

## ISLE OF MAN CRICKET ASSOCIATION

### RULES FOR THE KARRAN CUP COMPETITION AND THE KARRAN LEAGUE PREMIERSHIP SHIELD

#### 1 The Competitions

The Competitions shall be called “The Manx Cricket Competition for the Karran Cup” (the Karran Cup) and “The Manx Cricket Knock-Out Competition for the Karran League Premiership Shield” (the Karran Shield).

2 Each side in the Karran Cup 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 Entry to the Karran Shield shall be by the four teams scoring the highest number of points in the Karran Cup.

4 In the event of teams finishing equal on points in the Karran Cup, their respective finishing positions shall be determined as follows:-

- (i) the side with the most number of wins shall be placed higher;
- (ii) 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; and
- (iii) if there are still two or more sides with equal points in equal position, then their position shall be decided by the highest net run rate throughout the series. In calculating the run rate, the runs scored by a team shall be divided by the number of overs made available to them. The runs scored by the opposing teams shall be divided by the number of overs made available to them and deducted from the first figure.

Note:

1. If a side is dismissed in less than the overs made available to them, the run rate will be calculated based on the fact that they batted for their full allocation of overs.
2. Only those matches where results are achieved will count for the purpose of net run rate calculations.

5.1 The Fixtures and Media Officer of the Association shall arrange the fixtures.

5.2 All matches in the Karran Cup shall be played on days designated by the Fixtures and Media Officer.

6 The Karran Shield shall consist of a knock-out comprising two semi-finals and a final. 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.

7 Points in the Karran Cup

The results of the matches played in the Karran Cup 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 2 points

Match abandoned, no result – each side 2 points

PLAYING CONDITIONS FOR KARRAN CUP AND KARRAN SHIELD

8 Duration of Matches

8.1 One Innings

8.1.1 Matches in the Karran Cup will consist of 1 innings per side and each innings will be limited to 45 overs.

8.1.2 Matches in the Karran Shield will consist of 1 innings per side and each innings will be limited to 50 overs.

8.1.3 Law 14 (Declaration and Forfeiture) shall not apply and a team shall not be permitted to declare its innings closed or forfeit its innings.

8.1.4 In the Karran Cup, all sides are expected to complete the bowling of their 45 overs within 3 hours playing time.

8.1.5 In the Karran Shield, all sides are expected to complete the bowling of their 50 overs within 3 hours 20 minutes playing time.

8.2 Hours of play and intervals

8.2.1 Start and cessation times

8.2.1.1 Karran Cup

Scheduled start of play will be 13h 00.

Scheduled finish of first innings 16h 00.

Interval – 20 minutes.

Scheduled start of second innings 16h 20.

Cessation of play 19h 20.

8.2.1.2 Karran Shield

Scheduled start of play will be 11h 00.  
Scheduled finish of first innings 14h 20.  
Interval – 40 minutes.  
Scheduled start of second innings 15h 00.  
Cessation of play 18h 20.

#### 8.2.2 Sessions of play and interval between innings

In the Karran Cup there will normally be two sessions of play of 3 hours separated by an interval of 20 minutes from 16h 00 to 16h 20 hours.

In the Karran Shield there will normally be two sessions of play of 3 hours 20 minutes each separated by an interval of 40 minutes from 14h 20 to 15h 00.

If the innings of the team batting first is completed within 30 minutes of the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. If the innings of the team batting first is completed more than 30 minutes prior to the scheduled interval a 10 minute break will occur and then the team batting second will commence its innings. Thereafter, the interval will occur as scheduled.

Where the innings of the side batting first is delayed or interrupted, the umpires will reduce the length of the interval. In the event of time being lost up to and including 60 minutes in aggregate, the length of the interval shall be reduced from 40 to 30 minutes. In the event of more than 60 minutes being lost in aggregate, the duration of the interval shall be agreed mutually by the umpires and both captains, subject to no interval being more than 30 minutes duration or less than 10 minutes duration. In the event of disagreement, the interval shall be of 20 minutes duration.

#### 8.2.3 Interval for drinks

Two drinks intervals (maximum 5 minutes per interval) per session shall be permitted, each taken after 17 and 34 overs have been bowled. The provision of Law 15.9 shall be strictly observed, except under conditions of extreme heat the umpires may permit extra intervals for drinks.

The time taken for drinks will not be counted as playing time and any time taken will be added onto the time allocated for the completion of the innings. Umpires must ensure that the time taken for drinks is kept to the absolute minimum.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No drinks will be taken onto the field of play without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket whites.

Note: Scheduled start and cessation times may be varied at the discretion of the Committee prior to either the Karran Cup Competition or the Karran Shield Competition commencing. However, any such re-scheduling should allow for all matches to commence and conclude at the same time. Timings for intervals will also be varied accordingly.

## 9 Length of Innings

### 9.1 General regulations for uninterrupted matches

#### 9.1.1 Karran Cup

- (a) Each team shall have the opportunity to bat for 45 overs. If they are dismissed before the completion of these 45 overs or a result is reached, the remaining overs will not be bowled.

If the side batting first are dismissed before the completion of their 45 overs, then for all subsequent purposes they are deemed to have faced their full quota of overs.

If the team batting first are dismissed before the completion of their 45 overs the team batting second are entitled to have the opportunity to bat for 45 overs except as provided for in (c) below.

- (b) Law 42.9 will not apply in the first innings and is replaced by the following:-

The umpires will monitor the over rate as the innings progresses and will inform the fielding captain, at appropriate times, if the over rate is showing signs of slowing down to an unacceptable level. The umpires will take into account any circumstances that are outside the control of the fielding side when making this judgement (eg delays caused by the batting side; extended time taken to retrieve the ball; delays caused by serious injury(ies).)

If the team fielding first fail to bowl the required number of overs by the scheduled time for cessation of the first session, play will continue until the required number of overs has been bowled.

Unless otherwise determined by the umpire, the innings for the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for the cessation of the first session. The over in progress at the scheduled cessation of time shall count as a complete over.

The umpire may increase the number of overs to be bowled by the team bowling second if, after consultation with the umpires, he is of the opinion that events beyond the control of the team bowling first

prevented them from bowling the required number of overs. This decision will be made before the start of the second innings.

- (c) If the team batting first is all out and lose their last wicket at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval. (The over in which the last wicket falls to count as one complete over).
- (d) If the team fielding second fails to bowl 45 overs by the scheduled cessation time the hours of play shall be extended until the required number of overs have been bowled or a result reached. In addition, a penalty of 6 runs per over not bowled at the scheduled cessation time shall be added to the score of the team batting second for each over not completed. The over in progress at the scheduled cessation time shall count as a completed over. The umpires shall have the discretion to reduce the number of overs to which the penalty shall apply if they agree that events beyond the control of the team bowling second prevented that team from bowling the required number of overs by the scheduled time for cessation of the second innings.

#### 9.1.2 Karran Shield

##### General regulations for delayed or interrupted matches

- (a) The object must always be to arrange the number of overs so that both sides have the opportunity of batting for the same number of overs. When a re-calculation of overs is necessary, this calculation will be based on:
  - the total playing time remaining in the match and will be calculated using 15 overs per hour as the norm (4 minutes = 1 over).
  - Where this calculation results in a part over – this figure will be rounded up to the next whole figure.
- (i) Under this clause the shortest match that can be arranged is 25 overs per side.
- (ii) If, during the match, any re-calculations result in both sides receiving less than 25 overs then the match is abandoned.
- (iii) If, during the match, any re-calculations result in only one side receiving less than 25 overs the above clauses 9.2(a)(i)(ii) do not apply and clause 9.3(b) comes into operation.
- (b) If either side is dismissed before the completion of their agreed allocation of overs, it is deemed that they have faced their full quota of overs and any subsequent calculation eg, Over Run Rate (ORR), will be based on their having faced their full quota of overs.

- (c) If the team batting first are dismissed before the completion of their allocated overs the team batting second are entitled to bat for their full allocation except as provided for in 9.1(c) above.
- (d) Even though a match may be reduced in length, the principles laid out in 9.1(b), (c) and (d) above still apply. Any contravention of these Regulations will still attract the relevant penalties. The fact that a match is reduced in length does not negate the requirement that the overs have to be bowled within the laid down time limits – even though these limits will differ according to the unique circumstances surrounding a particular match.

## 9.2 Delay to the start of, or interruption during the first innings

- (a) Any re-calculation of overs based on 9.2(a) will be divided by two and any odd over ignored, eg a re-calculation that gives 49 overs remaining (and taking into account the 20 overs that have already been played) would give a match total of 69 overs means that the match is now one of 34 overs per side.

Where the situation arises that, having done this calculation, the side batting first have already exceeded the new innings total for each side, their innings will be terminated immediately. The side batting second will receive the balance of the overs, eg match reduced to 64 overs in total (32 each) but side batting first have already received 34. Side batting second will bat for 30 ( $64 - 34 = 30$ ).

The target score for the side batting second will be calculated using the principles as laid down in 12.1(c) The Result, eg in the above – side batting first score 153 in their 34 overs giving ORR of 4.50. Target score for side batting second is  $30 \times 4.50 = 135 + 1 = 136$ .

- (b) In order to constitute a match, the side batting second must have the opportunity of facing a minimum of 40% of the agreed number of overs made available to them at the start of their innings. Any subsequent re-calculation of overs during the second innings that results in the side batting second not having the opportunity to bat for 40% of the overs made available at the start of their innings will result in the game being abandoned as a No Result. (For the purposes of this Regulation – where the allocated overs are an odd number the figure arrived at by taking 40% will be rounded up to the next whole figure).

### 9.3.1 Karran Cup

#### Interruption after first innings of 45 overs has been completed

- (a) Where the side batting first have completed their 45 over innings the side batting second must have the opportunity to bat for 25 overs in order to constitute a match. Re-calculation of overs during the second innings that results in the side batting second not having the

opportunity to bat for 25 overs will result in the game being abandoned as a No Result.

9.3.1 Karran Shield

Interruption after first innings of 50 overs has been completed

(b) Where the side batting first have completed their 50 over innings the side batting second must have the opportunity to bat for 25 overs in order to constitute a match. Re-calculation of overs during the second innings that results in the side batting second not having the opportunity to bat for 25 overs will result in the game being abandoned as a No Result.

9.4 Restrictions on the Placement of Fielders

9.4.1 Two semi-circles shall be drawn on the field of play. The semi-circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles is 27.5m. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by continuous painted white line or “dots” at 4.5m intervals, each “dot” to be covered by a white plastic or rubber (but not metal) disc measuring 18cm in diameter. **These discs will NOT be fixed to the ground by means of a nail/pin or any other dangerous, sharp object.**

9.4.2 Throughout the whole game there must never be more than 5 fielders on the leg side from the instant of delivery until the striker has played at, or and the opportunity to play at, the ball.

9.4.3 For the first 15 overs only 2 fielders are permitted to be outside the field restriction marking at the instant of delivery.

9.4.4 For the remaining overs, 4 fielders plus the bowler and wicket keeper must be inside the field restriction marking at the instant of delivery.

9.4.5 Two inner circles shall be drawn on the field of play. The circles have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles is 15 yards (13.72 metres). The field restriction area should be marked by “dots”. The segment of the circles reserved for the slip positions shall not be demarcated. (The final mark of the 15 yard radius shall be a line placed at an angle of 45 degrees, measured from the popping crease at a point level with the middle stump). In the first 15 overs there must be a minimum of 2 stationary fielders within 15 yards restriction of the striker at the instant of delivery. The 2 stationary fielders may be permitted to stand deeper than 15 yards (in the non-demarcated area) provided only that they are standing in slip, leg slip and gully positions.

9.4.6 In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 9.4.3 and 9.4.5

above shall be reduced proportionately in a ratio of 15:45 in the Karran Cup and 15:50 in the Karran Shield in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

**Karran Cup - original match length of 45 overs**

<b>Innings duration</b>	<b>Number of fielding restriction overs</b>
25-26	7
27-29	8
30-33	9
34-36	10
37-39	11
40-44	12
44-46	13
47-49	14

**Karran Shield - original match length of 50 overs**

<b>Innings duration</b>	<b>Number of fielding restriction overs</b>
25-26	7
27-29	8
30-33	9
34-36	10
37-39	11
40-43	12
44-46	13
47-49	14

Where the number of overs for the team batting second is reduced (including under the provisions of clauses 9.1(b) and/or 9.1(c) above, the aim will be to maintain the restrictions in 9.4.3 and 9.4.5 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

9.4.7 In the event of infringement of any of the above fielding restrictions, the striker's end umpire will call and signal "No Ball".

9.5 Number of Overs Per Bowler

In the Karran Cup, no bowler shall bowl more than 9 overs in an innings.  
In the Karran Shield, no bowler shall bowl more than 10 overs in an innings.

If the start of the match is delayed and the overs are reduced for both teams, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs are not equally divisible by 5, one additional over shall be allowed, to as many bowlers as is necessary, in order to make up the

balance, eg in a game reduced to 43 overs per side, and using 5 bowlers, their allocations would be:  $9 - 9 - 9 - 8 - 8 = 43$ .

In a match where the innings of either or both sides is reduced after the start of the match the maximum number of overs allowed per bowler shall remain as at the start of the match.

In the event of a bowler becoming ill, injured or suspended thus being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only insofar as each bowler's limit is concerned.

9.6 Law 2 – substitutes and runners

Law 2.1 will apply with no amendments.

9.7 Law 2.5 – Fielder absent or leaving the field

Law 2.5 shall apply as modified – if a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as practicable.

If a player is absent from the field for 15 minutes or longer:

- (a) the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent;
- (b) the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or if earlier, when his side has lost 5 wickets.

The restriction in (a) and (b) above shall not apply if the player has been struck an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field for medical attention (in the case of a bowler, this dispensation shall apply only once in respect of any one external injury). Nor shall it apply if the player has been absent for exceptional and acceptable reasons (other than injury or illness) and consent for a substitute has been granted by the umpire.

Note: time lost for an unscheduled break in play shall be counted as time on the field, for any fielder, provided that fielder comes onto the field of play immediately play resumes.

9.8 Law 14 Declaration and Forfeiture

Law 14 will not apply in this Competition. The captain of the batting side may not declare his innings closed at any time during the course of a match nor can he forfeit an innings (competition regulation).

## 9.9 Wides

### Law 25.1 Wide Ball – Judging a Wide

No delivery will be called Wide if:

- it comes into contact with the striker's bat or person, or
- is called as a No Ball.

### Offside Wides

Two white lines will be painted joining the bowling and popping creases. Each line will be parallel to the Return Crease and will be 35" (87.50 cm) from the centre of the middle stump. (See Appendix A).

Any delivery that passes over or outside of this line will be called Wide by the umpire.

It does not matter that the striker may move thus bringing the ball into an area where he could play a normal cricket stroke – it will still be a Wide. It will also be a Wide if the batsman moves away from the ball and it passes over or outside of this white line.

### Leg Side Wides

The line markings mentioned above do not apply to leg side deliveries. A ball will be judged as Wide if it passes the striker behind his legs when standing in a normal guard position. If the striker moves across to the off side to play the ball and the ball passes behind his legs, the umpire will have to imagine the profile of the striker standing in a normal guard position, and only provided that the ball would have passed behind this profile, will he call it Wide. If the ball would have hit this profile it will not be a Wide.

Umpires are instructed to apply a consistent interpretation in regard to this Law.

Umpires should try and be consistent:-

- in their own interpretation
- with the interpretation of their colleagues
- with the interpretation adopted throughout the whole Championships.

10 Law 42.6 – dangerous and unfair bowling

10.1 Law 42.6 (a) (ii) Bowling of fast short pitched balls

This Law will apply with the exception that the word “shoulder” replaces “head”.

10.2 Law 42.6 (b) i) and ii) Bowling of high full pitched balls

This Law is amended to the following:

Any delivery (irrespective of its speed) which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. Any such delivery will be called as a No Ball by the bowler’s end umpire and will be followed by the appropriate disciplinary action as laid down in Law 42.7. The umpires will ensure that no such deliveries go unpunished.

10.3 Law 42.8 Deliberate bowling of high full pitched balls

This Law will be enforced with the proviso that the criteria in clause 10.2 above will apply when judging the legality of the full pitch delivery.

11 The Ball

All matches in the competitions shall be played with identical new balls nominated and supplied to the member club by the Association for that season to ensure complete uniformity.

A new ball will be used at the start of each innings.

The umpires will decide if and when a ball becomes unfit for use. They will be the sole judges of both when it should be replaced and the selection of the replacement. They will inform the fielding captain and batsmen at the crease of their decision.

12 The Result

12.1 All Matches

(a) When there is no interruption after play has commenced and when both sides have had the opportunity, subject to the provisions of 9.1 (c) above of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

(b) In the event of a tie, the following will apply: the team losing the lesser number of wickets shall be the winner. If the result cannot be decided in this way, the winner shall be the team with the higher score

(irrespective of wickets lost) after 15 overs, or if still equal, after 14 overs, etc.

- (c) If, due to suspension of play during the second innings, the number of overs in that innings has to be revised to a lesser number than that originally allotted, then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing. This will be calculated on the basis of over run rate (ORR).

**Over Run Rate** – in general, this is the average number of runs scored per over during a side's innings.

**Team batting first** – ORR is calculated by dividing the runs scored by the number of overs made available to them. If the side batting first is dismissed in less than the overs made available to them, the ORR will be calculated based on the fact that they batted for their full allocation of overs.

The target score for the side batting second will be calculated by multiplying the ORR achieved by the side batting first by the number of overs made available to the side batting second. To obtain the target score this resulting number is either:

- i) rounded up to the next whole figure, or
- ii) where this figure is already a whole number, 1 run will be added.

**Team batting second** – if a side is prevented from batting for their allotted number of overs because of prevailing conditions, their ORR will be calculated using the actual number of overs they were able to bat. Any part over will be rounded up to the next whole number.

- (d) If a match is abandoned before it has been played to a conclusion, and the team batting second has achieved its minimum number of allotted overs (as laid down in 4 above), the result shall be decided by over run rate. The side with the higher ORR will be the winner. If the ORR is the same the side losing the lesser number of wickets in the first 25 overs of each innings will be the winner. If this is still equal a count back system will apply until a winner is found, ie side losing the lesser number of wickets in the twenty-fourth over – counting back until an over is reached whereby the number of wickets lost differs.
- (e) All matches, in which both teams have not had the opportunity of batting for the minimum number of overs as laid down in 10 above, shall be decided by 12.1(f).
- (f) In the event of it not being possible to achieve a result with the above, the match will be recorded as:-

- (c) in a Karran Cup match – No Result,

- (d) in a Karran Shield match – the winner will be the team who has the best Net Run Rate, of the two teams, going into the match.

**APPENDIX A**

**WIDE BALL – OFF SIDE CREASE MARKINGS**

