



# THE ESSEX SUNDAY LEAGUE



**(An invitation league, sponsored by 'Spa-Tec (UK) Ltd' of Basildon)**

## **The Essex Sunday League Competition Rules**

1. The current MCC Laws and recommendations apply
2. The England & Wales Cricket Board's Disciplinary Code has been adopted and will be strictly adhered to.
3. In any match abandoned due to weather conditions before 20 overs of the second innings have been completed shall count as No Result, and each team will be credited with 6 points plus bonus points accrued.
4. Any team defaulting or failing to fulfil a fixture shall be penalised 18 points and 18 points awarded to their opponents. The allocation of a financial penalty to also be levied, is referred to in the League Constitution
5. In the event of league clubs having a cup competition clashing with a league fixture, the club must make all efforts to play a 2nd XI in the league fixture. If this is not possible the points system described above will be applied. All steps must be taken to ensure the effectiveness and efficiency of the league is maintained.
6. THE ESSEX SUNDAY LEAGUE is a 1st XI competition; however clubs can also enter 2nd XI's if they wish.
7. All matches start at 1.00pm, unless a different time is agreed between both clubs. Therefore the team bowling first will have two and a half hours to complete their allotted 40 overs by 3.30pm unless they bowl the opposing team out within the time limit. If they fail to complete the 40 overs they will continue to bowl until the 40 overs have been completed but shall be deducted 1 Penalty Point for each over being bowled after the 3.30pm cut off time. i.e. if only 37 overs have been bowled by 3.30pm, 3 points will be deducted. (Umpires should take in account any unforeseen stoppages, i.e. injuries, lost ball etc.).

The team batting second will commence their inning at 4.00pm and the bowling team will have two and a half hours to bowl their allotted 40 overs, therefore by 6.30pm. Again any overs not bowled by this time will incur a 1 Penalty Point for each over not bowled on time unless they have bowled out the opposition within this time. (Umpires should take in account any unforeseen stoppages, i.e. injuries, lost ball etc.)

The Tea Interval will last 30 minutes from the end of the first innings.

8. The Home team will provide teas. A set charge for teas to the opposition will be £40. It is the spirit of THE ESSEX SUNDAY LEAGUE that these are of the highest quality. Teas will be taken between innings or at the most effective point to assist in the completion of the match (e.g. during a

period of rain). Tea will be no longer than 30 minutes and a separate table provided and set for the Umpires and Scorers. **This rule does not apply for the 2021 season.**

9. Only those players who have paid annual subscriptions to their clubs are eligible to play in the League. Any player who wishes to play for another club within the league must have a League Transfer Form fully completed and returned to the Results Secretary before playing for his new club.

10. Clubs can register more than one overseas player with the ESL by using the clubs Play-Cricket website. However only one registered overseas player may play for the club in any one ESL match. Failure to conform to these procedures could result in an expulsion vote at an SGM or AGM.

11. The HOME team must enter the result of the match via their Play-Cricket website as soon as possible after the end of the match but no later than 8.00pm the Monday after the match.

Failure to comply will incur a 5 point deduction to the HOME Club for each occurrence.

The AWAY team should check that the result is entered correctly

All the above applies for cancelled/abandoned matches.

The HOME team is responsible for entering the scorecard of both teams onto Play-Cricket by the following Thursday, they must then tick the box provided. Please remember unsure players instead of names will incur a 5 point penalty.

The AWAY side should check that this has been carried out and is correct (if not, correct your own scorecard) and then they also must tick the box provided. There is a 5 point penalty to all sides that do not have the scorecard correct. Please remember unsure players instead of names will incur a 5 point penalty. This procedure will update the statistics on the site immediately.

Once all ticks are in place or on the Thursday, the Results etc., on Play-Cricket will be locked.

Any problems please do not hesitate to contact the Results Secretary. i.e. if you require scorecards to be unlocked. It is not a problem, but please let him know when all is corrected etc.

12. An Umpires Exception Report Form which is downloadable is available for the Umpires only, when required to be submitted.

13. Any club infringing match rules may be disciplined at the discretion of the league committee.

14. All clubs must make a determined effort to provide a competent scorer (non-playing) for all ESL matches.

15. A new quarter ball supplied by the league will be required for the start of each innings.

16. The League Executive committee will decide the make and supplier of balls. Each club will supply a ball per match.

17. No bowler may bowl more than 8 overs in a match. For an innings restricted (in advance of its commencement) bowlers will be restricted to one fifth of the total overs.

18. Under arm bowling is not permitted and will be called a 'No Ball'

19. Short-pitched bowling

i. In any one over the bowler may only bowl one delivery that would pass over the shoulder height but below the head height of the batsman when standing upright at the crease. Any further deliveries that pass above shoulder height shall be called No ball by the bowler's end umpire.

ii. In addition to i above any ball passing over the batsman's head when standing upright at the crease will be called and signalled No ball by the bowler's end umpire. Such delivery will count as the bowler's one delivery for the over as defined in i above.

20. Wides. The Law will be strictly adhered to. The umpire at the bowler's end shall call 'wide ball' to any delivery which is so wide that the batsman cannot play a proper cricket stroke from his normal batting stance.

21. The side gaining most points shall be the winner of the league. In the event of two teams finishing level on points, the team placed highest shall be that which wins the most matches as a percentage of fully completed matches. If still equal, the side taking the most opposition wickets during the league matches. If still equal the team having scored the most runs during the season. If still equal, the winner of the completed fixture between the two sides. If team are still equal at this point the winner will be decided by the toss of a coin.

For the purposes of the above calculations, conceded and abandoned games will be ignored

22. The League will be based on matches via the Matrix set out by the Fixture Secretary which clubs may change providing both are in agreement and also agreed by the Fixture Secretary. However, fixtures may have dates changed during the season, but only for reasons of clashes with other National and County Competitions but not for rain abandoned or any other reason., so long as both clubs agree and at least 5 days' notice has been given to the Fixture Secretary. All ESL fixtures should be completed by the second Sunday in September. Unfulfilled fixtures after the cut-off date may incur a £100 fine.

23. Point will be awarded as follows:

Winning side 18 points.

Losing side 0 points plus any bonus points accrued.

Same score draw 4 points plus a maximum of 8 bonus points, (making a total of 12)

Tie 4 points plus all bonus points

No result 6 points plus bonus points accrued

Bonus points will be awarded as follows:

Batting side on achieving 125 runs – 1 bonus point. Every additional 25 runs 1 bonus point.

Maximum number of batting bonus points – 5 points

Bowling side at the fall of the 3rd, 5th, 7th, 9th & 10th wicket – 1 bonus point.

Maximum number of bowling bonus point – 5 points.

24. Should the side batting first declare before completing its allotted overs, they will be deemed to be all out.

25. A match will be based on a maximum of 40 overs per innings. The side scoring most runs will be the winner.

26. In the event of a match starting late or the first innings being interrupted by the weather, the total number of overs shall be reduced by one over for each three minutes of playing time lost, with an equal number of over to both sides. Should the reduction result in fewer than 20 overs being available to each side, then the match shall count as a No Result.

27. In the event of suspension of play during the second innings, and the number of overs in this innings revised (see above), their target score shall be calculated by multiplying the reduced number of overs by the average runs scored per over by the side batting first. In the event of the team batting first being all out in less than 40 overs the calculation shall be based upon a full quota of overs to which they were entitled and shall apply where the team batting second has not had the opportunity to bat for the agreed number of overs.

28. A side must have a minimum of eight players present for an ESL match to commence; otherwise this will be treated as a defaulted fixture.

29. Captain, players and officials must ensure that the game proceeds at a timely and effective pace.

30. Expenses to umpires must be paid promptly at the end of the match, but preferably at the tea interval.

£35 per umpire if there are two umpires appointed (each team pays for one umpire)

£60 for one umpire standing on their own (£30 from each team)

Any match abandoned before a ball is bowled and with Umpires present will attract Umpires Expenses of £15 per umpire if there are two umpires (each team pays one umpire) or £30 if there is one umpire standing on their own (£15 from each team).