

# ASSOCIATION DES CLUBS DE CRICKET DU SUD-OUEST

*Siège social : Hôtel des Associations - 47160 DAMAZAN*



## ACCSO Competitions 2017 – Match-Day Actions

**Version date 20170110**

### Changes from 2016 are highlighted

Notes: Updated to reflect

1. Single League pool, with clubs playing home and away in alternate seasons (AGM 2016 decision).
2. Two dates (25<sup>th</sup> June and 30<sup>th</sup> July) have been set aside to cater for weather-affected matches
3. Revised bonus points system (AGM 2016 decision).
4. Pink balls to be used (AGM 2016 decision).
5. Minor modification on the calling of dangerous deliveries.
6. Presidents of home sides responsible for providing continuous scoring (AGM 2016 decision).

References are to the 2017 Tournament Regulations for the Blevins Franks Regional League, as published on the ACCSO Web site.

The T20 Tournament regulations include several which are specific to the nature of T20 matches (fielding restrictions, Free Hits, etc.). But the baseline regulations (licences; age limits; wides; dangerous bowling; discipline; reporting) are common. See the ACCSO Web site for the full T20 regulations.

### 1. Before the day of the match:

#### 1.1. To propose a postponement:

- **For technical/squad reasons:** Regs para 6.1: Requests for a postponement for technical/squad\*\* reasons must be e-mailed to ACCSO ([competitions.accso@orange.fr](mailto:competitions.accso@orange.fr)) no later than 7 days before the scheduled date. ACCSO will review such requests in the light of the rules of the specific competition and then inform the clubs concerned and the umpiring body of their decision no later than 72 hours before the original planned date.  
\*\* Clubs who have two or more **players selected for French national teams** in international matches or in official training sessions have a prima facie right to a postponement under this heading.

The regulations detail the conditions under which such requests are handled.

- **For meteorological reasons: Regs para 6.2:** Requests for a postponement on meteorological grounds (based on *canicule* alerts, reliable forecasts of rain or shade temperatures of 35° or more) must be made by telephone to the other side and the umpires, with e-mail confirmation to ACCSO ([competitions.accso@orange.fr](mailto:competitions.accso@orange.fr)) - all no later than 24 hours before the scheduled start time. The regulations – which are slightly different for each competition - detail the conditions under which such requests are handled. Note that the 2017 League calendar includes two reserve dates specifically to cater for weather problems.

## 1.2. Who can be selected to play?

- **Licensed players only:** Only players with 2017 competitive licences. This also applies to players borrowed from non-affiliated clubs [Regs para 2.2].
- **Young players:**
  - For those born in 2001 a written parental authority must be on file [Regs para 2.4].
  - Those born in 2002 can play only if they are registered as “Haut Niveau” (HN) and their name appears on the current list of such players maintained by France Cricket. [Regs para 2.5].
  - Nobody born after 31<sup>st</sup> December 2002 can be selected.
- **Play only for one club per competition:** When a player has played for a given club in one of the competitions, he cannot play for another club in the same competition [Regs para 2.5].

## 2. On the eve/morning of the match:

- **Ground unfit?**
  - If the home/hosting side decides that its ground is unfit for play because of bad weather, it must inform the visiting side, the appointed umpires and ACCSO ([secretary.accso@orange.fr](mailto:secretary.accso@orange.fr)) in good time [Regs para 6.2 for problems on the day before a match; Regs para 6.3 for the morning of the match].
  - The regulations detail the conditions under which postponements are handled.
  - If both sides and umpires are obliged to go to the ground and the weather prevents any play (or if the second innings is incomplete), the sides will toss a coin to decide the winner.
- **Markings:** Home/hosting club to make sure that the all markings are done and visible, especially the off-side wides markings, plus a popping crease extended to 12 feet total width [Regs para 4.10.1].

## 3. Before the toss:

- **Playing conditions:** Umpires and captains will review the playing conditions. The umpires will then decide whether the match should proceed; and if so, how many overs, plus frequency and length of drinks breaks/intervals [Regs para 6.4].
- **Markings:** Umpires to check that the all markings are done and visible, especially the off-side wides markings, plus a popping crease extended to 12 feet total width. If the offside wides lines are not painted and no means exists on site to paint them, the umpires have the right to abandon the match [Regs para 4.10.1].
- **Fair Play Award:** The umpires ensure between themselves that they have a common understanding of the (slightly revised) 2017 form and how to score the various elements. They will convene post-match to complete the form (see para. 5, below).
- **Presence of young players:** Umpires to check with captains whether they are fielding any players under the age of 19 on the day of the match, such that the relevant ECB Guidelines may be applied [Regs para 6.5].
- **Names of players:** Clubs are under no obligation to provide proof that all players are duly licensed and have valid medical certificates. However, a teamlist (whether or not derived from the licencing system) would certainly be useful for the scorers and is strongly encouraged.

- **Unscheduled drinks breaks:** Captains will be reminded that they must discourage their team members from calling for/bringing on drinks without the express permission of the umpires [Regs para 7.3].
- **Balls pitching off the mat [Regs para 4.11]:** Any ball which pitches off the mat or off its edge will be called a No Ball. Captains will be reminded of this rule before each match. To be implemented without exception.
- **Umpire availability:**  
If only one nominated umpire (qualified, licenced and non-playing) is present on the day, the match may proceed if he is willing to stand at the bowler's end for the full match, with the batting side providing a square-leg umpire.  
If the single nominated umpire is not willing to stand alone, or if this arrangement is not approved by both captains, the match is abandoned [Regs para 5.1.3].  
If no nominated umpire is present, the match is automatically abandoned [Regs para 5.1.4].  
In either case, what happens next depends upon the competition:
  - In T20 matches there is no re-scheduling and the match is decided by the toss of a coin on the ground.
  - In the League, the outcome will be decided according to League Regs 4.8.2, 4.8.3, 4.9.2, or 4.10.1, as appropriate.
- **Scorers:** Umpires to ensure that there will be two scorers marking two books at all times; if necessary by arranging for two members of the batting side to be made available throughout the innings [Regs para 5.2].
- **Delays in starting: T20 matches differ from League matches.**

In **League matches**, the umpires will allow a "grace period" of 15 minutes starting from the scheduled start time. Thereafter, overs per side will be reduced [League Regs para 4.3.2].  
In the **League** any match which has not started 60 minutes after the scheduled start time will be handled in a variety of ways, depending on the type of match and whether re-scheduling options are permitted. **A close reading of League Regs para 4.3 is essential.**

In **T20 matches**, there is no "grace period". If a match does not start at its scheduled start time overs begin immediately to be reduced [T20 Regs para 4.3.2].

In **T20 matches**, the key checkpoint is 40 minutes after the scheduled start time. If the match has not started by then, there will be no play; and the match will be decided in one of several ways [T20 Regs para 4.3.2].

#### 4. During the match:

- **Playing conditions:** The umpires are the sole judges of whether the playing conditions are suitable for play to continue [Regs para 7.4-7.6].  
The match regulations describe the options available to the umpires [Regs para 7.5 & 7.6].  
Details of how weather-affected matches are to be handled vary from competition to competition: [T20 Regs 4.6-4.7; League Regs 4.6 and 4.8].
- **Dangerous bowling:** All bouncers above shoulder height, regardless of speed, are banned and will be No-Balled. Ditto all beamers above waist height [Regs para 4.8].
- **Disciplinary situations:** The regulations on handling disciplinary issues were modified at ACCSO AGM 2015 [Regs para 9]. The current disciplinary procedure is now separately loaded on the Regulations page of the ACCSO Web site.
- **Unfair deliveries** ("throwing" – Law 24.3) [Regs para 4.12]: If a bowler is suspended during an ACCSO match, the club concerned will follow the procedure shown on the Regulations page of the ACCSO Web site.
- **Over rates:** The umpires shall ensure that Over Rates are respected [Regs para 4.5].

## 5. After the match – and before the scorebooks get packed up!

- The two umpires sign both score books, validating the scores [Regs para 8.1].
- In a League pool-phase match, points are awarded as per the table and rules shown at the foot of this document [Regs para 4.16].
- The winning captain prepares a copy of the ACCSO match report, which is then signed by both captains and by the two umpires. There is space on the form for any relevant remarks [Regs para 8.2].
- The umpires, working independently of the captains, complete the 2017 version of the Fair Play Award. The captains have the right to see what the umpires record and may express an opinion; but they cannot enforce any changes. If a captain feels strongly, he can inform ACCSO (secretary.accso@orange.fr), who will review with the umpires and Committee.

## 6. Within 48 hours of the end of the match:

- The captain of the winning club e-mails a digital image of the Match Report to ACCSO (secretary.accso@orange.fr) within 48 hours of the end of the match [Regs para 8.3].
- The umpires e-mail a digital image of the Fair Play Award report to ACCSO (secretary.accso@orange.fr) within 48 hours of the end of the match [Regs para 8.5].
- Any report by the umpires – especially about bad conduct\* – must be e-mailed to ACCSO (secretary.accso@orange.fr) within 48 hours of the end of the match [Regs para 8.7].  
\* See also the revised and extended disciplinary procedure on the Regulations page of the ACCSO Web site. Umpires are asked to be as specific as possible about what occurred and when; and to frame any complaints in the context of the offences detailed in the Code of Conduct.

## 7. Within 72 hours of the end of the match:

- Any protest, claim or dispute by either side must be clearly written up and e-mailed to ACCSO (secretary.accso@orange.fr) within 72 hours of the end of the match [Regs para 8.6].

## 8. League points: [Regs para 4.15]

- Winning side: 20, plus any bonus points earned.
- Losing side: bonus points (if any earned).
- Tied Pool-phase game (scores level): 10 points per side, plus any bonus points earned.
- Tied Final-phase League matches: see Regs 4.7.2.
- Game forfeited: 28 to 'winning' side.
- Match abandoned: 14 per side (no bonus points).

### Bonus points:

- Bowling bonus points are based on the number of wickets taken:

3 wickets = 1 point; 6 = 2 points; 9 = 3 points.

Note: Batting sides of less than 11 who lose all their wickets = a total of 3 bonus points to bowling side.

- Batting bonus points, based on runs per over total runs scored:

100 runs = 1 point; 125 = 2 points; 150 = 3 points; 175 = 4; 200 or more = 5 points.

**Note 1:** Where a side reaches the end of the overs scheduled (or, in the case of a reduced over game, the end of the overs nominally available) with wickets still in hand, batting bonus points are based on run rate per over actually received. This calculation applies to both innings.

- ~~Example 1: In a standard 40 over match, a side scores 150 for the loss of 5 wickets in its 40 overs. This yields 1 batting bonus point, based on  $150/40=3.7$  runs per over.~~
- ~~Example 2: In a match reduced to 32 overs, a side scores 150 for the loss of 5 wickets in its 32 overs. This yields 2 batting bonus points, based on  $150/32=4.6$  runs per over.~~

**Note 2:** A side which is dismissed with overs still remaining to be bowled receives batting bonus points based on the runs scored divided by the full number of overs scheduled/nominally available. This calculation applies to both innings.

- ~~Example 1: In a standard 40 over match, a side scores 150 all out in 30 overs. This yields 1 batting bonus point, based on  $150/40=3.7$  runs per over.~~
- ~~Example 2: In a match reduced to 32 overs, a side scores 150 all out in 30 overs. This yields 2 batting bonus points, based on  $150/32=4.6$  runs per over.~~

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