

ASSOCIATION DES CLUBS DE CRICKET DU SUD-OUEST

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ACCSO Tournament Rules 2017 – Blevins Franks Regional League

Version date: 20170110

Changes from 2016 are highlighted

Notes: Updated to reflect

1. Single pool, with clubs playing home and away in alternate seasons (AGM 2016 decision).
2. Two reserved dates to which weather-affected pool-phase matches can be re-scheduled: 25th June and 30th July.
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 are now responsible for providing continuous scoring (AGM 2016 decision).
7. Possible final match between the top two clubs, but with no buffer date.

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1. General

- 1.1. Except where otherwise specified below, all matches will be subject to the Laws of Cricket (MCC 2000 Code, 6th Edition (2015)).
- 1.2. For players under the age of 19 on the day of the match, the current ECB Guidelines for the playing of junior players in adult games will apply. Copies of these ECB Guidelines are published on the ACCSO Web site.
- 1.3. Charges of misconduct or other disciplinary matters will be categorized according to France Cricket's Code of Conduct (copies in both French and English are accessible via the Regulations page of the ACCSO Web site). This Code of Conduct has been modified with effect from season 2016.

The procedure to be followed – modified at AGM 2015 - is introduced in paragraph 9, below, and is detailed in the Disciplinary Procedure document on the Regulations page of the ACCSO Web site.

1.4. All games will, in the first instance, be scheduled for 1pm on Sundays. However, clubs may come to different arrangements (earlier start time; Saturdays, public holidays, 'ponts'), with the prior agreement of ACCSO.

In all fixture lists, the club named first is at home.

1.5. The default standard dress code for players in ACCSO competitive matches is white tops/shirts, white trousers and white pads. However, a club can field a side in coloured tops/shirts; but only if all the players wear them. If this is not the case, any players not wearing the standard coloured top/shirt will not be allowed to play.

1.6. Umpires will wear clothing which distinguishes them clearly from the fielders.

1.7. The Blevins Franks Regional League is played with pink balls. ACCSO will provide home clubs with sufficient standard balls to match the published League fixture list and T20 tournament draw.

1.8. The president of a club playing at home is responsible for providing a non-playing scorer throughout the entire match.

2. Eligibility: Clubs and players

2.1. ACCSO 2017 competitions are restricted to teams drawn from clubs which have affiliated to the FFBS for 2017.

2.2. Such teams must consist only of players who possess a 2017 competition-level licence. A member of a non-affiliated club can play for an affiliated club but he must take out a competitive licence beforehand.

2.3. Licenced players born before 1st January 2001 may play without any further control or qualification.

2.4. Licenced junior players born in 2001 can play, provided that their club has on file a written parental authority.

2.5. Licenced junior players born in 2002 can play, provided that they are registered as players of "Haut Niveau" (HN) and appear on the current list of such players which is maintained by the Directeur Sportif of France Cricket.

2.6. Anyone who plays one or more matches for a given club in one of the competitions cannot play for another club in the same competition.

3. Competition structure: Blevins Franks Regional League

3.1. One single pool:

Bordeaux-Giscours, Catus, Damazan, Eymet, Mansle-Charente, Midi, Saint Aulaye, Toulouse.

3.2. Preliminary phase: League system (one match against each participating club; home/away in alternate seasons).

3.3. Final phase (if scheduled): One match between the clubs finishing the pool phase in first and second places.

4. Tournament Match Rules

4.1. Overs

4.1.1. League games are based on an innings of 40 x 6-ball overs, with a minimum of 20 overs per side.

To constitute a match the side batting second must receive a minimum of 20 overs. If this is not possible, paragraph 4.6.3 will apply.

This minimum of 20 second-innings overs clearly does not apply if the side batting second is dismissed in less than 20 overs or if it reaches the opposition's score in less than 20 overs.

4.1.2. No player may bowl more than 20% of his side's overs.

4.1.3. In a reduced-overs match no bowler shall bowl more than 20% of the available overs, rounded up, unless he has already done so before the decision is taken to reduce the overs. Thus, for example, in a match reduced to 15 overs per side, nominally, no bowler may bowl more than 3 overs.

4.2. Minimum team size: 7 players.

4.3. Start times

4.3.1. Given the distances travelled by our clubs, every effort must be made to start at the scheduled time. This will normally be 1pm but it may be modified by prior mutual agreement between the clubs and ACCSO; or by umpires and captains when at the ground, notably for meteorological reasons.

4.3.2. **All matches:** The umpires will allow up to 15 minutes' delay in the start of the match, after which the number of overs per side will automatically start to be reduced, by 1 over per innings for every 8 minutes lost.

4.3.3. **All matches:** If, after this 15 minute period, the start is further delayed by more than 45 minutes because of one side's non-arrival/player shortage, the other side will, if present and with 7 or more players on the ground, be awarded the match and - in the case of a **pool-phase** match - 28 points.

4.3.4. **Pool-phase matches only:** If, after the 15 minute period, the start of a **pool-phase** match is further delayed by more than 45 minutes because both sides are late and/or short of the minimum 7 players, the match will be declared "unplayable". The match will not be re-scheduled and both sides will receive 0 points.

4.3.5. **Final match (if scheduled):** If, after the 15 minute period, the start of the Final match is further delayed by more than 45 minutes because both sides are late and/or short of the minimum 7 players, the match will be decided by the toss of a coin on the ground.

4.4. Intervals

4.4.1. Change-over between innings is 20 minutes (or other time agreed by the two captains at the toss).

4.4.2. There shall be a drinks break of 5 minutes at the mid-point of the number of overs to be played. Other intervals may be decided by captains and umpires before the match.

4.4.3. Local official "canicule" warnings in force *must* be respected.

4.4.4. Once the match has started, the umpires may offer additional drinks breaks or vary the frequency of pre-arranged breaks, depending on the weather and on the state of play.

4.4.5. See paragraphs 6.4 and 7 for further detail.

4.5. Over rate

4.5.1. Each innings should be completed at a rate of 15 overs per hour of play (net of time-outs for injuries, dismissals and searches for lost balls).

If the first bowling side does not bowl its allotment of X overs (where X is 40, or a lower number in a reduced-overs game) inside X times 4 minutes net of interruptions and any time-wasting by the batting side, the innings will continue until the overs are completed or until the batting side is dismissed. However, when they come to bat, the "offending" side will receive only the number of overs which they themselves managed to bowl in the first Xx4 minutes.

4.5.2. If the second bowling side does not complete its allotted overs in the time available, net of interruptions and any timewasting on the part of the batting side, the umpires will award the

batting side 5 penalty runs per over in excess of the allotted time (in addition to whatever runs are scored off the bat).

4.5.3. The umpires are the sole judges of timing and will make a written report to ACCSO on significant infractions.

4.6. Weather-affected matches

In the event of bad weather, the number of overs may be reduced, as follows:

4.6.1. Time lost before the start of the first innings and/or during the first innings: for every 8 minutes lost, in full or in part, a reduction of 1 over is applied to both innings. Example: If 75 minutes are lost, the match is reduced by 10 overs per innings.

If the side batting first has already received more than XX overs (in this example 40-10=30) it will receive no more overs; and the target for the side batting second will be calculated as one run more than (total runs scored by the side batting first, divided by the number of overs they actually received) multiplied by the overs available to the side batting second.

4.6.2. Time lost during the second innings: for every 4 minutes lost, 1 over will be deducted, subject to a residue of 20 overs. The target for the side batting second will be calculated as one run more than (total runs scored by the side batting first, divided by 40 overs [or by the actual overs received if the first innings was also reduced]) multiplied by the overs available to the side batting second.

4.6.3. If the side batting second, with wickets in hand, cannot receive at least 20 overs, paragraphs 4.8.4 or 4.9.2 will apply, as appropriate.

4.7. Tied matches

4.7.1. In **pool-phase** matches, in the event of a tie (scores equal), points will be awarded as per 4.15 below.

4.7.2. In the **Final** match (if scheduled), in the event of a tie (scores equal), the winner will be the side having lost fewer wickets.

If the match is tied on both runs scored and wickets lost, the winner will be decided on runs-per-over received.

If the match is still tied, the issue will be decided by bowling at an unprotected set of stumps (a penalty shoot-out):

- 5 players, selected by each captain, will bowl one ball alternately. The side with the greater number of hits shall be the winner.
- If both sides score the same number of hits, the sixth player from each side will bowl in pairs; and so on, until one side gets one wicket ahead ("sudden death").

4.8. Incomplete pool-phase matches

4.8.1. The 2017 League fixture list includes two reserved dates to which weather-affected pool-phase matches can be re-scheduled. These are 25 June and 30 July.

4.8.2. If a **pool-phase** match is called off during the **first innings** it will automatically be re-scheduled to the earlier of the two reserve dates.

4.8.3. If the reserve dates have already been used by either or both of the clubs concerned, the clubs may see whether another date (before end-July) is mutually convenient. If so, the match can be re-scheduled to that alternative date, in consultation with ACCSO Committee.

However, neither club is under an obligation to look beyond the reserve date of 30 July.

If, finally, re-scheduling is not possible, the game will be declared 'abandoned', with 14 points to each side.

4.8.4. If a **pool-phase** match is called off during the **second** innings and if the side batting second has neither lost all its wickets nor received 20 overs, paragraphs 4.8.2/3 apply.

4.8.5. If a **pool-phase** match is called off during the **second innings** and the side batting second has received at least 20 overs and has not lost all its wickets, runs-per-over received will be used to determine the winning side. If this does not separate the sides, the match will be decided by the toss of a coin.

4.9. Incomplete Final match (if scheduled)

4.9.1. If the Final is called off during the **first innings**, the match will be decided by the toss of a coin.

4.9.2. If the Final match is called off during the **second innings** and if the side batting second has neither lost all its wickets nor received 20 overs, paragraph 4.9.1 applies.

4.9.3. If the Final match is called off during the **second innings** and the side batting second has received at least 20 overs and has not lost all its wickets, runs-per-over received will be used to determine the winning side. If this does not separate the sides, the match will be decided by the toss of a coin.

4.10. Dangerous Bowling

Laws 42.6, 42.7 and 42.8 will be applied in full and consistently, including the process of cautions, warnings and suspension.

Law 42.6(a) is amended as follows: All short-pitched balls ("bouncers") above shoulder height will be No-Balled, regardless of speed of delivery.

Law 42.6(b) is amended as follows: All high full-pitched balls ("beamers") above waist height will be deemed dangerous and unfair, regardless of speed of delivery, and will be No-Balled.

Either or both umpires will call and signal No Ball.

When the ball is Dead, the umpire at the bowler's end will follow the procedure of Law 42.7 (sequence of caution, final warning, suspension)

Law 42.8 (Deliberate bowling of high full-pitched balls) remains in force, regardless of speed of delivery.

The yardstick for assessing all such deliveries will continue to be that of the batsman standing upright at the batting crease.

4.11. No more than 5 fielders are allowed on the leg-side.

4.12. Wides:

4.12.1. All off-side deliveries which pass on or outside a line 89 cms/35 inches from middle stump will be called "wide", unless the delivery touches the bat or the batsman. This line is to be painted on the track/carpet at both ends: from popping crease to bowling crease and on both sides of the wicket. If the line is not painted and no means exists on site to paint it, the match will be abandoned and, where possible, re-scheduled.

4.12.2. Off-side deliveries which pass inside the 89 cm line but which are unplayable as per Law 24 will be called "wide".

4.12.3. For leg-side wides, ECC competition rules shall apply: All balls, not struck by or striking the batsman, passing behind the profile of the batsman in his normal guard position, are to be called 'wide'.

4.13. No Balls: All deliveries not landing completely on the pitch (carpet, mat or Flix pitch) shall be called a **No-Ball**.

4.14. Unfair deliveries (“throwing”) as defined in Law 24.3.

If a bowler is suspended during an ACCSO match, the club concerned will initiate the procedure (approved by club presidents at ACCSO AGM 2013) which appears on the Regulations page of the ACCSO Web site.

4.15. League points awarded

Winning side: 20, plus any bonus points earned.

Losing side: bonus points earned.

Tied game (scores level): 10 points per side, plus any bonus points earned.

Game forfeited: 28 to ‘winning’ side.

Match abandoned: 14 per side (no bonus points).

Bonus points:

Bowling bonus points, based on 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 total runs scored:

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

There are no longer any special calculations of points based on run rate or overs received.

5. Clubs’ Obligations

5.1. Umpires:

5.1.1. In signing up to play in the League, the president of each club commits to nominate at least one qualified umpire, licenced for 2017.

5.1.2. ACCSO’s Umpiring Manager is responsible for the management of the region’s umpiring community. In order to ensure that competitive matches are correctly managed, both in playing terms and in the event of accidents, he will work up a roster based on club nominees with the objective that at every match there are two umpires who are qualified, licenced and non-playing.

5.1.3. Where only one such umpire 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 qualified umpire is not willing, or if this arrangement is not approved by both captains, the match is abandoned. Its outcome will be decided as per paragraphs 4.8.2, 4.8.3 or 4.9.1, as appropriate.

5.1.4. Where no such umpires are present, the match is automatically abandoned. Its outcome will be decided as per paragraphs 4.8.2, 4.8.3 or 4.9.1, as appropriate.

5.2. Scoring: Each club is required to provide one non-playing scorer at every match, such that there are two scorers marking two books at all times. Where no non-playing scorers are available, umpires have the right to insist that two members of the batting side are made available throughout the innings.

At minimum, the president of a club playing at home is responsible for providing a non-playing scorer throughout the entire match.

6. Before the Match.

6.1. A club wishing to re-schedule a match for technical/squad** reasons must e-mail an application to ACCSO (competitions.accso@orange.fr) no later than 7 days before the scheduled date. ACCSO will consider the validity of the request and inform the clubs concerned and the umpiring body of its decision no later than 72 hours before the original planned date.

** This procedure also applies to clubs who have two or more players selected for French national teams in international matches or in official training sessions.

Every effort will be made to re-schedule the match in question, subject to the following conditions:

6.1.1. If the match in question is a **pool-phase** match and if the request to re-schedule is made 7 or more days before the original planned date:

- Where both clubs are in agreement that re-scheduling is not possible, the game will be declared 'abandoned', with 14 points to each club.
- If the opposing club is willing to accept a postponement, they may specify conditions as part of their acceptance. For example, that the match should be re-scheduled to take place before a certain date; or that, if they themselves are subsequently not able to raise a team on the new date, the original 'match abandoned' decision will stand.

If such conditions are agreed, they should be documented to ACCSO

(competitions.accso@orange.fr), who will accept the arrangement if umpires can be made available for the new date.

6.1.2. If the match in question is a **pool-phase** match and if the request to re-schedule is made less than 7 days before the original planned date:

- Whilst it is legitimate for one club to ask for a postponement within the 7-day limit because they are unable to raise a team, the opposing club is equally at liberty to decline. If the opposing club does decline, then they will normally be awarded the match and 28 points.
- If the opposing club is willing to accept a postponement, they may specify conditions as part of their acceptance: for example, that the match should be re-scheduled to take place before a certain date; or that, if they themselves are subsequently not able to raise a team on the new date, the original match forfeit will stand. If such conditions are agreed, they should be documented to ACCSO (competitions.accso@orange.fr), who will accept the arrangement if umpires can be made available for the new date.

6.1.3. If the match in question is **the Final** match, **the match will be awarded to the non-defaulting club.**

6.2. A club wishing to postpone any League match on meteorological grounds (based on *canicule* alerts, reliable forecasts of rain or shade temperatures of 35° or more) must inform – by telephone in the first instance – the other club and the umpires, with e-mail confirmation to ACCSO (both the Secretary and the Umpiring Manager), all no later than 24 hours before the scheduled start time.

Where both clubs are in agreement that the match should not be played, every effort will be made to re-schedule the match in question, subject to the following conditions:

6.2.1. If the match in question is a **pool-phase** match and re-scheduling is not possible, the game will be declared 'abandoned', with 14 points to each side.

6.2.2. If the match in question is **the Final** match, **it will be decided by the wives/partners of two members of ACCSO Committee tossing a coin.**

6.2.3. **If one club does not agree to any of the above**, both sides will be present on the original planned date and the umpires will assess the situation as in paragraph 6.4, below. If no play is possible, or if the second innings is incomplete, the sides will toss a coin to decide the winners.

6.3. If, on the day of a match, the home/hosting club decides that its ground is unfit for play because of bad weather, it must inform the visiting club and the appointed umpires (with copies to both ACCSO Secretary and Umpiring Manager) no later than 4 hours before the scheduled start time.

Where both clubs are in agreement, every effort will be made to re-schedule the match in question, as per paragraph 6.2, above.

If one club does not agree, both sides will be present on the planned date and the umpires will be the sole judges of whether play is possible, as per paragraph 6.4, below. If no play is possible, or if the second innings is incomplete, the sides will toss a coin to decide the winners.

6.4. On the ground, and before the toss, the umpires and the captains will review the playing conditions and, taking into account all environmental conditions (heat, etc.), the umpires will decide whether the match should proceed; and if so, how many overs will be played, plus the frequency and length of drinks breaks and other intervals.

6.5. The umpires must be informed before the toss of the presence of any player under the age of 19 on the day of the match, such that the relevant ECB Guidelines may be duly applied (over limits for U19 bowlers; helmets and fielding restrictions for U18s).

6.6. Only ACCSO can decide on questions of “force majeure”.

7. During the Match.

7.1. A fielder who is off the field of play for more than 15 minutes must be back on the field for at least as long again before being allowed to bowl.

7.2. A fielder who is off the field of play for more than 20 minutes at the end of the first side's innings must wait as long again before he can bat.

7.3. The frequency and length of drinks breaks having been established prior to the match, batsmen and/or fielders are not allowed to call for drinks to be brought on to the field of play, nor are their colleagues to bring drinks up to or over the boundary. However, umpires will exercise their discretion if a request is made by a batsman or by the captain of the fielding side.

7.4. From the scheduled start time onwards the umpires shall, as per Laws 3.8 and 3.9, be the sole judges of whether the playing conditions are suitable for play to continue.

7.5. If the umpires consider that the conditions have become unreasonable or dangerous (“likelihood of injury”), they shall stop the match and not re-start until they think that conditions have improved. If it is not possible to re-start, the outcome of the match will be as per paragraphs 4.8 or 4.9, as appropriate.

7.6. If conditions become less than ideal, play should continue for as long as possible, until such time as both umpires agree that conditions have become dangerous or unreasonable. At that point, the outcome of the match will be as per paragraphs 4.8 or 4.9, as appropriate.

8. After the Match.

8.1. The two umpires shall sign both score books, validating the scores.

8.2. A copy of the ACCSO match report form must be signed by both captains and by the two umpires, with full names in block capitals. After the umpires have signed, the captains may enter any relevant remarks about the umpires.

8.3. The winning side must e-mail a digital image of the match report to ACCSO (secretary.accso@orange.fr) within 48 hours of the end of the match.

8.4. The umpires shall complete and sign the **Fair Play Award**

8.5. The umpires must 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.

8.6. 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.

8.7. 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. * See paragraph 9 below and

also the revised and extended disciplinary procedure on the Regulations page of the ACCSO Web site.

9. Discipline.

9.1. Law 42 applies in full.

9.2. Club captains are held responsible for their team's discipline, good conduct and respect for the laws and spirit of the game.

9.3. The umpires will be the sole arbiters of fair play. A captain must respect – and have respected – any remarks or requirements from the umpires.

9.4. Players must respect all umpiring decisions. Where player(s) do not do so, or show verbal or physical dissent, or behave in a way likely to bring the game into disrepute, the umpires will call "Dead Ball" and will decide whether to de-fuse the situation or whether the circumstances warrant disciplinary action.

If the latter course is chosen, the umpires will inform the player(s) concerned, via their captain(s), that they will be reported. This will be noted by the umpires on the Match Report form, in order to alert ACCSO.

The disciplinary report itself must be received by ACCSO (secretary.accso@orange.fr) within 48 hours of the end of the match (as per paragraph 8.5, above).

The Secretary of ACCSO will inform the club(s) that a disciplinary report has been received.

9.5. Where player(s) behave in a way likely to bring the game into disrepute, the umpires will call "Dead Ball" and will decide whether to de-fuse the situation or whether the circumstances warrant disciplinary action.

If the latter course is chosen, the umpires will inform the player(s) concerned, via their captain(s), that they will be reported. This will be noted by the umpires on the Match Report form, in order to alert ACCSO.

The disciplinary report itself must be received by the Secretary of ACCSO within 48 hours of the end of the match.

The Secretary of ACCSO will inform the club(s) that a disciplinary report has been received.

9.6. The procedure to be followed for the treatment of all disciplinary reports, and any subsequent appeals, is described in the Disciplinary Procedure document accessible via the Regulations page of the ACCSO Web site.

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