

## **FDMCL PLAYING RULES**

### **1. LEAGUE SPIRIT**

The FDMCL aims to provide competitive friendly cricket for players of varying ability. Matches should be played in a competitive manner but this should never be allowed to manifest itself as unsporting behaviour. Captains are responsible for ensuring that their players uphold the best sporting traditions of cricket at all times.

### **2. IN ADVANCE OF THE FIXTURE**

- a. Matches must be played during the week that they are scheduled. The only exceptions to this are:
  - i. Bad weather; in which case both teams must agree a new date for the fixture and advise the league of this date.
  - ii. One team unable to field a side; in which case the other team will decide a new date for the fixture and advise the league accordingly. If the same team are unable to field a side for the re-arranged fixture they will forfeit the match.
- b. Matches will normally be played on a Wednesday. The home team must endeavour to advise the away team of the venue of the match at least seven days in advance.

### **3. PRIOR TO COMMENCING PLAY**

- a. Matches will start at 18.00 unless previously agreed between the teams.
- b. Prior to each match the team captains will toss a coin. The winning captain will choose whether to bat or bowl first.
- c. The captains must also agree how to apply the "10 yard" bowling rule.
- d. Any team who are not ready to take the field at 18.00 will forfeit the toss. In such a case the captain of the team who are ready may decide whether to bat or bowl first.
- e. The home team will provide one new cricket ball, which will be used for both innings.
- f. The batting side will provide two umpires and one scorer during their innings, unless other arrangements are agreed by the captains.

### **4. MATCH STRUCTURE**

Matches will be played under normal cricket rules unless modified by the playing rules of the FDMCL, as described below:

- a. The duration of each innings shall normally be 20 six-ball overs.
- b. Each team must use six bowlers, who are each limited to a maximum of four overs each.
- c. A bowlers run-ups must not exceed 10 yards unless agreed by both captains prior to the match.
- d. A batsman must retire as soon as their personal score reaches 35 runs.
- e. A batsman who has retired may return to the crease at the fall of the last normal wicket.
- f. No batsman is permitted to bat on alone.
- g. Where, in the opinion of the two captains, rain or bad light are likely to affect the ability of the two teams to complete the match using the 20

over format, then the two captains may agree to a shortened match format. The format chosen must be acceptable to both captains.

## **5. PENALTIES**

Mistakes, disputes and errors will be dealt with under the following guidelines:

- a. Wides and No-balls will be penalised by adding one run to the score of the batting side. The bowler concerned must also be asked to bowl the ball again.
- b. Any ball that passes the batsman at, or above, waist height without first bouncing will be called a No-ball. This decision can be made by either umpire.
- c. Any ball that passes the batsman at, or above, shoulder height having first bounced will be called a No-ball. This decision can be made by either umpire.
- d. Wides will be judged by the facing umpire, who must consider the proficiency of the bowler and the need for consistency when making this decision.

## **6. AFTER THE MATCH**

- a. Each team must advise the league website of the result within five days.
- b. In the case of both teams ending the match with the same score the side losing the fewer wickets (excluding retirements) will be awarded the win.
- c. Any match that is started but cannot be completed due to bad weather will be treated as "abandoned", unless both teams agree to re-arrange it.
- d. In the case of league matches points will be awarded as follows:
  - i. 3 points for a win,
  - ii. 2 point for a tie,
  - iii. 1 point for loss (only when the fixture is completed)
  - iv. 1 point for an abandoned match,
  - v. 0 points for a loss.
- e. The league committee must be advised of any dispute that cannot be settled amicably between the captains concerned. In such cases the league committee will adjudicate and their decision will be final.

## **7. DECIDING THE LEAGUE WINNERS AND PRESENTING THE TROPHY**

- a. Where two or more teams finish with the same number of points at the end of the season the winner shall be:
  - i) the winner of the league match between the two teams in question, or, if still undecided,
  - ii) the team with the most number of wins.
- b. All league matches must be completed no later than the day before the cup final. Furthermore, all results must be sent to the website by midnight on the day before the cup final. No results will be admissible after this date.
- c. Presentation of the trophy to the league winners will take place at the conclusion of the cup final.

! The league strongly encourages all teams to be represented at the cup  
! final.  
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## **8. THE CUP FINAL**

- a. The league committee will provide the following for the Cup Final:
  - i. A venue
  - ii. A new ball for each innings
  - iii. Two neutral umpires