

## 1. Scope of the Rules

- 1.1 The BCF League Rules describe the way in which the BCF Leagues are organised.
  - 1.1.1 Also subject to: The BCF General Rules & Administration Para 15.4 & 15.5.
- 1.2 In case there are any contradictions between the General Rules and Administration document and the League Rules document, the former will take precedence.

## 2. League Structure

- 2.1 The League will be organised in 5 divisions taking into account the rankings of the previous competition year.
  - Any clubs that have newly joined the BCF, will join at the bottom of division 5.
  - ✓ Division One: 12 Stars 1, AICC 1, Antwerp 1, Beveren 1, Hasselt 1, Ostend Exiles & Ostend 1.
  - ✓ Division Two: 12 Stars 2, Greens 1, ICCB, Mechelen Eagles 1, Optimists 1, RBCC 1 & PCCB.
  - ✓ Division Three: AICC 2, Brugge, Gent 1, Liege, Mechelen Eagles 2, Optimists 2 & KWCC.
  - ✓ Division Four: Antwerp 2, Arcadians, Beveren 2, Braine, Crescent, MCCB & RBCC 2.
  - ✓ Division Five: Genk, Gent 2, Greens 2, Ostend 2, Ostend Zalmi, ICCB 2 & Turnhout.

## 3. Number of Games

- 3.1 Each team shall play each other twice (one home and one away).

## 4. Game Format

- 4.1 All BCF League games will be limited to fifty overs, scheduled to start at 11:00 and scheduled to finish at 18:30. This will include two drinks breaks per innings.
  - Any unscheduled drinks breaks will be timed by the umpires.
    - ✓ 11:00-14:30 First Innings
    - ✓ 14:30-15:00 Tea Break
    - ✓ 15:00-18:30 Second Innings

## 5. Points System

### 5.1 Result Points

Win: 20 points to the winner

Abandoned/Tie: 12.5 points to each side

No Result <sup>1</sup>: 0 points to each side

### 5.2 Penalty Points

The threshold of the Cumulative Penalty Points given to each side in respect of the match can only be 20 points.

### 5.3 Bonus Points

Bonus Points will be awarded in respect of each match where there is a win/lose result, on the following basis. The win/loss in all cases where the Match hasn't been played on the field (except forfeit) will get 0 Bonus Points to each side.

a. There will be an allocation of 5 Bonus Points to each Match.

b. These points will be allocated between the two sides, depending on the margin of victory in the match. This allocation will operate as follows:

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i. Bonus Points for a 50 over game.

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
100+	9/10 Wickets	5	0
80 - 99 Runs	7/8 Wickets	4	1
60 - 79 Runs	5/6 Wickets	3	2
40 - 59 Runs	3/4 Wickets	2	3
20 – 39 Runs	2 Wickets	1	4
< 20 runs	1 Wicket	0	5

ii. Bonus Points for a 31 - 40 over game\*

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
70+	9/10 Wickets	5	0
50 - 69 Runs	7/8 Wickets	4	1
30 - 49 Runs	5/6 Wickets	3	2
10 - 29 Runs	3/4 Wickets	2	3
5 – 9 Runs	2 Wickets	1	4
< 5 runs	1 Wicket	0	5

iii. Bonus Points for a 20 - 30 over game\*

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
40+	9/10 Wickets	5	0
30 - 39 Runs	7/8 Wickets	4	1
20 - 29 Runs	5/6 Wickets	3	2
10 - 19 Runs	3/4 Wickets	2	3
5 – 9 Runs	2 Wickets	1	4
< 5 runs	1 Wicket	0	5

\* Where interruptions result in the final allocated length of the two innings being of different lengths, the lower of the two figures will determine the bonus point scheme that will apply.

c. The team which gets the forfeit will be awarded 2.5 bonus points in addition to 20 points.

## **Scenarios:**

Some possible Bonus Points Scenarios are explained here:

a)

o Allocated Overs: more than 40 overs

➤ Team A: 100 for 4 wickets in 45 overs.

➤ Team B: 56 all out in 30 overs. Margin of Victory

o Runs:  $100 - 56 = 44$  runs -> 2 Bonus Points

Winner Team A gets 22 points = 20 points for Victory + 2 Bonus Points

Loser Team B gets 3 points = 0 points for Victory + 3 Bonus Points

or

- Team A: 175 all out in 32 overs.
- Team B: 176 for 6 wickets in 25 overs. Margin of Victory
- o Wickets:  $10 - 6 = 4$  wickets -> 2 Bonus Points
- Winner Team B gets 22 points = 20 points for Victory + 2 Bonus Points
- Loser Team A gets 3 points = 0 points for Victory + 3 Bonus Points

b)

- o Allocated Overs: 30 – 40 overs
  - Team A: 100 for 4 wickets in 40 overs.
  - Team B: 56 all out in 30 overs.Margin of Victory
- o Runs:  $100 - 56 = 44$  runs -> 3 Bonus Points
- Winner Team A gets 23 points = 20 points for Victory + 3 Bonus Points
- Loser Team B gets 2 points = 0 points for Victory + 2 Bonus Points
  - Team A: 175 all out in 32 overs
  - Team B: 176 for 6 wickets in 25 overs.Margin of Victory

- o Wickets:  $10 - 6 = 4$  wickets - > 2 Bonus Points
- Winner Team B gets 22 points = 20 points for Victory +2 Bonus Points
- Loser Team A gets 3 points = 0 points for Victory + 3 Bonus Points

Or

c)

- o Allocated Overs: 20 – 30 overs
  - Team A: 100 for 4 wickets in 30 overs.
  - Team B: 56 all out in 15 overs.Margin of Victory
- o Runs:  $100 - 56 = 44$  runs -> 5 Bonus Points
- Winner Team A gets 25 points = 20 points for Victory + 5 Bonus Points
- Loser Team B gets 0 points = 0 points for Victory + 0 Bonus Points
  - Team A: 175 all out in 32 overs.
  - Team B: 176 for 6 wickets in 25 overs.Margin of Victory
- o Wickets:  $10 - 6 = 4$  wickets -> 2 Bonus Points
- Winner Team B gets 22 points = 20 points for Victory + 2 Bonus Points
- Loser Team A gets 3 points = 0 points for Victory + 3 Bonus Points

## 5. Ranking System

- 5.1 The ranking shall be determined based on the total number of points.
- 5.2 In case 2 or more teams have the same total, the ranking will be determined by the Net Run Rate (NRR) as explained in the appendix

## 6. Match Format

6.1 The match format for all fixtures in all divisions are explained in detail in the “Match Format and Playing Conditions”.

## 7. Dress Code

7.1 All players must use proper cricket coloured kit. The only exception to coloured clothing is given for the helmet (no white helmets) and gloves.

- It is mandatory to cover batting pads with coloured clads.
- All players must wear the same colour clads.
- Players not dressed in club kit or the same colour of clads:
  - i. Will be asked to change into the correct kit: or if not available:
  - ii. Will not be allowed to play.

7.2 National Team clothing, including helmets (Except the caps). Should only be worn whilst representing your country. They should not be worn during BCF organised club games. (See 7.1 i & ii)

7.3 Any player taking drinks onto the field shall be dressed in proper cricket attire.

7.4 On bad weather conditions upon consent from the on field umpires the coloured jumpers will be allowed. This jumper must also be removed while bowling as it might hinder the visibility of the cricket ball.

## 8. Scorers

8.1 All teams entering a BCF league game should provide a dedicated scorer(s), who will enter the relevant details in the score book for the whole of the game. The scorer(s) must comply with sub-para 2, 3, 4, 5, 6, 7, 8, 9 & 10 below. This is no requirement for the scorer to be a club member.

- Teams can use two scorers, but any scorer must sit for the whole of the innings.

8.2 Division 1 & 2

- The Home Team scorer must use the CricHQ app to score (either online or offline).
- The away team scorer must use the scorebook.

8.3 Divisions 3, 4 & 5

- Either the Home Team or the Away Team scorer can use CricHQ App, but one team must score in the scorebook.

8.4 Scorers whenever possible should go to the toilet during the drinks or tea breaks.

8.5 If a scorer has to leave the scoring area for any reason, he should inform the available captain(s) when he leaves and when he returns: the maximum break is 10 minutes.

8.6 This person/people shall under no circumstances take part in the game as a player or a substitute and shall score together with the scorer provided by the opposite side.

- 8.7 Both scorers shall work together with each other and the umpires as described in “The Laws of Cricket” and in “Tom Smith’s Cricket Umpiring and Scoring”. To facilitate better cooperation, both scorers will make sure that they sit in close proximity of each other and have a clear view of the umpires at all times.
- Scorers should always be sat down and not walking close to the boundary line.
- 8.8 It is the responsibility of the clubs to ensure their dedicated scorer(s) has(have) sufficient knowledge of the laws of cricket and scoring techniques to make sure this important responsibility is handled correctly and efficiently.
- 8.9 When a team presents itself for a fixture with 11 or fewer players, the captain can nominate one of them as a dedicated scorer. For divisions 3, 4 & 5; it is not mandatory to have a dedicated scorer. But playing the game with no dedicated scorer will result in the deduction of league points as mentioned in 8.12. Even if both teams do not have a dedicated scorer.
- 8.10 In case only one official umpire is present for the fixture, the dedicated scorer shall not act as a square leg umpire.
- 8.11 Only if no official umpire is present at the fixture, the scorers may be nominated as umpires and the players are allowed to handle the scoring with no penalty.
- 8.12 Any team guilty of a breach of this article shall be deducted 5 league points, even if the umpire(s) allowed an exception.
- 8.13 There will be a 10 league points deduction for any home team that does not upload a proper recorded scorecard on CricHQ.

## **9. Minimum Team Size**

- 9.1 A team can only be permitted to participate in a fixture if there are at least 8 players present during the whole duration of the fixture.
- 9.2 A fixture (The Toss) cannot start before both teams have 8 players present.
- 9.3 An umpire has no right to allow any exceptions to this article.
- 9.4 A team in breach of this article shall be considered as having forfeited the fixture. In the event of such a breach, all regulations pertaining to forfeiting a game shall be applied.
- 9.5 There must be at least eight players at the ground when the umpires call time at the end of the game.

## **10. Balls**

- 10.1 Each team is responsible for starting its batting innings with a new BCF approved ball. In case a team can’t provide a new BCF approved ball for its batting innings, it will forfeit the fixture.
- 10.2 Every team is also responsible for collecting those approved balls at the date, time and venue announced by the League Chairman.
- 10.3 Each team must also provide a total of 6 spare balls available at each fixture. These spare balls must have a different degree of wear and tear so that the umpires can replace a lost ball at any time during an innings. The batting team will provide the spare balls. In case a team can’t

provide a spare ball when there is need for one, it will forfeit the fixture.

10.4 The six spare ball should be kept in the scoring area, for easy access.

## 11. **Score sheet**

11.1 All the games must be recorded in a centralized BCF application (CricHQ) accessible for verification.

11.2 After the completion of the fixture, the captains should make sure the short result sheet of the game is correctly filled in and signed by all relevant people.

11.3 The short result sheet should clearly nominate all the players involved in the fixture with their first and family name exactly as they are registered with the BCF Office. Each captain is responsible for the information on his own team.

11.4 The short result sheet must be signed by the captains and umpires containing the umpire notes must be sent across to the League Chairman.

11.5 Every team also needs to nominate the dedicated scorer on the short result sheet. Absence of such a nomination will be considered as if there was no dedicated scorer present. (A deduction of 5 league points).

11.6 The result of the fixture should also be clearly marked on the short result sheet. It should also contain the number of runs scored, overs bowled, wickets taken and the different extras for each innings.

11.7 It is the responsibility of both captains to make sure the first innings details are filled in as much as possible before the start of the second innings.

11.8 The captain of the team batting second is responsible for ensuring that the innings details are captured on the scorecard within 15 minutes of the innings closure.

11.9 The short result sheet has to be signed by both captains and must be ready to be signed by both umpires no later than 20 minutes after the completion of the game.

11.10 The captain of the home team is responsible for sending in the short result sheet to the BCF League Chairman and the BCF Office no later than the following Wednesday midnight. The result sheet can be provided by email or a personal handover.

11.11 If the result sheet does not reach the League Chairman or the BCF Office before the deadline, the home team will be deducted 5 league points.

11.12 In case one or more players have been reported during the fixture, the umpires are responsible for clearly indicating on the score sheet the name of the player who has been reported. BCF umpires are also responsible to complete the "BCF Incident Report Form". When the umpires are not available it is the responsibility of the captains to complete the "BCF Incident Report Form". The report must be sent across to the BCF League Chairman before Wednesday midnight.

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- 11.13 Any score sheet that is found to not correctly reflect the result, participants and other relevant details of the game will be considered as a breach of the code of conduct and will immediately be referred to the League Committee.
- 11.14 The home team captain is also responsible to upload the full scorecard in the centralised BCF application by the following Wednesday evening at 19h00. If the scorecard is not uploaded in the centralized BCF application before the deadline, the home team will be deducted 10 league points.
- 11.15 In case a scorecard that is uploaded is incomplete, the home team will be deducted 10 league points.

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## 12. Appendix

Net Run Rate (NRR) Explained: (Reference: <http://www.espncricinfo.com/ci/content/page/429305.html>)

Net Run Rate (NRR) has become the preferred method of breaking ties in multi-team one-day international tournaments. It is often misunderstood, but really quite simple to understand.

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on

abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

Let's take as an example South Africa's net run-rate in the 1999 World Cup. South Africa's listing in the Group A points table published in the group stages was as follows:

P	W	L	NR	T	Pts	Net-RR	For	Aga
South Africa	3	3	-	-	6	+1.495	678/147.2	466/150

The columns we are looking at here are the last three: "Net-RR", "For" and "Aga". The figure in the "Net-RR" column is achieved by subtracting the answer of the division in the "Aga" column from the answer to the division in the "For" column.

To use this example:

FOR

South Africa had scored, so far in the tournament:

- Against India, 254 runs (for 6 wkts) from 47.2 overs
- Against Sri Lanka, 199 runs (for 9 wkts) from 50 overs
- Against England, 225 runs (for 7 wkts) from 50 overs

Across the three games, South Africa scored 678 runs in a total of 147 overs and 2 balls (actually 147.333 overs), a rate of 678/147.333 or 4.602 rpo. AGAINST

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Team opposing South Africa scored:

- India, 253 (for 5 wkts) from 50 overs.
- Sri Lanka, 110 all out from 35.2 overs.
- England, 103 all out from 41 overs.

In the case of Sri Lanka and England, because they were all out before their allotted 50 overs expired, the run rate is calculated as if they had scored their runs over the full 50 overs.

Therefore, the run-rate scored against South Africa across the first three games is calculated on the basis of 466 runs in a total of  $50 + 50 + 50 = 150$  overs, a rate of  $466/150$  or 3.107 rpo.

NET-RR

The net run-rate is, therefore,

$$\begin{array}{r} 4.602 \text{ Run-rate for} \\ 3.107 \text{ Run-rate against} \\ \hline \\ + 1.495 \text{ ANSWER} \\ \hline \end{array}$$