

ISLE OF MAN CRICKET ASSOCIATION

2006 RULES

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ISLE OF MAN CRICKET ASSOCIATION GENERAL RULES

- 1) The Association shall be called the "Isle of Man Cricket Association" (hereinafter called "the Association").
- 2) The objects of the Association shall be:-
 - a) To arrange and control cricket competitions between cricket clubs in the Isle of Man.
 - b) To promote, assist & encourage cricket for junior players on the Isle of Man.
 - c) To arrange and assist with cricket between cricketers from the Isle of Man and cricketers from other areas.
 - d) To assist in the development and improvement of cricket standards in the Isle of Man.
 - e) Generally to promote and protect the interest of cricket in the Isle of Man.
- 3) The business of the Association shall be conducted by an Executive Committee (hereinafter called "the Committee") which shall consist of a Chairman, a Secretary, a Treasurer, a Development Officer, a Competition, Rules and Discipline Officer, a PR and Media Officer and a Sponsorship Officer, (hereinafter referred to as the elected officials) all of whom shall be entitled to vote at meetings of the Committee. Decisions of the Committee shall be made by a simple majority of those in attendance. Where no clear majority exists the Chairman may exercise a casting vote. Meetings of the Committee shall be at the Secretary's discretion but at no point shall a period in excess of sixty days occur between meetings. A quorum for a meeting shall be 5. The members of the Committee are empowered to form sub-committees by co-opting any persons deemed appropriate to assist in fulfilling the functions of the office.
- 4) Any body on the Isle of Man which is set up as a cricket club shall be eligible to apply for affiliation to the Association. All applications will be subject to the approval of the committee but once accepted such bodies will have the same rights and be subject to the same conditions as any other affiliated club. Schools where at least 5 members of the team are pupils at that school may be admitted as Associate Members of the Association by paying the appropriate Associate Members affiliation fees. Associate Members are not allowed to vote and are not subject to fines for non-attendance at Executive Meetings. The Isle of Man Association of Cricket Umpires and Scorers (hereinafter referred to as "the Umpires Association") and the Isle of Man Cricket Coaches Association (hereinafter referred to as "the Coaches Association") shall be affiliated to the Isle of Man Cricket Association and shall be considered to be affiliated clubs excepting that they will not be liable to pay any annual affiliation fee or be liable to the usual fines.
- 5) The Annual General Meeting of the Association shall be held in the month of November.

Any proposition for consideration at the Annual General Meeting must be forwarded, in writing, to the Secretary of the Association before 30th September Notice of the meeting and draft agenda will be circulated to all Secretaries during the 1st week of October and any amendments to the proposition must be forwarded in writing to the Secretary of the Association by the 31st October.

The final agenda will be circulated to all Secretaries during the first week of November.

No propositions or amendments may be moved at the Annual General Meeting except emergency propositions and then only with the consent of two thirds of the members present who are entitled to vote under the Association's rules.

Only elected officials of the Association, Life Members, plus two members of each affiliated club (whose names must be advised to the Secretary of the Association prior to voting) may vote at Annual General Meetings.

Only representatives of clubs who have competed in a Competition the previous season shall be eligible to vote on any proposed changes to the additional rules for that Competition.

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- 6) The Association, at its Annual General Meeting, shall: -
- a) Appoint the following: -
 - i. The members of the Executive Committee.
 - ii. A President
 - iii. Such Vice-Presidents as it may decide.
 - iv. An Auditor
 - v. Any new Honorary Life Members (for conspicuous service to the Association).
 - vi. A Captain
 - b) Receive the Audited accounts of the Association to 31st October of that year.
 - c) Agree the annual affiliation fees payable by affiliated clubs. These shall be payable upon acceptance of entry into competitions. Any affiliated club which has not paid its fees by 31st March following the Annual General Meeting shall cease to be affiliated to the Association but shall be eligible for re- election upon payment of all arrears due.
- 7) An Extraordinary General Meeting may be convened either:-
- (a) By the Executive Committee of the Association or
 - (b) on receipt by the Chairman of a request from at least thirty persons of over 18 years of age who are members of affiliated clubs. Notice of such meeting, together with the reasons therefore, and the agenda thereof, shall be forwarded to all affiliated club secretaries, seven days prior to the date of the meeting.
 - (c) Only elected officials of the Association, Life Members, plus two members of each affiliated club (whose names must be advised to the Secretary prior to voting) may vote at an Extraordinary General Meeting.
- 8) The Committee shall meet monthly on a date to be agreed.
If the representative of an affiliated club is unable to attend a meeting of the Committee another member of that club may be seconded to attend in his place. If any affiliated club fails to be represented at a meeting of the Committee then that club shall be fined a sum not to exceed £25. Failure to attend a minimum of 7 meetings in any 12 month period will lead to an additional fine not exceeding £50.
The quorum for a meeting of the Committee shall be six.
- 9) The Committee shall be responsible for the framing of rules for and the entries into the Association competitions and may amend them from time to time as it sees fit. Once a competition has commenced then the rules may not be changed until the competition has finished for that season.
- 10) The Executive Committee shall be responsible for investigating any complaint, objection, umpires report or any other matter referred to them, and after such investigations the committee, being satisfied that further action should be taken, shall pass the matter to the Disciplinary Committee. If any official of either the IOMCA Executive or the Umpires' Association has been involved in any incident, game or tour where a complaint has been made, this official shall disqualify him or herself from officiating on any committee with reference to the complaint made.
- 10) (a)The format of the Disciplinary Committee will be at the discretion of the Umpires Association and will vary to suit individual circumstances. The Umpires Association will also decide upon the date, time and venue of any disciplinary hearing.
The date, time and venue of the hearing will be advised to the secretaries of any clubs involved by the Secretary of Umpires

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Association at least 7 days prior to the date of the hearing. It will be the responsibility of the club secretaries to advise any members of their club who may wish to be present to give evidence to the hearing. Names of those who wish to be present should be advised to the Secretary of the Umpires Association at least 24 hours before the time of the hearing.

The Disciplinary Committee will decide on one or more of the following actions: -

- a) To fine a club or individual
- b) To order a match to be replayed
- c) To award a match and/or the points to a club
- d) To take no further action
- e) To reprimand a club or individual
- f) To expel a club from affiliation
- g) Any other action it deems fit

Only the decision of a hearing will be advised to the Secretary of the Isle of Man Cricket Association. On receipt of the decision the Secretary of the Isle of Man Cricket Association will only inform the Chairman, the secretaries of the club, clubs or Association involved and the player or players involved. This will be done in writing and sent via the postal service. Under no circumstances will the decision be sent via electronic means.

On receipt of notification of the decision of any disciplinary hearing, any club, Association or player involved in that hearing can request that some, or all, of the decision of the disciplinary hearing be referred back to the Executive Committee for further review, including a further hearing if deemed necessary. Such an appeal must be made to the Secretary of the Isle of Man Cricket Association within seven days of the date of notification by the Secretary of the Isle of Man Cricket Association of the decision of the original disciplinary hearing. In the absence of any referral, the Executive Committee will be informed of the decision at the next Executive Committee meeting scheduled providing that it is not within the appeal period.

(b) In the case of an appeal to the Isle of Man Cricket Association Executive Committee, the Chairman of the Committee will call an additional meeting to hear the appeal as soon as practicable. The Executive will also have the power to appoint an "Appeal Panel" to deal with the matter if it is felt to be more appropriate. The evidence from the original disciplinary hearing will be made available to the Chairman or officiating member of the IOMCA Executive Committee. The original decision of the disciplinary hearing will be enforced until the appeal is concluded and the result notified. The findings of the second hearing by the Executive Committee shall be final and shall be distributed in the same way as the original findings as detailed in 11 (a).

- 11) Doping in cricket is prohibited and doping is defined as the taking or use of substances or participation in doping methods prohibited by the International Olympic Committee and by International Sports Federations. In addition assisting or inciting others to contravene doping regulations is also considered a doping offence.

The Association agrees to be fully compliant with the provisions made by the Manx Drugs Agency with regard to both selective and random sampling of body fluids. All members of the Association will be subject to the methods and procedures of testing. Refusal may result in their names being entered on a list of defaulters, and subsequent consideration be given jointly with the Manx Drugs Agency as to the punitive measures.

In affiliating with the Association all members may be subject to doping control protocols and requirements.

- 12) From time to time it may be necessary for the Association to implement, at the discretion of the Executive Committee, Guidelines or Directives from appropriate Governing Bodies. In such cases the Secretary will advise affiliated Clubs in writing.

- 13) The Isle of Man Cricket Association will, at all times, enforce the following Code of Conduct:-

The Captains shall, at all times, be responsible for ensuring that:-

- 1) Play is conducted within the Laws and spirit of the game;
- 2) Players wear appropriate cricket attire for all games;
- 3) Players shall not, at any time, engage in conduct which could bring them or the game into disrepute;
- 4) Players and Team Officials must, at all times, accept the Umpire's decision without showing dissent;

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- 5) Players and Team Officials shall not intimidate or assault an Umpire, Player or Spectator, nor attempt to do so;
- 6) Players and Team Officials shall not use crude or abusive language ("sledging") nor make offensive gestures, nor appeal excessively;
- 7) Players and Team Officials shall not make any public pronouncement or comment which is detrimental to the game.
Failure to comply with this Code of Conduct may be reported by the Umpires to the Executive Committee, who may refer the matter to the Disciplinary Committee.

RULES GOVERNING THE ASSOCIATION'S COMPETITIONS

- 1) All Competitions shall be open to any club affiliated to the Isle of Man Cricket Association. No club shall be allowed to compete if it is in arrears with its affiliation fee or any other payment required to be made to the Association under its rules.
- 2) Application for entry into any competitions shall be sent to the Honorary Secretary of the Association on or before the 1st. December in each year.
- 3) All competitions shall be governed by the Laws of Cricket for the time being in force, save as provided for in the additional rules for each competition.
- 4) All competitions shall be under the management of the Executive Committee of the Association.
- 5) All games shall be arranged at the discretion of the Executive Committee who shall determine the start time, date and venue. The toss shall take place not less than ten minutes prior to the due start time, and any team not willing to toss then will be deemed to have lost the toss. Any team not taking to the field fifteen minutes after the appointed start will be deemed to have lost the match, unless there are extenuating circumstances which are acceptable to the officiating umpires In the case of a league match, maximum points available will be awarded to the opposing team. The matter may be referred to the Disciplinary Committee for further action.
- 6) (a) A game can only be postponed in exceptional circumstances. Exceptional circumstances will require the prior approval of the Chairman or the Vice-chairman of the Executive Committee after the facts have been presented to him. The decision of the Chairman or Vice-chairman shall be final.
(b) If no official Umpire is present for any game in any of the Association's competitions, the game shall be played with each side being responsible for umpiring it's own innings. If any side refuses to play in the event of no official Umpire being present, that side shall forfeit the game.
- 7) a) A game once commenced must be completed except in the case of inclement weather or darkness prohibiting a finish. A decision to abandon a game shall be taken by the Official Umpire.
b) In the event of bad weather causing a delayed start or an interruption to a limited over game, the total overs shall be reduced by (i) in limited over matches with 6-ball overs, two overs for every 6 minutes (or part thereof) of time lost and the first innings shall be proportionately limited (ii) in single innings limited over matches with 8-ball overs, two overs for every 8 minutes (or part thereof) of time lost and the first innings shall be proportionately limited (iii) in double innings limited over matches with 8-ball overs, two overs for every 8 minutes (or part thereof) of time lost during innings 1 & 2 and the first innings shall be proportionately limited, two overs for every 8 minutes (or part thereof) of time lost during innings 3 & 4 and the third innings shall be proportionately limited.
c) At the resumption of play, (i) if the newly calculated limit of the 1st innings has already been reached or exceeded that innings shall be deemed to be closed at the calculated limit (ii) if the newly calculated limit of the 3rd innings has already been reached or exceeded that innings shall be deemed to be closed at the calculated limit.
d) The minimum number of overs for any limited overs match shall be as follows:
Matches with a normal duration of **78** overs or less - **20 Overs (10 overs per innings)**
Matches with a normal duration of **80** overs & more **50 Overs (25 overs per innings)**

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- e) Cancellation of a match before the start of play due to inclement weather shall be by the official groundsman, provided that the “home” club has no control over his actions and his name has been given to the Isle of Man Cricket Association prior to the commencement of the season, or by agreement between the captains of the sides competing or by the official umpire(s) in the event of a dispute between the captains.”
- 8) In the event of a game being postponed the captains shall agree a new date and notify the Fixtures Secretary within four days of the postponement. In the event that the captains cannot agree a date the date shall be fixed by the Fixtures Secretary or in his absence the Chairman of the Association.
- 9) (a) In the event of any club failing to fulfil a fixture originally arranged under rule 5 or rearranged under rule 8, unless covered by the circumstances described in rule 6 or 7 or not being played due to inclement weather, then they shall be deemed to have lost the fixture. In the case of a league match maximum points shall be awarded to the opposing team. A fine of £25 will be payable. The matter may be referred to the Disciplinary Committee for further action. In the event of any Club withdrawing from a competition at any stage during or prior to the start of the season, that Club shall surrender its competition entry fee for that competition and shall not be allowed to enter that competition for the following season and a further fine shall be payable by that Club per competition withdrawn from. The fine payable shall be £100 for withdrawal from a league (i.e. multiple date) competition or £50 for withdrawal from a cup or single date competition. **For the purposes of this rule “Club” shall mean the players registered for that Club in that Competition for that season.**
- 9b) Rule 9 (a) shall not apply to the Youth Cricket Competitions.
- 10) Umpires for all games shall be appointed by the Umpires Association. It shall be the duty of each club to ascertain the Umpires nominated for the games in which they are participating.
- 11) Each batting side shall be responsible for providing a Scorer for each game in which it takes part.
- 12) Within 72 hours of a game being played, the captain of the home team taking part will send to the Press Secretary of the Association a score sheet, showing the **full names** of all players taking part in the match, and signed by both Captains. Any side not forwarding the score sheet to the Press Secretary within the time limit will be subject to a fine not exceeding **£25.00**. Any side not supplying the **full names** of all players shall be subject to a fine not exceeding £10.00.
- 13) The home team shall provide wickets and bails, and shall be responsible for the cost of hiring the ground. The fielding side shall in each innings provide the ball. All balls shall be to the satisfaction of the official Umpire.
- 14) A player having played for one club in a Competition shall not be eligible to play for any other club in that Competition in the same season. For the purpose of this rule the T.W. Cain and Forrester Leagues shall be considered as one competition.
- 15) Unless otherwise provided for in the Rules of a competition a side shall have a minimum of eight players to start a game. Failure to have eight players will result in loss of match and subsequent fine for failing to fulfil the fixture.
- 16) Players must be dressed appropriately, which unless otherwise provided for in the Rules of a competition, shall be predominately white clothing, shorts are not allowed.

Note: It is the responsibility of the players or in the case of juniors, the adult responsible for the team, to ensure that their footwear is appropriate for playing cricket. The Association advises that, in their opinion, Training Shoes are not appropriate footwear.

Players not appropriately dressed will not be allowed, by the Official Umpire, to participate in the game. Any player, not allowed by the Official Umpire to participate in the game, shall not count towards the eight players in Rule 15.

- 17) a) The ECB Fast Bowling Directive section on overbowling will be implemented in all competitions.
b) The ECB Guidance on Wearing helmets for those under 18 will be implemented, save that that there will be no parental opt out. All players under 18 years of age must wear approved helmets when Batting or Fielding as indicated by the ECB.
- 18) a) All players playing for any Member club in any competition sanctioned by the Association must be registered to play for that Club in that Competition.
b) The Registration Secretary of the Association will register players on receiving a properly completed Registration Form.
c) Registration for any season must initially be made by 31 March immediately preceding that season. Further registrations for any match can be made up to **three days** before the official start of the match.

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d) Each Member Club may only have registered a maximum of two non-EU passport holders at the same time. If a non EU passport holder is resident and working on the Isle of Man since 1 September preceding that season then such a player shall be classed as being EU qualified. Non EU passport holders must spend a minimum of 120 days resident on the Isle of Man between 1 September and 1 April preceding that season in order to meet the qualifying criteria. The onus of proof of a player's residency shall lie with the Member club wishing to register the player."

18 (e) Any member club found to have played an unregistered player in any game in the Association's Competitions shall forfeit that game. In the case of a league game full points available for a win in that competition shall be awarded to the opposing team. The offending club shall be subject to a fine of **£25**.

19) Players may only transfer from one affiliated club to another between 1st October and 30th April each year. A transfer form containing the signature of an official of the player's former club must be received by the Registration Secretary at least **three days** before the player plays for his new club. Monies owed to the former club shall be the only valid reason for officials of the former club to refuse to sign the transfer form.

20) Any point not provided for in these Rules shall be decided by the Association whose decision shall be final.

21) For future team competitions (league), with the exception of Under-11, Under-13 and Under-15 Club competitions, the Isle of Man Cricket Association will not obtain or present individual player trophies for teams either winning and/or coming runners-up. For the Tinker Cup Final, Blincoe Cup Final and Premiership Final, individual player trophies will be awarded to players of the winning side only. The runners-up in the finals will receive a team replica trophy only.

22) Coloured clothing may be worn by the teams with prior agreement between captains. The coloured clothing may consist of shirt or shirt and trousers provided that all eleven team members wear the same coloured clothing. A white ball may be used throughout a game where both captains and the official Umpire (s), if present, agree.

ADDITIONAL RULES FOR THE MANX CHALLENGE COMPETITIONS

- 1 The Competitions shall be called "The Manx Challenge Competition for the T.W.Cain Trophy", "The Manx Challenge Competition for the Forrester (Division 1) Cup" and "The Manx Challenge Competition for the Forrester (Division 2) Shield".
- 2 The Competition shall be so arranged that each side shall play the others, entered in the same League, twice - home and away.
- 3 A game may be cancelled due to inclement weather. In the event of a game being cancelled for inclement weather each side will be awarded one point. **Where a game that has commenced is abandoned, a result shall be possible provided that the number of overs as laid down in the Rules Governing the Association's Competitions have been completed. The team with the highest score from an equal number of completed overs shall be the winner. (E.g. Team "A" bats first for 20 overs. The match is abandoned in the 17th over of the second innings. The scores after 16 overs of each innings shall decide the winner.)**
- 4 (a) Each game shall consist of one innings per side and no innings shall be longer than 20 overs of six balls each. No bowler shall bowl more than **five** of those overs. The team scoring the greater number of runs shall be the winner. A tie shall be declared if each side scores the same number of runs.
(b) If the side fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings (1 hour and 15 minutes), play shall continue until the required number of overs has been bowled. Unless otherwise determined by the Umpire(s), the team batting second shall only have available to it the number of overs it bowled by the scheduled time for cessation of the first innings. The over in progress at the scheduled time shall count as a completed over. The Umpire(s) shall have the discretion to increase the number of overs to be bowled by the team bowling second if he/they agree that events beyond the control of the team bowling first (including time wasting by the team batting first) prevented that team from bowling the required number of overs by the scheduled time for cessation of the first innings.
- 5 Two points for a win, one point for each side for a tie, no points for a loss shall be awarded.

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- 6 The sides scoring the greatest number of points, on completion of the season, shall be the winners of the Competitions. In the event of a tie for 1st place the sides will play off to decide the outright winner of the Competition.
- 7 (a)The team finishing in last place in the T W Cain Trophy will be relegated to the Forrester Division 1 in the following season. The team finishing in last place in the Forrester Division 1 will be relegated to the Forrester Division 2 in the following season. In the event of a tie for last place; the sides will play off to decide the team to be relegated. The team that wins the Forrester Division 1 will be promoted to the T W Cain Trophy in the following season. The team that wins the Forrester Division 2 will be promoted to the Forrester Division 1 in the following season. In the event of a tie for first place; the sides will play off to decide the team to be promoted.
- 7 (b) The Executive Committee shall have the power to over-ride Rule 7 (a) where it would be in the best interests of cricket to restructure the leagues.
- 8 Any club entering more than one side into these competitions must nominate eight players who will be eligible to play in the team which is in the highest of these competitions. The names of these players must be advised to the Secretary by 31st March in each year. Failure to advise the Secretary by 31st March will result in a £25 fine. The Rules Sub-Committee of the Association must approve the names of the eight players nominated by each club before the start of the season. If the Rules Sub-Committee is unable to approve the nominated players in the first instance, the names of the eight players will be referred back to the clubs concerned for re-submission until the list of nominated players is agreed. If the Rules Sub-Committee and any applicable Member Club cannot reach agreement before 30th April, the matter will be referred by the Executive Committee to the Disciplinary Committee, who will decide on the eight players. This decision will be final. Any player who has played for the senior Isle of Man 1st XI on any occasion during the current or previous two seasons or who has been selected for the senior Isle of Man 1st XI during the current season may play for a club's A team only, whether included in the nominated eight referred to above or not. In the case of a player being selected for the senior Isle of Man 1st XI during the current season, this player may only play for a club's A team in these competitions from the date of notification of selection. In the event of two or more teams from the same club competing in the same division of the evening league, there shall be no provision for a player to represent more than one team. A player must be registered to play for a particular team. Should the player wish to represent another team within the same league he must be registered in accordance with the procedure undertaken as in the transfer to another club.
- 9) The Committee whose decision shall be final shall decide any point not provided for in these Rules.

ADDITIONAL RULES FOR THE KARRAN CUP COMPETITION

- (1) The Competition shall be called the "The Manx Cricket Competition for the Karran Cup".
- (2) Each side of Member Clubs of the League shall play all other sides an equal number of times during the season unless the weather makes it impossible for an arranged fixture to take place.
- (3) The Honorary Fixtures Secretary of the Association shall arrange the fixtures.
- (4) All matches shall be played on days designated by the Executive Committee, such days to be not earlier than the last Saturday in April and not later than the fourth Saturday in August. The tea interval shall be no longer than twenty (20) minutes.
- (5) (a) Each game will commence at 1.00 p.m. and will consist of one innings per side with a maximum of **45 overs** of **six (6)** balls each. No bowler may bowl more than **nine (9)** of those overs. The team scoring the greater number of runs shall be the winner. For a result to be obtained a minimum of 25 overs must be able to be allocated to each side.
- (b) The results of the matches played in the League shall be tabled in League form on the following points basis:-

For the winning side	4 points
For the Losing side	0 points
For a Tie – each side	2 points
Match cancelled – each side	1 point
Match abandoned, no result – each side	1 point

(6) If a match starts as a **45 overs** match, no bowler may bowl more than **9 overs**. This allowance shall not be reduced if the number of overs is subsequently reduced. If the start of a match is delayed and both teams are restricted to **less than 45 overs** each, no bowler may bowl more than **one fifth** of the total overs allowed except when the number of overs is not divisible by five. Up to **4 bowlers** may then bowl **one extra over** (e.g. 32 overs – 2 bowlers may bowl 7 overs, a maximum of 6 for other bowlers. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings (**3 hours for 45 overs**) play

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shall continue until the required number of overs has been bowled. In this competition overs will be deducted at the rate of one over for every four minutes or part thereof lost.

Unless otherwise determined by the Umpires, the team batting second shall only have available to it the number of overs that it bowled by the scheduled time for cessation of the first innings. The over in progress at the scheduled time shall count as a completed over.

The Umpires shall have the discretion to increase the number of overs to be bowled by the team bowling second if both of them agree that events beyond the control of the team bowling first (including time wasting by the team batting first) prevented that team from bowling the required number of overs by the scheduled time for cessation of the first innings.

(7) There will be **no fielding restrictions** during each innings.

(8) Should suspension of play prevent the side batting second from receiving its full quota of overs, the overall run rate of the side batting first must be exceeded by the team batting second provided that:-

(a) 25 overs or more have been bowled

(b) The side batting second has not lost wickets as follows:-

More than 6 wickets	25 to 30 overs bowled
More than 7 wickets	31 to 35 overs bowled
More than 8 wickets	36 to 44 overs bowled

NB: If the side batting second loses more wickets (than set out in the table above) before it reaches the total number of runs required, then the game ends on the fall of the next wicket, with the side batting first winning the match irrespective of the scoring rates.

(9) All matches in the League shall be played with identical new balls nominated and supplied to the Member Club by the League for that season to ensure complete uniformity; other species of ball will not be acceptable for League fixtures.

(10) In the event of two or more sides finishing equal on points, their respective finishing positions shall be determined as follows:-

- a) The side with the most number of wins shall be placed higher
- b) If there are still two or more sides with equal points in equal position then the side with the most number of ties shall be placed higher
- c) If there are still two or more sides with equal points in equal position then their position shall be decided by the highest overall run rate.

(11) All Member Clubs shall endeavour to provide covering for the whole pitch in the event of play being suspended on account of bad light or rain during the hours of play. This condition replaces MCC Law 11.3.

(12) All Member Clubs participating in the League shall be equipped on their ground(s) with a clock sufficient in size to be readily visible by players and Umpires during the course of a League match.

(13) Any point not provided for in these rules shall be decided by the Committee whose decision shall be final.

ADDITIONAL RULES FOR THE KARRAN LEAGUE PREMIERSHIP

SHIELD

1) The Competition shall be called the "The Manx Cricket Knockout Competition for the Karran League Premiership Shield".

2) Entry to the Competition shall be by the four teams scoring the highest number of points in the Karran Cup Competition.

3) In the event of teams finishing equal on points in the Karran Cup, position shall be decided in the first instance by preference being given to the team, which have won the most games. In the event of teams still being equal lots shall be drawn.

4) The Competition shall consist of a knockout comprising two semi-finals and a final. The semi-finals for the Competition will be decided by position in the Karran Cup Competition.

The winners of the Karran Cup shall play at home to the team finishing fourth and the team finishing second shall play at home to the team finishing third.

5) Each game will commence at 1.00 p.m. (unless otherwise agreed) and will consist of one innings per side with a maximum of **50 overs of six balls** each. No bowler may bowl more than **10** of those overs. The team scoring the greater number of runs shall be the winner. In the event of a tie, the side losing the fewer wickets shall be the winner, when those are still equal the match shall be replayed. For a result to be obtained a **minimum of 25 overs** must be able to be allocated to each side.

6) If a match starts as a **50 overs** match no bowler may bowl more than **10 overs**. This allowance shall not be reduced if the number of overs is subsequently reduced. If the start of a match is delayed and both teams are restricted to less than 50 overs each, no bowler may bowl more than **one fifth** of the total overs allowed except when the number of overs is not divisible by five. Up to **4 bowlers**

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may then bowl **one extra over** (E.g. 32 overs – 2 bowlers may bowl 7 overs; a maximum of 6 for other bowlers. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings (**3 hour 20 minutes for 50 overs**) play shall continue until the required number of overs has been bowled. In this competition overs will be deducted at one over for every **4 minutes or part thereof lost**.

Unless otherwise determined by the Umpires, the team batting second shall only have available to it the number of overs that it bowled by the scheduled time for cessation of the first innings. The over in progress at the scheduled cessation time shall count as a completed over. The umpires shall have the discretion to increase the number of overs to be bowled by the team bowling second if both of them agree that events beyond the control of the team bowling first (including time wasting by the team batting first) prevented that team from bowling the required number of overs by the scheduled time for cessation of the first innings.

7) For the **first 15 overs** of each innings only **2 fielders** may be placed **outside of an area bounded by two semi-circles** centred on each middle stump (each with a **radius of 30 yards**) and joined by a parallel line on each side of the wicket. The “fielding circle” should be marked with white “dots” at five yard intervals, each dot to be covered by a plastic or rubber (**not metal**) disc measuring seven inches in diameter. In the event of an infringement the square leg Umpire shall call “no ball”. In the event of a match being reduced to less than 50 overs per side, the 15 over fielding restriction shall be reduced accordingly by the Umpires so that the number of these overs is no more than **30 per cent** of the total overs in the innings.

8) Should suspension of play prevent the side batting second from receiving its full quota of overs, the overall run rate of the side batting first must be exceeded by the side batting second provided that:-

- (a) **25 or more** overs have been bowled, and
- (b) The side batting second has not lost wickets as follows:-

More than 5 wickets	25 to 28 overs bowled
More than 6 wickets	29 to 34 overs bowled
More than 7 wickets	35 to 40 overs bowled
More than 8 wickets	41 to 49 overs bowled

NB: If the side batting second loses more wickets (than set out in the table above) before it reaches the total number of runs required, then the game ends on the fall of the next wicket, with the side batting first winning the match irrespective of the scoring rates.

9) Coloured clothing may be worn by teams with prior agreement between captains. The coloured clothing may consist of shirt or shirt and trousers provided that all 11 team members wear the same coloured clothing. A white ball may be used throughout a game where both captains agree.

10) Any point not provided for in these Rules shall be decided by the Executive Committee whose decision shall be final.

ADDITIONAL RULES FOR THE TOM BLINCOE MEMORIAL TROPHY COMPETITION

- 1) The Competition shall be called "The Manx Cricket Knock-Out Competition for the Tom Blincoe Memorial Trophy".
- 2) The Competition shall be conducted on a knockout basis. Each game, except the semi-final and final, shall consist of one innings per team. The semi-final and final shall consist of two innings per team.
Each innings shall consist of 16 eight ball overs.
No bowler shall bowl more than two overs per innings. If a bowler breaks down during an over and cannot continue, then that over shall be completed by another bowler. The remaining balls shall count as 1 over against the bowler completing the over.
The team scoring the greatest number of runs shall be the winner. In the event of a tie, except in the final, the team playing away from home shall be deemed to be the winner. In the event of a tie in the final the team scoring the greatest number of runs in the

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first innings shall be the winner.

In the semi-final and final the team batting first shall bat last.

3)

4)

a) This Competition shall only be open to teams competing in the Forrester Division 1 and Forrester Division 2 Competitions. Any players not eligible to play for a team in the Forrester Division 1 or the Forrester Division 2 Competitions under the current rules for those Competitions shall not be eligible to play for that side in this Competition.

b) Any player who has played for the senior Isle of Man 1st XI on any occasion during the current or previous two seasons or who has been selected for the senior Isle of Man 1st XI during the current season is not eligible to play for any team in this competition. In the case of a player being selected for the senior Isle of Man 1st XI during the current season, this player will not be eligible to play for any team in this competition from the date of notification of selection.”

5) Any point not provided for in these Rules shall be decided by the Committee whose decision shall be final.

ADDITIONAL RULES FOR THE SIX-A-SIDE COMPETITION

(1) The Committee shall be responsible for the format of this Competition depending upon the number of entries received.

(2) The Pitch: The standard size and markings shall be used except that:

- (a) There will be a line marked on either side of the wicket **thirty (30) inches** from the centre stump, and
- (b) A line will be marked **ten (10)** yards behind each wicket.

(3) **Teams:** Teams shall consist of **6 players**, plus one reserve who may play in any round and may bat and bowl as a substitute for any player who may be incapacitated.

(4) **Batting Side:** The batting side shall bat until the last man is out provided that the fielding side has not finished their allotted **five (5)** overs.

(5) **Fielding Side:** The fielding side shall bowl **five (5)** six ball overs. Each player (except the wicketkeeper) shall bowl **one (1)** over. The wicketkeeper shall wear pads and gloves, and may not be changed during the game except in case of injury.

(6) **Bowlers:** the bowler's run-up shall be limited to **ten (10)** yards.

(7) **Wides:** Any ball, whether on the leg-side or the off-side, which, in passing the wicket is **outside of the 30-inch lines** shall be counted as a wide. A penalty of **four (4)** runs shall be added to the batting side's score, and an extra ball shall be included in the over. **Note 1:** This rule shall apply even when the striker plays at and misses the ball, even if by moving from his guard he has brought the ball within reach. Only if the ball has been hit by or hits the striker shall a wide not be signalled.

Note 2: The ball does not become dead on the call of "wide ball" and the striker may be out "Stumped" or "Hit Wicket". In addition, either batsman may be "Run Out", "Handled the Ball", or "Obstructed the Field".

Note 3: Any byes which may occur from the "wide ball" will count **in addition to** the four (4) penalty runs.

(8) **No Balls:**

(a) If in the opinion of either umpire, as delivery passes or would have passed, **over the shoulders** of the batsman standing upright at the crease, either umpire shall immediately call and signal "**no ball**". A penalty of **four (4)** runs shall be added to the batting side's score for such a delivery and an extra ball shall be included in the over. Furthermore, any runs scored off the "no ball" shall be added to the batting side's score **in addition to** the four (4) penalty runs.

(b) Any full toss which, in the opinion of the Umpire at the bowler's end, passes or would have passed, **above the waist** of the batsman at the crease shall be called a "**no ball**". A penalty of **four (4)** runs shall be added to the batting side's score and an extra ball shall be included in the over. Furthermore, any runs scored off the "no ball" shall be added to the batting side's score **in addition to** the four (4) penalty runs.

(c) A penalty of **one (1)** run shall be added to the batting side's score for **any other "no ball"** (e.g. wrong placement of bowler's feet). An extra ball shall be included in the over. Furthermore, any runs scored off the "no ball" shall be added to the batting side's score **in addition to** the one (1) penalty run.

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(9) **The Result:** The team scoring the greater number of runs shall be the winner. In the event of a tie the winner will be:

- (a) The side losing the fewer number of wickets; or
- (b) If both sides have lost the same number of wickets, the team with the higher scoring rate per ball faced; or
- (c) If the result cannot be decided by (a) or (b) above, the side with the higher score
 - (i) after 4 overs, or if still equal,
 - (ii) after 3 overs, or if still equal,
 - (iii) after 2 overs.

(10) If the competition is held in groups and two or more teams have equal points, and are in a position to qualify for the next stage, then the team with the best **score rate per ball** shall qualify. Where they are still equal a coin shall be tossed to decide which team qualifies.

(11) Except for the above rules the ordinary Laws of Cricket as applicable to a single innings match, shall apply.

(12) Any point not provided for in the Rules shall be decided by the Committee whose decision shall be final.

ADDITIONAL RULES FOR THE TINKER CUP COMPETITION

1) The Competition shall be called "The Manx Cricket Knock-Out Competition for the Tinker Cup".

2) The Competition shall be conducted on a knockout basis.

Each game shall consist of one innings per side of a maximum of 40 overs and commence at 1pm.

The team scoring the greatest number of runs shall be the winner.

In the event of a tie the team losing the least number of wickets shall be declared the winner.

In the event of wickets down being equal the game shall be replayed.

No bowler shall bowl more than eight overs in any game. If a bowler breaks down during an over and cannot continue, then that over shall be completed by another bowler. The remaining balls shall count as 1 over against the bowler completing the over.

3) Any point not provided for in these rules shall be decided by the Committee whose decision shall be final.

ADDITIONAL RULES FOR YOUTH CRICKET COMPETITIONS

1) The age groupings of players shall be defined as that as at 1 September prior to the start of the applicable season.

2) Whilst a cricket ball is being used in a match, helmets must be worn by all players whilst batting and by the wicket keeper whilst fielding.

3) The matches in the "Under 11" competition will use Kwik Cricket equipment (or similar).

4) For insurance purposes, all players in these competitions must be registered with the Association (requiring the full name of the player; the player's date of birth; the player's signature and the signature of an official of a Member club).

5) The teams in these competitions must represent affiliated clubs of the Association.

6) The Under 11 and Under 13 side will be made up of 8 players a side. **The under 15 side will be made up of 11 players.** Affiliated clubs are permitted to enter more than one team in each competition.

7) A reduced boundary area will be applied at each venue for matches played in these competitions. It is permitted for matches in the Under 11 competition to be played on astro-turf /all weather pitches with the boundary to be agreed by both teams prior to the start of the match.

8. The batting side in the Under 11 and Under 13 competitions must bat for all the allocated overs, as defined in Rule 9, regardless of the number of times a wicket is taken in the allocated overs period."

9 a): The total allocated overs for each team for the matches in each age group shall be:

- i) Under 11 – **12** overs per side
- ii) Under 13 – **16** overs per side
- iii) Under 15 – **25** overs per side

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b) The batting side will bat in pairs of players for the matches in each age group as follows:

- i) Under 11 – 3 overs per pair of batsmen
- ii) Under 13 – 4 overs per pair of batsmen

10) For the Under 11 and Under 13 competitions, the batting side will receive a “starting score” for each match of 50 runs.”

11)

a) For the Under 11 and Under 13 competitions, a deduction of 5 runs shall be made to the total runs scored (ie the starting total plus runs scored off the batting plus extras) for each wicket lost during the allocated overs. The “net” runs scored shall be the total for the batting side.

b) The team with the highest “net” runs scored or in the case of the Under 15 competitions the team with the highest batting total including extras shall be deemed to have won the match.”

12)

The Under 11 teams will play each other once. The Under 13 and Under 15 teams will play each other twice on a home and away basis. The competitions will be run as leagues based on points awarded. Two points shall be awarded to the winning team in a match and no points to the losing team. One point shall be awarded to each team in a match for a tie (i.e. “net” runs scored from the allocated overs is the same) or where poor weather conditions prevents the match from being started or being completed.

13)

All the allocated overs (see Rule 9) must be bowled in each innings of each match and the maximum number of overs which can be bowled by any player in each match is defined for each age group as:

- a) Under 11 – 2 over per bowler
- b) Under 13 – 3 overs per bowler
- c) Under 15 – 5 overs per bowler

14)

For the Under 11 and Under 13 competitions, at the fall of a wicket, the batsmen must change ends – unless the batsman is run out at the bowler’s end or if a wicket falls on the last ball of an over. Accordingly, on the fall of a wicket, the not out batsman must face the next ball to be bowled in the match. For the Under 15 competition, a batsman reaching an individual score of 30 runs or greater shall retire but shall be able to return to the crease if all other batsmen in his team are out.”

15)

Standard rules of cricket shall be applied for defining wides and no balls, including an extra ball to be bowled. However, the maximum number of extras for a wide in these competitions shall be 4 runs and for a no ball shall be a maximum of 6 runs.

16)

Umpires and scorers are to be supplied by the clubs involved in each match. Each club is to supply it’s own kit (ball, bats, helmets, pads, gloves, etc) for each match.

17)

Stumps, bails and boundary markers are to be supplied at the venue agreed for each match by the club drawn “at home”.

18) Results should be communicated to the Association’s Fixtures Secretary as soon as possible after the completion of each match.

19) The team whose “home” fixture the match is shall be responsible for any costs chargeable for use of grounds for matches in these competitions unless otherwise agreed between the clubs involved.

20) Failure to fulfil any fixture in these competitions will be covered by Rule 9 of the Rules Governing the Association’s Competitions.

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- 21) Any point not provided for in these rules shall be decided by the Executive Committee whose decision shall be final.

- 22) If at the end of the season two or more teams are equal on points then the winner of the league will be the team who has scored the most number of runs in the season. If the runs scored are also tied, then the winner will be the team who has conceded the least number of wickets in the season. If the runs scored and wickets conceded are tied then the winning team will be the one who has conceded least number of extras in the season.

- 23) Any match that is cancelled or abandoned due to inclement weather will not be replayed. Each side shall take one point each from such matches.

- 24) In the event of two or more sides finishing equal on points, their respective finishing positions shall be determined as follows:-
 - (a) The side with the most number of wins shall be placed higher

 - (b) If there are still two or more sides with equal points in equal position then the side with most number of ties shall be placed higher

 - (c) If there are still two or more sides with equal points in equal position then their position shall be decided by the highest overall run rate, calculated as runs scored divided by wickets lost.