of being injured at any time due to a clearly uneven balance of skill levels between that player and a player or players (particularly bowlers) of the opposing side.
- Coaches and umpires must ensure that all players wear the appropriate protective gear when batting.
- Spectators (especially parents) are not permitted to enter the field of play except in the event of a serious injury.
- Coaches and umpires are expected to ensure that matches are played in good spirit and that individual and group safety is paramount.

## Match Format

- Each game shall consist of one innings per side. An innings shall not be more than 20 overs of 6 legal balls.
- Full-size hard-balls shall be used.
- The length of the pitch shall be the full 22 yards [20.12 metres].
- Clubs are expected to mark boundaries appropriate to the age of the players.
- All matches shall commence at 10.00 am at the latest and be completed no later than 1.00 pm.
- Evening matches should be commenced by 5.30 pm at the latest and be completed no later than 8.30 pm.

- A drinks interval will be taken after 10 overs of each innings. In particularly warm or humid conditions, umpires should use their discretion about allowing extra drinks, particularly for batsmen and bowlers.
- A maximum break of 15 minutes shall be allowed between innings. The host club should provide sufficient drinks of water as well as sandwiches or other light sustenance.

## **Batting, Bowling & Wicket-Keeping**

- There is no restriction on a not out batsman's total score (i.e. he or she does not have to retire after reaching a certain number of runs).
- No bowler may deliver more than 4 overs or one fifth of the total overs allocated for an innings, whichever is the lower.
- Dangerous and Unfair Bowling (Law 42.6 (b) bowling of high full pitched balls). The BCF takes the safety implications of this type of bowling seriously and considers it totally undesirable, and the law shall be applied in full. The offending bowler shall be immediately suspended for the third offence, and a report shall still be made to the Executive of the club concerned and the Governing Body responsible for the match who shall then decide what further action to take. All high full pitched balls in contravention of Law 42.6 (b) shall be penalised as No Balls.

## **Helmet Regulations**

- All players must wear a cricket helmet complete with fitted face-guard when batting, regardless of the speed of the bowler.
- Wicket-keepers must wear a cricket helmet complete with fitted face-guard when "standing up". Wicket-keepers must also wear leg protection (either internally or externally) that offers adequate protection around the knees. Non-compliance shall result in the umpires stopping the match and instructing the player in question to comply.

## **Fielding Regulations**

- With the exception of the wicket-keeper and fielders behind the wicket on the off side, no fielder shall be allowed to field closer than 8 yards [7.3 metres] to the batsman's middle stump until the batsman has played at the ball.
- Should any fielder or fielders come within this minimum distance during play, the umpires shall stop the match immediately and instruct the player or players concerned to move back.

## Weather & Dangerous Conditions

- In the event of unsuitable weather or dangerous conditions before the game starts, overs may be reduced to a minimum of 10 for each side by mutual consent.
- When weather or dangerous conditions interrupt play after the start of a match, the overs of the side batting second may, before the start of the innings, be reduced to a minimum of 10.
- Should weather or dangerous conditions prevent a match from being completed with both teams having the opportunity to receive the same number of overs, the winner shall be decided on run rate, providing a minimum of 10 overs has been bowled in the second innings. Where a team is bowled out, the run rate shall be calculated on the overs that had been allocated to its innings at the time it was completed.
- The first batting side's run rate shall be its final score divided by its allotted overs, and the second batting side's run rate shall be its final score divided by the number of overs bowled, providing 10 overs of the second innings have been completed. If 10 overs of the second innings have not been completed the match shall be a No Result.
- *Dangerous conditions should be considered as those where ground, weather, or light are so bad that there is an obvious or foreseeable risk to the safety of any player or umpire so that it would be unreasonable or dangerous for play to take place. In such conditions play must be immediately suspended or not allowed to commence or restart. The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. However, if the ground is so wet and slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or run between the wickets, then these conditions should be regarded as so bad that it would be unreasonable or dangerous for play to take place. Other examples of dangerous conditions include the presence of lightning storms, or, as has been known, an ultra-light aircraft buzzing the ground. In the event of lightning being observed, play should be suspended immediately and not resumed until a full 15 minutes from when the last lightning has been observed and in this situation coaches and umpires should ensure that all players leave the field of play immediately and gather in a safe place.*

## Wins, Ties & No Results

- The winning team shall be:
  - i) the side scoring the higher team score where both teams have had the opportunity of receiving the same number of overs.
  - ii) the side with the higher run rate where both teams have not had the opportunity of receiving the same number of overs provided the team batting second has had the opportunity to receive 10 overs.
- 40 points shall be awarded for a win, and 25 points for a tie of equal scores (or equal run rates when this is applicable) irrespective of wickets lost.
- The losing team can obtain the following bonus points:

- i) 1 bonus point to the bowling team for every wicket taken (up to a maximum of 10 - when a team bowls out an opposing team made up of fewer than 11 players, they will be credited with the maximum bowling points - ie 10).
- ii) 2 bonus points for posting a total between 20 and 39.
- iii) 4 bonus points for posting a total between 40 and 59.
- iv) 6 bonus points for posting a total between 60 and 79.
- v) 8 bonus points for posting a total between 80 and 99.
- vi) 10 bonus points for posting a total of 100 or more.

## Championship Points

- Each team's final championship points shall be the total of the points that team has accumulated throughout the competition.
- In cases where a team has had a match cancelled or abandoned as a No Result due to weather or other exceptional conditions and the match cannot be arranged for an alternative date (see below), that team's total accumulated points will be divided by the number of games it played. That average will be added to the team's total points for each cancellation.
- A side that fails to fulfil a fixture will have 40 points deducted from its total with a further 10 points deducted should it fail to notify the opposing side in good time. The opposing side will be awarded 40 points for a win.
- Clubs that play a depleted side will be fined 1 point per player short.
- In the event of teams tying for the Championship, play-off matches will be arranged with the venue to be decided by the toss of a coin.

## Results

- The home team's coach or manager must send results on the BCF result sheets supplied, either by e-mail to [Office@Cricket-Belgium.com](mailto:Office@Cricket-Belgium.com) or by fax to 014.719154.
- The sheets must be legible and must be signed by both coaches and the umpires.
- All sheets must be received within four days of the match or 1 championship point shall be deducted from the home team's season total for each day the sheet or sheets are late.

## Cancellation of Fixtures

- The two managers shall be the sole judges as to the fitness of the weather conditions and the ground for play.
- Cancellations prior to the two sides arriving at the ground shall be made by agreement of the two managers and with every effort to ensure that the decision is taken in time to allow notification to all players, parents, etc. before they leave home.
- Managers should investigate the possibility of re-scheduling cancelled matches.

## Misconduct & Disciplinary Procedures

- Should any club have a complaint about the conduct of any player or players, or spectator or spectators, of the opposing side, the Belgian Cricket Federation recommends that the complaint be dealt with on the spot by the two managers and/or coaches and that an appropriate solution be found.
- Failing the above, the club concerned may make a written complaint within two days to the BCF Administrator who will forward the complaint to the Executive of the club concerned together with the Governing Body responsible for the match which will have the sole right to determine whether any appropriate disciplinary action should be taken and what form this should take. Any third party involved in the match (for instance an umpire not associated with either club) should follow the same procedure.

## Registration & Insurance

- In order to comply with insurance requirements, all participating players must be registered with the BCF. To be absolutely clear on this point, a player that is not registered with the BCF will not be eligible to make a claim under the BCF insurance policy.
- Only players that are registered and validated in the [www.cricket-webmanager.be](http://www.cricket-webmanager.be) database are allowed to play in the BCF junior league games.
- The BCF insurance policy currently covers third-party only, other than travel to and from matches and travel to and from practice sessions. Even then, the policy is limited in monetary terms. There is no cover for loss, damage, injury or death on the field of play or at practice. Clubs have been consistently advised of this situation and are able to take out extensions to the BCF policy to cover injury, etc., on the field or at practice. Most clubs, however, have not done so. Coaches must advise parents of the situation pertaining to their particular club or school in writing. Where necessary, disclaimers should be signed by the parents before a child starts cricket. Specific signed and witnessed disclaimer forms for children not wearing the appropriate protective gear should be obtained prior to the child entering the field of play or practice. The BCF accepts no liability whatsoever in domestic competitions or matches or practices arising from whatever circumstances.