

Operational Rules of the NE Scotland Cricket SCIO
[Also known as Aberdeenshire Cricket Association]
Scottish Charity No SC048890

Approved by Members' Meeting 24 February 2019

All references within these Rules to the male gender are purely for brevity. Women and girls are as welcome as men and boys as members, players, umpires, scorers and administrators within the SCIO.

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OPERATIONAL RULE ANNEXES

1.0 Administration of Competitions

1.1 All league and cup competitions which are sanctioned by the NE Scotland Cricket SCIO, also known as the Aberdeenshire Cricket Association, [“the SCIO”] shall be regulated and administered solely by its Board [“the Board”], in accordance with the SCIO’s Constitution, and with these Operational Rules. The Board will be able to delegate any of its powers to any sub-committee it may set up, and references to the Board can apply to a sub-committee, with the Board becoming an appeals body where necessary. Appeals may be on legal grounds [vires, bias, procedure, or perversity] only; must be submitted in writing; and consist of one or more numbered propositions, which may thereafter not be added to without the Board’s specific permission. Decisions of the Board on all matters are final [see also Rule 1.6].

1.2 Matches shall be played under the MCC Laws of Cricket and under such rules and regulations as are approved by the AGM (or other duly-convened Members’ Meeting) of the SCIO. The Board shall have the powers to amend playing rules at any time should they feel exceptional circumstances support such a change (see Rule 24)

1.3 The ball used in all League and Cup matches shall be a ball approved by the SCIO Board, and as specified in Annex A appended to these rules.

1.4 All matches played under the auspices of the SCIO will be conducted in accordance with its Disciplinary Procedures and Cricket Scotland’s Levels of Conduct for Players and Officials. Foul or abusive language, or which given the context of its use could be expected to cause offence to a reasonable hearer, will be treated as a serious disciplinary offence, irrespective of the language in which it is expressed, if reported by an independent umpire or club under Rule 22 (c). Where a language other than English is used, a translation must be provided if requested by an independent umpire or as part of a disciplinary or protest procedure.

1.5 All players, officials and umpires agree by participation in the SCIO’s competitions to comply and adhere to the Laws of Cricket (Current Code), including its Preamble “The Spirit of Cricket”.

1.6 As a term of membership of the SCIO, Clubs, their officials, members and players commit to observe the Rules of the SCIO and to submit to the exclusive jurisdiction of its Board [or of pendant committees where power has been expressly devolved to them], and not to bring proceedings in any court or forum inconsistent therewith.

2.0 Composition of Leagues

2.1 Playing teams shall be divided into Grades. The Board shall determine annually the number of Grades, the number of teams within each Grade, and the trophies for which they shall compete. The Board will adopt a flexible approach to its league structure, as required to reflect the number of teams in playing membership the following season. The current structure is appended to these Rules as Annex B.

The composition of grades may be approved at any time up to the start of any season, by or on the recommendation of the Board, where required to reflect entry or withdrawal of teams.

New teams wishing to enter the leagues in the following season, or to withdraw from playing,

must give notice by 15 January of the relevant year.

Save in exceptional circumstances, new teams entering the leagues must do so in the lowest grade.

3.0 Promotion and Relegation

3.1 At the end of each season promotion and relegation will normally take place as follows.

- a) The team finishing first in each Grade [other than the highest] will be promoted to the Grade above.
- b) The team finishing last in each Grade [other than the lowest] will be relegated to the Grade below.
- c) Additional promotions and relegations will be applied as may be required to provide a balanced structure, and to reflect new entrants or withdrawals. This will normally include the promotion/relegation of the team finishing second top or second bottom in each league. The Board has the power to modify this procedure in any year where, as a result of changes in playing membership, the total number of teams in the Grades in the following season is expected to change by two or more sides.

3.2

- a) If during the season a team should withdraw from its remaining league fixtures the matches it has already played shall be deemed null and void. If during a season a team fails to fulfil at least two-thirds of its fixtures all matches played by that team shall be null and void.
- b) Any team failing to fulfil four of its league fixtures during the course of the season must immediately email the SCIO Board detailing the reasons for failing to fulfil the fixtures, and also advise as to how likely it is that they will be able to fulfil their remaining fixtures. The Board will then decide whether it is of the view that the team in question has a realistic chance of fulfilling the majority of its remaining fixtures. The Board may then let the team continue to try to fulfil their fixtures, or if it so decides, declare all of their fixtures null and void.

3.3

Any team having had its fixtures declared null and void by the Board, shall require to apply formally for re-admission to the SCIO at a future Meeting of the Board, along with any other team seeking admission to SCIO competitions. Teams seeking admission or readmission to SCIO competitions must provide a written report in advance of the Board meeting considering their application supporting their ability to fulfil their fixtures. This report will be circulated to members prior to the Board meeting.

4.0 Fixtures

4.1 The Board shall arrange fixtures for each Grade and shall notify clubs accordingly.

Fixtures in each Grade will normally be arranged on the basis of teams playing one another twice during the season, subject to ground availability, on a home and away basis. In the event that a team does not have exclusive access to a ground, venues for matches will be allocated by the Board. In the event that a team cannot provide access to their home ground for all their home matches, the Board will arrange for an alternative venue, the cost of which will be met by the home Club. Depending on the number of teams in the lowest Grade, the Board may in that grade waive the home and away concept for matches and adopt a fixture list that maximises the opportunities for cricket to be played, whilst still trying to ensure teams have an overall balance of home and away games.

4.2 Where league fixtures have been postponed for a genuine reason other than weather or condition of ground [tours, ground non-availability, teams not wishing to enforce a walkover] clubs

may re-arrange scheduled fixtures by obtaining the consent of their opponents and the Board, following joint application of both clubs to the Board submitted within five days of the originally scheduled date. Fixtures may not be rescheduled for league points unless application for approval is submitted within this period. No rearrangements shall however take place where a match has been cancelled or abandoned due to bad weather on the scheduled date, or where the rescheduled date is after the last scheduled weekend of the league season. On approval by the Board of a fixture being re-scheduled, such fixture then has the same status as the originally scheduled fixture, which it has replaced. For the provisions relating to the rescheduling of cup games, see Rule 18.0.

4.3 Where any fixture is postponed due to the involvement of either club in a Cricket Scotland Senior Competition or the finals day of a Cricket Scotland Junior Competition, the clubs involved may rearrange the fixture. The Board will have the power to postpone matches should they feel a compelling reason has been made, and to rearrange the match to a specified date. If no suitable date can be agreed for the rearrangement of a match, the Board will have the option to declare the match null and void.

4.4 A Club normally fielding two or more elevens, and which has two or more fixtures on the same day, must (if unable to fulfil all its fixtures) scratch (or by agreement with its opponents and the consent of the Board, postpone) its scheduled fixtures from the lowest division of the Grades, working upwards.

4.5 In the event of a game being called off for whatever reason, the message of the cancellation must be passed on to an official of the opposition verbally, although retained text or other such message, providing acknowledged and agreed within an hour of the original message, will suffice.

4.6 Any Club scratching a fixture must email the Grades Website by 1900hrs the night before at the very latest. Any Club failing to comply may incur a 5 point penalty. Sport Aberdeen will, and other pitch providers [including Clubs with their own grounds] may, charge for the marking of pitches which are not cancelled at least 48 hours beforehand. Where such costs are levied it is the policy of the SCIO that such costs should be met by the Club scratching a fixture up to

the figure (£30 or £60, dependent on facilities) set annually to be paid by clubs for pitches hired by the SCIO within the City of Aberdeen.

4.7 Fixtures below Grade 1, which involve second or third elevens, may be rearranged from Saturday to Sunday, if both clubs agree. Any such agreement must be notified to the Grades Website at least 48 hours before the original scheduled start time.

4.8 All League matches shall take place on Saturdays and Sundays and be decided by a single innings. Except in cases where the Board shall fix a different hour, all matches shall start at 1300hrs, subject to the right of the away team to request a postponement to 1330hrs where the fixture is more than 25 miles distant, or of either team to request such a postponement should players from their club be involved in junior or schools cricket on that day. Start times may also be amended as directed by independent ground authorities. Teams may however elect to start earlier by agreement. Should any unreasonable delay in the commencement of a match be reported to the Board, it shall have powers to impose a points deduction on the offending Club and/or to award the match to their opponents. [See Rule 10 for further information on hours of play.]

4.9 In order to start a game there must be a minimum of six players present from both sides at the stipulated start time of the game. Should there be less than that, the opposition have the right to claim the game, unless exceptional circumstances have prevented a side from arriving at the ground on time.

4.10 In determining whether a team has failed to fulfil or play out any fixture, the Board shall have regard to clubs' adherence to the League's "Wet Weather Guidelines", as promulgated by the Board from time to time, and appended at Annex C. Failure to abide by these rules, or to complete a fixture for any other reason, may be taken by the Board as evidence of failing to fulfil a fixture "without reasonable cause" in the event of a protest, and it would be likely that the game would be awarded to the team lodging the protest, with no points being awarded to the team adjudicated against. Under such circumstances, the Board will have the powers to apply additional penalties if it deems it appropriate.

5.0 Trophies and Prizes

The Board may award trophies or other prizes for team or individual performance in any Grade of the SCIO, and any such award will be made at the sole discretion of the Board. Any batting or wicket keeping award will be based on the highest batting average or most dismissals obtained by an individual who must have batted or kept wicket in more than 65% of the league matches completed by his team. Any bowling award will be based on the lowest bowling average by an individual who must have taken an aggregate number of wickets equivalent to 1.4 times the number of league matches completed by his team. Walkovers will not count towards completed match numbers; but matches scratched by their team will. Cumulative appearances for different clubs in a Grade and loan appearances will not be included.

6.0 Playing Conditions

6.1 Clubs playing in the NESC SCIO must recognise their responsibilities for producing a satisfactory playing surface as well as ensuring that their grounds and facilities are up to an appropriate standard.

6.2 The home club in any fixture shall be responsible for the provision of a pitch, regulation stumps and bails, and for the proper marking of the pitch, boundary and any fielding circle that may be required. Any change from a grass to artificial pitch (or vice versa) must be advised to opponents at least 48 hours prior to the start of the match. If notification is not provided 48 hours in advance, an artificial pitch may still be used with the agreement of both teams. Each team shall bowl with its own ball. Clubs are reminded that it is also the responsibility of the captain of the home team, before the toss for each game, to agree with the umpires – or failing such, the opposition captain – if any obstacles within the field of play are classified as boundaries or constitute a “dead ball” if hit. Such arrangements are valid only if made before the toss. The requirements of MCC Law 2.3.2 also apply.

6.3 No match should be postponed prior to the morning of the match unless decided by an independent ground authority.

If on the morning of the match, the Captain of the "Home" side is of the opinion that the ground is unfit for play he should advise the Captain of the "Away" side at the latest before 11.00am. The "Away" club should then have the option to agree to the postponement of the fixture, or of insisting on a pitch inspection 30 minutes before the scheduled start time. In this case, both teams and umpires should attend to allow the match to start at the scheduled time if play is possible. Clubs should bear in mind that shortened games can take place if the weather improves.

On no account may the "Home" club postpone the fixture without the agreement of the "Away" club. In the event of an agreed postponement the "Home" club must advise the umpires and update Cricket Stats as per Rule 16.1.

6.4 Where games are played on artificial pitches the provisions of MCC Laws 41.11 through to 41.15.3 do not apply unless obvious damage is being caused to the playing surface. In no case should players be permitted to run up or down the central or batting zone of an artificial pitch.

6.5 It is the expectation of the SCIO that in all competitions a rate of 15 overs per hour should be maintained – i.e. that the final over of a 45 over innings should commence within 3 hours of the start of play [ignoring any interruptions for rain or player injury], and pro rata for innings where the maximum permitted duration is less [e.g. 2 hours 40 minutes for 40 overs, 1 hour 20 for 20 overs]. Any team failing to adhere to this guideline should be reported to, and a written explanation may be requested by, the Board, who may impose a deduction of points should they feel the team has taken considerably longer than expected to complete the requisite overs. To avoid unnecessary disputes, where there is no independent umpire, captains should agree on the timepiece to be used prior to the toss for innings.

In matches where an independent umpire is appointed, they will enforce the over rate noted above. For every over that has not been started at the expiry of the 3 hour period, a 1 point deduction will be applied to the offending teams league points total. The umpire should allow for exceptional circumstances such as injuries, but no allowance will be made for a drinks break. The umpire will notify the SCIO of any points deductions that may arise.

6.6 MCC LAW CHANGES - 2017 CODE

The sanction of the award of penalty runs under the following Laws shall apply only where an umpire appointed by ESCOA or any successor body is standing:

Law 18.5 (Deliberate short runs)

Law 24.4 (Player returning without permission)

Law 26.2 (Practice on the outfield)

Law 28.2 (Fielding the ball)

Law 41 (Unfair play)

For the avoidance of doubt penalty runs may continue to be applied under Law 28.3.2 (Ball striking fielding helmet on the ground).

7.0 Residential Eligibility and Registration of Players

In any game, no team may field any player who has not been ordinarily resident in the UK - *or, if freedom of movement provisions continues to be legally operative, within the European Economic Area (EEA)* - for the 183 days (six months) prior to the match concerned. This restriction does not apply to:

- (a) students registered on a full-time course of education in Scotland
- (b) individuals in full-time employment in Scotland for which a Work Permit is required and has been granted
- (c) players eligible to represent Scotland, but abroad temporarily
- (d) the spouse, civil partner or dependent relative of any of (a) to (c) above.

Consideration may be given by the Board”” to waive this rule, but only in circumstances which are considered “exceptional”.

All new players must be added to Cricket Stats by 2330hrs on the day of play. The Board will have the power to apply penalties to any team failing to register a player on time.

8.0 Other Player Eligibility Criteria

8.1 A player may be registered on Cricket Stats for multiple clubs at any one time, but – with the exceptions specified in Rule 8.2 (a), (b), (d), 8.4 or 8.5 - may only play for one club in any season; and that only providing they have no financial commitments outstanding to any previous club(s). No player may take part in any competition unless clear financially with any previous Club. Any Club knowingly fielding such a player, shall on protest, be adjudged if found guilty to have lost the match and receive no points. Action may also be taken against the player involved.

8.2

- (a) If for any reason during a season a player wishes to change Clubs he may be allowed to do so provided he has permission from the Board after having forwarded written statements from both Clubs explaining the reasons why, and provided that the previous club confirms in writing that he has settled all debts to his previous Club and returned all property of that Club. The player also has to pay to the SCIO a £25 fee, to be paid and receipted before he can play for the new Club. Transfers of this nature must be made before 0001 hours on 1st June of that season, although the Board may approve transfers after that date, but only in very exceptional circumstances.
- (b) If during the season, a member Club intimates that it will not fulfil its remaining fixtures, players who have played for that Club will be free to join other Clubs within the SCIO without restriction, but only once the Board specifically confirms this on the SCIO website. It should be noted that the player may not play in the Cup competitions if the player has already done so with their original club. If during a season, a Club withdraws its second or third eleven from all SCIO fixtures then, with the consent of that Club, players may be released to play for another Club in a lower Grade than their registered club's senior grade eleven, provided that both lending and borrowing clubs have scheduled SCIO fixtures on the date concerned, and that both clubs notify the SCIO Secretary before any such arrangement is activated.
- (c) No professional, that is any person who has received payment in cash or kind as an inducement to, or to facilitate, his playing cricket, and/or who has appeared in First Class Cricket or a List A One Day International, in each case in either the current, or the two preceding calendar years, or an Overseas Amateur registered with the Cricket Scotland League or any of its recognised Feeder Leagues, shall take part in any of the competitions. Any team playing an unqualified player shall be adjudged to have lost the match.
- (d) In League Competitions only a lower Grade player may play as a guest in two matches for a higher Grade club provided he has permission from his Club; the opposition, that the SCIO Secretary has been previously notified; and providing the Club for which he is primarily registered also has a game, a free date in the previously determined scheduled programme of fixtures, or no game as a result of their Club having been scratched to, on that day. No Club will be able to field more than two guest players in any one game. Before he may play a third time the player must, if eligible, apply for transfer under Rule 8.2 (a). Clubs may not field any guest players in cup matches. Any team contravening this Rule shall, on protest be adjudged to have lost the match. For the more relaxed requirements applicable to matches in Grade 3 or below see Rule 8.5.

8.3 Where a Club's highest-ranked team within the Grades is that club's recognised Third or Fourth Eleven, no player over the age of 21 on 1st September of the previous season who in the current season has played in more than two games for the Club's recognised First Eleven in league competition shall thereafter be allowed to play in a SCIO fixture for the remainder of that season.

8.4 The restrictions specified in Rule 8.1 will not apply to players who are under the age of 18 on September 1st preceding the current season, provided they have not played in the CSL Eastern or Western Premier leagues, who may play for any side within the league competitions of the SCIO. They may however play for only one club in cup competitions. Any Child Protection and playing restrictions under which such arrangements are made are for the relevant Clubs to agree; and must comply with relevant Cricket Scotland and SCIO policies & guidelines.

8.5 In Grades 3 and below, if both captains agree, a club may loan up to three players to its opponents, in order that a fixture may be fulfilled which otherwise may have been scratched. Where this is not possible and a team in Grade 3 or below finds it cannot field a full side for an upcoming game then, with consent of the opposition, to prevent the game having to be scratched, they may contact other Grade sides to borrow up to three players registered for but not selected by their registered Clubs to play for them, provided that any lending Club is also involved in a full programme of fixtures on that day, and that the SCIO Secretary is notified before any such arrangement is activated.

8.6 In the event that any Club has multiple teams in the same Grade in the same season, that Club will be required to notify the SCIO Secretary of the names of 6 players who regularly participated in the Grades in the previous year and are expected to be doing so in the forthcoming season, who will be allowed to play only for the Club's recognised higher such team during that season. This notification must be provided to the Secretary at least 2 weeks prior to the start of the season, The Board shall have power to request amendment of this list of players if they are not satisfied that those listed are, and will be, regular senior XI standard players for the forthcoming season. With that exception, Clubs with multiples teams may play their members in any team as often as they wish.

8.7 No player who in the current season has played in a higher Grade/level of cricket, or in a senior Saturday league outside of the Grades, can play in a senior cup competition unless they have played at least once during the season for that team. At semi-final or final level he must have played at least three times (or in the case of Grade 3 or below at semi-final level twice) during the season for that team prior to the cup match concerned. This restriction shall not apply to any player aged under 18 on 1st September preceding the season concerned.

8.8

(a) For the last 3 League games in the season, any player who has appeared for an EPL and/or a SPCU NE Championship or NOSCA Senior League side, or in the top 2 divisions of ESCA and the WDCU, in more than 60% of that club's league matches already played during the current season shall be ineligible to play for a team in a lesser league without prior permission being granted by the Board, unless they have already played during the season a minimum of 2 SCIO league games. Cognisance of the likelihood of promotion or relegation will be taken into account when considering requests for dispensation from this Rule.

(b) Any player who is also registered and has played during the current season for an EPL, SPCU, NOSCA, ESCA or WDCU club different from that which is an Ordinary member of the SCIO will also normally not be eligible to play in any SCIO match. It is appreciated that players

may move geographically during the season, or may have long standing connections to SCIO clubs, and the Board will take this into account when considering any dispensation requests.

9.0 Expenses

A club shall be entitled to pay reasonable travelling expenses to any driver (driver only and not a passenger) to defray the cost to that player of travelling to any away League match without that player being deemed to be a paid player, provided the expenses so paid do not exceed a rate per mile of necessary travel at such rate as may be fixed by the Board and intimated to clubs from time to time, [currently 17p a mile]. Such payments will be restricted to travel within the recognised boundaries of SCIO cricket. Any club which wishes to pay travelling expenses to any player shall maintain a detailed record of all expenses and MUST provide this to the Board for approval prior to making any such payment. The Board will be the sole judge as to whether the payments involved are deemed reasonable.

10.0 Hours of Play

10.1 Matches shall commence at the time specified or agreed In accordance with Rule 4.8, and shall be completed on the day of commencement. If play is not in progress due to inclement weather 7 hours after the scheduled start [2000hrs for a 1300hrs start, or the equivalent for other start times], or if play is suspended after that hour, then there shall be no further play in the match. If play is in progress, matches may however continue beyond that hour where conditions allow.

10.2

- a) The Home team shall ensure that a representative is present, on the ground where the match is to take place, at least 30 minutes before the agreed start time.
- b) Matches will start at the agreed scheduled time, (weather permitting), no matter how many players are available (see Rule 4.9). Any unreasonable delay in the commencement of a match must be reported to the Board. The Board will have the power to deduct points or award the match to the opponents.
- c) If a team does not have a player present at the toss, 15 minutes prior to the agreed start time, then that team shall automatically lose the toss.
- d) The provisions of (a), (b) and (c) above may be waived by the Board if it is satisfied the offending team made every effort to arrive on time, but was prevented from doing so by circumstances beyond its control.
- e) In all matches, Clubs must not later than the toss submit to the Umpire(s) or opposing Captain, the official Team Sheet, which should be used to complete the Match Return.
- f) Should a nominated player fail to appear to bat, his team's innings shall be considered to be completed when the last batsman available is dismissed or retires.

10.3 The tea interval in all SCIO matches should not exceed 20 minutes. The tea interval may be delayed if hot food is being provided and will not be available at the normal break in innings. Captains should discuss this prior to the start of the match.

11.0 Format of League Matches

11.1 Except as detailed in 11.3, each team competing in a league match shall be entitled to bat for 45 overs. The team batting first may declare their innings closed providing they have accrued maximum batting points, but only with the consent of the bowling team. Should the bowling team permit the declaration, they will only earn the bonus points accrued up to the time of the declaration.

11.2 No points shall be awarded in matches which are not completed, and in which the provisions of Rule 14.3 do not apply.

11.3 Where the start of the match is delayed due to weather or other exceptional circumstances the length of the match may be shortened by 5 overs per side [10 overs in total] for each 40 minute delay or part thereof. Where weather conditions indicate the full number of overs may not be completed, the captains may agree to reduce the number of overs to be played by multiples of 5 overs per side. In Grades 1 and 2 games may not be reduced unless the weather conditions indicate that this may be necessary to complete the game. However, in Grade 3 captains shall have the right in exceptional circumstances to agree a reduced length for a game where neither Club has a full side at its disposal.

All reductions are subject to a minimum length of 20 overs per innings in all Grades. No reduction in the scheduled number of overs is permitted after the start of the match.

Umpires and Captains are given discretion with regards to the start time of the second innings to ensure that, where conditions improve, common sense prevails.

12.0 Bowling Restrictions

12.1 No bowler in Grades 1 and 2 may bowl more than 10 overs, and no bowler in Grade 3 more than 12 overs, to be reduced on a pro rata basis where the length of innings is reduced prior to the start of the match. The penalty for infringing this rule is the deduction of 5 points from the team's total for each infringement. Wherever possible, umpires and/or scorers should alert captains when it appears likely that this rule may be infringed.

12.2 Captains should be aware of their responsibilities to all their players, and particularly to the directives for young fast bowlers in Annex D, which will apply in all Grades.

12.3 For the avoidance of doubt, any and all deliveries which, after pitching, pass or would have passed above head height of the striker standing upright at the crease, shall be called and signalled no-ball, as mandated by MCC Law 21.10.

12.4 Wides

The calling of wides will be as detailed in the Laws of Cricket. Teams should note that they DO NOT have the power to agree to call wides under any other method, and should the Board be made aware that they have adopted a variation to this, the Board has the power to impose a points deduction on either or both sides.

13.0 Fielding Restrictions

(a) In all matches, throughout an innings, at the instant of delivery, there shall not be more than 5 fielders on the leg side.

(b) Prior to play, the home side will put in place outer fielding circles which shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 27.45 metres (30 yards). The semi-circles shall be linked by 2 parallel straight lines. The outer fielding circle shall be marked by white dots approximately 4.5 metres (5 yards) apart, covered by circular white plastic or rubber (but not metal) discs approximately 180 millimetres (7 inches) in diameter.

(c) Throughout an innings, at the instant of delivery, a maximum of 5 fielders can be placed outside the fielding circle area.

In the event of an infringement of (c) above, the striker's end umpire shall call and signal 'no ball'. Where a sole independent umpire has been appointed, they shall also be able to call and signal 'no ball' for this infringement.

(d) In the event of the striker's end umpire failing to call and signal 'no ball' when this fielding restriction has been breached, immediately the ball becomes dead, the striker may draw the matter to that umpire's attention. If the striker's end umpire (or a sole independent umpire, if appointed) is able to verify the breach then they shall call and signal 'no ball'. If the umpire is unable to verify the breach then they shall confirm that the events of the delivery are unchanged.

(e) All Clubs by participation in SCIO competitions agree to abide by the ECB Directives for young fielders. See Annex D appended to these Rules for details of these.

14.0 Award of League Points

14.1 Result Points

Winning team - 30 points [*continued temporary provision approved by the Board for 2019 only*].
Each team in a tie - 5 points.

Except in the circumstances governed by 14.3, the team scoring the greater number of runs in the match shall be the winners. If the number of runs scored by the teams is equal the result shall be a tie. No account shall be taken of wickets lost.

14.2 Bonus Points

In all grades, Bonus points will be awarded to the losing team, and to each team in the event of a tie, as follows [no bonus points shall be awarded to the team which wins the match] -

(a) Batting bonus points will be awarded on scoring 40 runs and every 15 runs thereafter, to a maximum of 10 bonus points.

(b) Bowling bonus points will be awarded at the fall of each wicket. The maximum of 10 bowling points will be awarded should a team be all out.

14.3 In the event that a match is abandoned, then, provided at least 20 overs of the second innings have been completed, the result will be decided by the Rain Calculator method. This will also indicate the number of winning/tie/bonus points to be awarded to each team.

15.0 Forfeiture of Points

The Board shall have the power to deduct points as deemed appropriate for non-compliance with the Rules of the League.

15.1 If a club has not paid their subscription by a date specified by the Board, 5 points shall be deducted from the total points for each team that club was scheduled to field on that day in the League. If the subscription continues to remain outstanding the Board shall have power to give the club concerned 7 days' notice that they will deduct further points if payment is not made by a specified date. The Board will also have the power to suspend a club for ongoing non-payment of fees if they are not satisfied that the club will honour their dues. Clubs using pitches that have been booked on their behalf by the SCIO must make payment within 14 days of a request from the SCIO detailing the matches for which they are liable for pitch hire fees. Non-payment of pitch hire fees could result in points being deducted, or a club being suspended, as noted earlier in rule 15.1.

15.2 Where an independent umpire is standing, points may be deducted for slow over rates as specified in Rule 6.5.

15.3 Where a team fails to fulfil a fixture on the original date specified by the Board or on a substitute date agreed with the Board and their opponents, the team responsible shall be deemed to have forfeited the match and their opponents shall be awarded points as if they had won the match. Where a club cannot fulfil all its fixtures for a given day, Rule 4.4. applies. Any Club forfeiting a game after 1900hrs on a Friday evening (or 1900hrs on a Saturday evening for a league match on a Sunday) will incur an additional 5 point penalty except in exceptional circumstances as determined by the Board.

15.4 Any Club unrepresented at a SCIO Members' Meeting of which due notice has been given, shall be liable to a deduction of 15 league points from each of its teams in the playing season immediately following each Meeting at which the Club was unrepresented, subject to the power of the Board to waive the penalty on good cause shown.

15.5 The Board shall have the power at its sole discretion, before or during each season, to hold Captains' Meetings, non-attendance at which shall be liable to a deduction of 5 league points for any team unrepresented without good cause, of which the Board shall be the sole judge.

15.6 Where member clubs wish to appeal against any decision made by the Board or a pendant committee, they must do so within 5 days of that decision being notified to them. Where member clubs wish to appeal against such a decision, notification of appeal must include the grounds of appeal, and a £50 deposit, which will be returned to the appellant club if the appeal is successful.

16.0 Reporting of Results

16.1 Short Scores

In all matches, completed or abandoned, a short score must be input to the Cricket Stats system by 2030hrs on the day of the match to facilitate press requirements and the updating of the SCIO website.

This must include -

On the Summary Tab

- Indication of team winning toss
- Indication of team batting first
- Runs, wickets, and overs for each team's innings [overs to include balls for overs uncompleted]
- Comment if match un-started
- Max over per innings as agreed prior to toss [30-45 for league games or 20–40 for cup games]
- Whether Rain Calculator applicable

2. At the foot of Home and Away tabs

- Best two individual batting performances, indicating if Not Out
- Best two individual bowling performances where 2 or more wickets taken

16.2 Match Return Forms

The Home Team in any SCIO match is responsible for the completion of the full match scorecard on Cricket Stats. The form must be completed in full and accurately. Scorecards must be submitted by 1800hrs on the Wednesday following the match.

16.3 Captains' Report Forms

Both Clubs in any SCIO match are responsible for the submission of the captain's report form on Cricket Stats. The form must be completed in full and accurately. Captains' report forms must be submitted by 1800hrs on the Wednesday following the match. Whilst the Board would have the power to deduct points for non-completion, they would normally remind clubs that the return is outstanding, and only apply points deductions should a team not submit their return by a specific date thereafter.

16.4 Penalties

In the event of a failure to comply with 16.1, 16.2 or 16.3 the Board will have the power to deduct up to 5 points for each offence from the total points earned during the season. Where Clubs repeatedly fail to comply with rule 16 and/or where reports remain outstanding following reminders then this will be referred to the Board who may impose a further penalty.

16.5 Fair Play Awards

The SCIO may have Fair Play Awards for each Grade. The awarding of these will be based on Fair Play submissions on Cricket Stats. Any clubs who does not input Fair Play marks will not be eligible to receive a Fair Play award.

17.0 League Placings

League placings will be determined by expressing the points awarded as a percentage of the results points for a win in all completed matches. In the event that two or more teams have an equal percentage at the end of the season, the team having the greatest ratio of matches won to matches played shall be placed above the other teams.

In the event that this does not separate the teams, the points gained in the matches between the sides will determine the final placings; failing which net run rate as detailed through the league table on Cricket Stats will apply.

18.0 Senior Cup Ties

All Cup-tie Competitions shall be conducted on the knock-out principle with each side being limited to 40 overs each in the Aberdeenshire Cup (20 overs each in the Bon Accord and Reid Cups) and each bowler being limited to a maximum of 8 overs in the Aberdeenshire Cup (4 overs in the Bon Accord and Reid Cups).

All byes shall be drawn in the first round of each competition.

The Club first drawn shall be the home Club.

If play is started, but due to weather a result has not been determined, including by the use of the rain calculator, the other Club shall have the option to become the home Club for the replay. In the event of the scores finishing level in a cup tie, the team that has lost fewer wickets shall be the winner, or if both sides have lost the same number of wickets, the side which scored its runs in the lesser number of overs, including part overs, shall be the winner. If the game is still a tie, the winner shall be the team that scored the most number of runs at the end of the penultimate over, and if required, the team that scored the most runs at the end of each over counting back from the penultimate over.

The Board shall specify the initial and one reserve date for each round of each cup competition. On either date, if due to actual or anticipated weather conditions a game cannot start on time, or it is anticipated a full duration game may not be possible, it may by agreement be reduced prior to commencement by up to four multiples of 5 overs per side to not less than 20 overs per side, with a pro rata reduction (to 7, 6, 5 or 4) in the overs permitted to each bowler, or – if rain intervenes in the second innings after 20 overs have been bowled, but before completion, the result shall be determined by use of the SCIO's Rain Calculator. In the case of a scheduled 20 over match, the Rain Calculator will be used providing at least 15 overs of the second innings have been completed.

Should the Rain Calculator state that the match was a tie, it will be replayed with the away Club having the option to become the home Club for the replay. If the match took place on the

reserve date then the teams should have a bowl off to determine the winner.

Should no result be achieved on the reserve date after application of these provisions, teams should either on that date, or within five days thereafter – using remote access technology where appropriate – undertake a bowl off to achieve a result. Five players from each team, will bowl overarm, alternately, two consecutive deliveries each, at three stumps at a distance of 22 yards. The team scoring the greater number of “hits” shall be the winner. If the scores are equal the same cricketers in the same order will bowl one ball each alternately to achieve a result on a “sudden death” basis. If circumstances make the above impossible, or a bowl out is not completed within five days, the Association shall determine the result of the match by the toss of a coin.

Cup Finals (or Finals Days) shall be played on grounds to be fixed by the Board. Dependent on league size, initial and reserve dates may be scheduled for Sundays, but in the case of the Bon Accord and Reid Cup, where both clubs agree, Sunday ties may be rescheduled for a weekday evening provided that any such arrangements are submitted for Board approval no later than 7 days before the Sunday date originally fixed. In all cups, it is the responsibility of the home side to lay out a fielding circle, and fielding restrictions will apply as detailed in rule 13.

Special Regulations for the Turriff Cup and Press and Journal Trophy Competitions shall be as approved by the Board and are appended at Annex E.

19.0 Protests

Protests against a club for alleged breach of rules of competition must be emailed to the Secretary of the SCIO, to reach him not later than five days, including Sunday, following the date on which the match was played, and a fee of £25 must be credited to the SCIO account. In addition, a protest, except in regard to the eligibility of any players, must be intimated to any independent umpire and to the Captain of the opposing team either before or during the progress of the game, but a protesting team must play out the match although under protest. Should the protest be judged frivolous, the £25 shall be forfeit. Should the protest be upheld, the opposing team may be subject to a points deduction as decided by the Board. The penalties which may be imposed on clubs in the event of a protest being upheld and the standard of proof shall be as provided under Rule 22.0 (f) in the case of player misconduct.

20.0 Umpiring and Scoring

20.1 The East of Scotland Cricket Officials Association (ESCOA) may appoint an umpire or umpires to officiate at any match it deems appropriate. No team may object to an ESCOA-appointed umpire officiating at any match.

20.2 Where a team offers to provide one or two non-player umpires, the agreement of the opposing captain is required.

20.3 Where the two captains have agreed an umpiring format for a match, it shall pertain for the whole of the match unless exceptional circumstances create the need for unavoidable change.

20.4 Where only one umpire is appointed by the ESCOA he shall officiate continuously from the bowler's end.

20.5 Where fewer than 2 umpires are appointed under Rule 20.1, the match shall be umpired by players or other convenient people operating in shifts. When umpiring duties are undertaken by participating players, their alternating between the bowler's end and the striker's end shall be at the discretion of the batting teams captain.

20.6 No club shall have a right of objection to any umpire, no matter how they are appointed. All umpires, no matter how they are appointed, are expected to uphold the Laws and Spirit of the game, and to make all decisions that are required with strict impartiality.

20.7 Wherever possible, each club shall appoint a scorer for each game, but if a scorer is not appointed, the club must provide a standard "box-style" scorebook or score sheet, and the score shall be kept by members of the batting side. There must be 2 scorers recording the action at all times.

20.8 Where umpires are appointed under Rule 20.1, they shall agree the scores at the conclusion of each innings as mandated in MCC Law 3.2. Where no umpires are appointed, the captains shall agree the scores at the conclusion of each innings. Each captain shall have the right to examine each scorebook, and the captains shall jointly resolve any discrepancies within or between the two scorebooks.

20.9 Ideally, a scoreboard, legible from the pitch, should be provided by the home team. The scoreboard shall show, as a minimum, runs scored, wickets fallen, and the number of overs bowled. The scoreboard shall be updated ideally at the end of every over. If no scoreboard is available then the scorers should make both teams aware of the score at the end of every over.

20.10 All clubs are encouraged to support their members in attending training courses and sessions in order to promote the highest possible standards of umpiring and scoring throughout the SCIO.

21.0 Video and Photographic Material

Recording a match whilst on the field of play is strictly prohibited. Where video or photographic evidence by spectators is available it may also not be used to determine any cricketing decision which may be part of a match, eg. the result of a match or dismissals. This list is not exhaustive. It will be up to the Board or Disciplinary Committee to decide if it wishes to accept and use video or photographic evidence by spectators when considering a protest or disciplinary matter not involving a cricketing decision; but this will be for such matters only, and not in relation to any other aspect of play. Any video or photographic material from which individuals can be identified must comply with legal requirements. It can be used only if obtained with the consent of the individuals concerned, or for a legitimate purpose.

22.0 Indiscipline

Note: The SCIO has an Internet and Social Media policy, full details of which can be found in the downloads section of the SCIO website. All players and officials should make themselves aware of this policy. Breaches of this policy will be dealt with under the SCIO disciplinary procedures, however, it may also be considered a criminal offence and passed on to the relevant authority for action.

(a) Any player behaving in an un-gentlemanly manner or insulting any Umpire in either a visible or verbal manner during the course of, or in connection with a match, or otherwise breaching the Laws of Cricket [including the Preamble thereto, entitled “The Spirit of Cricket”] or bringing the game into disrepute, or the captain of such a player, shall be liable to disciplinary action at the instance of the Disciplinary Committee of the SCIO.

(b) For the purposes of this rule-

(i) the expression ‘player’ shall be deemed to include any player, member, or official of any Club;

(ii) the Disciplinary Committee shall comprise a minimum of seven persons, but not more than fourteen, appointed by the Board and serving for one year, with any or all of its members being eligible for reappointment. A quorum of the Disciplinary Committee shall be three members and any vacancies may be filled by co-option by the Board. The Committee shall appoint its own Convener and Secretary.

(c) The Disciplinary Committee will not consider any complaint against a player unless written notice of any such complaint is received by the Secretary of the SCIO from any Club (references in an online Captain’s Report may be deemed to satisfy this requirement) or member of ESCOA within five days after the date of the alleged offence. A meeting of the Disciplinary Committee shall be convened within ten days of receipt of any such written complaint. Those intending to report an individual are normally expected also to inform his or her club before doing so, unless they can advance reasonable grounds for not doing that.

The player against whom the complaint has been made will be entitled to be present at the meeting in order to answer the complaint or to have a representative present to speak on his or her behalf before a decision is reached. Unless exempted by the Disciplinary Committee, both captains on the day of any match in respect of which indiscipline is reported, must also attend any disciplinary hearing. The captain of a player reported may also where appropriate be disciplined, irrespective of whether directly involved in any ungentlemanly behaviour reported, if in the opinion of the Disciplinary Committee he failed to take reasonable steps to prevent the behaviour concerned, as may the captain of the opposing side if, in the opinion of the Disciplinary Committee, actions by his players contributed materially to the incident of indiscipline reported.

(d) Any player found by the Disciplinary Committee to have committed an offence under paragraph (a) above will have a right of appeal to the SCIO Board provided that a written notice setting out the grounds of appeal is received by the SCIO Secretary within seven days of the notification of the decision of the Disciplinary Committee and is accompanied by a deposit of £50.

An appeal hearing will be convened within ten days of receipt of any such written appeal, with the player having the same rights of attendance or representation as were available to them at the original hearing. The Board may confirm, vary, increase or reverse the decision of the Disciplinary Committee. The Board will also be empowered to order the £50 deposit to be forfeited should it consider an appeal to be frivolous, as to which it shall be the sole judge. The decision of the Board on the appeal will be final. Any penalty imposed by the Disciplinary Committee will be suspended pending the outcome of any appeal.

(e) A member of the Disciplinary Committee or the Board may not participate in the hearing of any case involving a player from the Club of which they are a member, or which arises from a game in which their Club was involved.

(f) The sanctions available under this Rule shall be one or more of the following: oral or written reprimand; suspension of a player, players, or of a team from SCIO competitions for a specified period; deduction of not more than 25 league points; or award of a match to the opposition. Any sanction may be suspended for a specified time period subject to good behaviour, and the timings for the application of any sanction are at the discretion of the Disciplinary Committee, who may consider it appropriate to carry a sanction (or part thereof) forward to the following season, where appropriate.

(g) The standard of proof in proceedings under this Rule shall be the civil standard – “more likely than not”.

23.0 Age Group Competitions

Rules for junior age-group competitions shall be as set by the Board of the NE Scotland Cricket SCIO, adhering as closely as possible to Cricket Scotland recommended formats. The Board shall thereafter be the sole judge as to adherence to competition rules, and any disciplinary matters that may arise

24.0 Amendment of Rules

In exceptional circumstances, any of these rules can be suspended or amended by the Board (subject to a two thirds majority being in favour) at any time, and any amendment will take effect from a date of their choosing and must be advised to all clubs within 24 hours. Any amendment made by the Board, must be approved by a simple majority of the members at the AGM following the rule change, otherwise the rule change will be deleted, and cannot be enforced by the Board in the year following the AGM, unless Health and Safety issues are considered to apply; the rule change is on the advice of Cricket Scotland; or is the consequence of a change to the Laws of Cricket.

Otherwise no alteration shall be made in the foregoing Rules without a majority of the Ordinary Members of the SCIO present voting in favour of the proposed alterations at the Annual General Meeting or exceptionally another Members Meeting expressly convened for the purpose. Notice of any such alterations must be in the Secretary's hands by a date specified on the Web Site, in order that Clubs may get 28 days' notice of same.

Amendments to the alterations must be in the Secretary's hands in time for Clubs to get 14 days' notice of same.

Any proposed alteration to rules (other than one proposed by the Board) or amendment thereto (whether to a proposal made by the Board or otherwise) must be proposed by a minimum of three Clubs.

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OPERATIONAL RULE ANNEXES

APPROVED BY THE SCIO BOARD

ANNEX A – SPECIFICATION OF STANDARD BALL [Rule 1.3]

The Standard Balls currently approved for use by teams in Grade 1 are the “Dukes Royal Crown A” 5½ oz (DT061) and for other teams the “Dukes Special Crown Match A” 5½oz (DT054), both available from Thistle Sports, plus a £1 levy per ball to SCIO funds for trophy maintenance. *Teams in Grade 1 may, as a transitional provision, continue to use stocks of the lower grade ball which they already hold in matches at Grade 1 level, until these are used up.*

ANNEX B – CURRENT COMPOSITION OF GRADES [Rules 2.1 and 4.1]

Grade 1 – shall consist of ten teams who shall for the Aberdeenshire and Bain Cups. In League Competition, each team shall have two matches scheduled with every other team.

Grade 2 – shall consist of ten teams who shall compete for the Bon Accord and Junior League Cups. In League Competition, each team shall have two matches scheduled with every other team.

Grade 3 – shall consist of the remaining teams who shall compete for the Ross and Reid Cups. If there are eight or fewer teams in Grade 3, in League Competition each team shall be scheduled to play a minimum of two matches with every other team; otherwise each team shall be scheduled to play each other team once, although a flexible approach may be taken to fixturing to maximize the number of games playable. The games in the Reid Cup prior to the semi-final stage shall be either on a knockout or league cup basis in groups, as determined at the previous year’s AGM in the light of the number of teams in the Grade for that season. *In the season 2019, as there are six sides only, each team shall play each other three times in league competition, and games in the Reid Cup prior to the semi-final stage shall be on a league cup basis.*

ANNEX C - WET WEATHER GUIDELINES AND CRITERIA [Rule 4.10]

The health and safety of players and officials are of paramount importance and it is the responsibility of the umpires and captains to ensure that this takes priority over any desire to complete a match or get to a position whereby a result applies.

The introduction of the Rain Calculator should reduce the perceived need to continue play in conditions that are clearly unplayable.

The following guidelines should help Captains in their discussions. The Committee advises that where protests do come before them, failure by either or both Captains to follow these guidelines may be considered in making a decision. Additionally, any Captain who has enforced play in conditions that are deemed to have been dangerous or unreasonable, may be subject to disciplinary proceedings.

1. INDEPENDENT GROUNDS-PERSON

Where an independent grounds-person refuses to allow play to start, or insists that play is suspended, then his decision must be accepted as final.

2. INDEPENDENT UMPIRES

Where independent umpires have been appointed then Laws 2.7 and 2.8 of the 2017 Code of Laws shall apply, particularly:-

(a) Fitness for Play

It is solely for the umpires to decide whether conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

(b) Suspension of play in dangerous or unreasonable conditions

(i) If at any time an umpire decides that the conditions are not fit for play, then play will be suspended immediately, or not allowed to start or recommence.

(ii) When both umpires are satisfied that the conditions are no longer dangerous or unreasonable, they shall request that play resume.

Where only one Umpire has been appointed, then his decision shall apply as above.

3. BEFORE THE TOSS FOR INNINGS

Refer to SCIO Rule 6.3 for procedures prior to the start of the match.

4. WHERE NO UMPIRES HAVE BEEN APPOINTED

It is important that the following guidelines are only considered where there are NO officially appointed umpires.

4.1 GENERAL PRINCIPLES

i) With the aid of the following criteria, the Captains shall decide on the fitness of the ground or weather for play.

ii) For this purpose, the batsmen at the wicket may deputise for their Captain but only as long as there is no dispute. Should there be disagreement between the batsmen at the wicket and the Fielding Captain then the Batting Captain should be called upon to confer with the Fielding Captain.

iii) Players and Captains should be aware that this is a matter for Captains to decide and that players should refrain from trying to influence the decision. For this reason, it is IMPORTANT that the Captains confer ALONE and that they make every effort to reach an agreement.

4.2 WHEN PLAY IS IN PROGRESS

i) If, at any time during play, conditions deteriorate to such an extent that continuing would be "unreasonable" (see criteria), then the batsmen at the wicket or the Fielding Captain may request a suspension of play. The Batting Captain cannot ask for a suspension of play unless he is one of the batsman at the wicket.

ii) If it is agreed that play should be suspended then the Captains must agree the time at which they will review the situation. If it is close to tea-time the Captains may agree to take an early tea interval.

iii) Should there be disagreement between the batsmen at the wicket and the Fielding Captain the Batting Captain shall be called upon to confer with the Fielding Captain.

iv) The Captains, with reference to the following criteria, must make every effort to come to an agreement. They have the following options:-

a. agreeing to continue play

b. agreeing to suspend play subject to review at an agreed time

c. agreeing to continue play subject to a review after an agreed number of overs have elapsed. An over in progress shall count as a completed over

d. take an early tea-interval if appropriate.

v) If the Captains cannot agree on one of these options, they must record the reason for the disagreement, the time, overs, and score in both scorebooks. Play will then be suspended subject to a review after 15 minutes.

4.3 WHEN PLAY IS NOT IN PROGRESS

(That is before the start of the match, during an interval, during the change of innings or where play has been suspended for any reason.)

i) If, while play is not in progress, weather or ground conditions are such that to start or resume play would be "unreasonable" (see criteria) then either Captain may ask that the start or resumption of play be delayed. Should conditions delay the scheduled start then the toss may be delayed to 15 minutes before the agreed starting time as under Law 12.4 the Toss.

ii) The Captains, with reference to the following criteria, must make every effort to come to an agreement. They have the following options:-

a. Agreeing to start or resume play.

b. Agreeing to stay off subject to review at an agreed time.

c. Agreeing to start or resume play subject to a review after an agreed number of overs have elapsed.

d. Take an early tea-interval if appropriate.

e. Agree to abandon the match.

iii) If the Captains agree to delay the start or resumption of play then they must agree a time at which they will review the situation. This delay should not be more than 30 minutes.

iv) If the Captains cannot agree on one of these options, they must record the reason for the disagreement, the time, overs, and score in both scorebooks. Play will then remain suspended subject to a review after 15 minutes. At this stage it is hoped that the weather will either improve or deteriorate to such an extent that there is no further dispute.

4.4 WHAT HAPPENS IF THE CAPTAINS STILL CANNOT AGREE?

i) If the Captains still cannot agree a course of action, they must suspend play for a further 15 minutes. At the expiry of that 15 minute period, if they cannot agree a course of action, the Captains should, if possible, consult a weather forecast, and if the forecast suggests that conditions are likely to stay the same or to deteriorate, they must abandon play. They must note the time and sign the scorebooks.

ii) If the forecast suggests that the weather will improve to allow the game to be completed in full (not to the point where the rain calculator comes in to force), the position should be reviewed after a further 15 minute period, and if agreement is still not possible, then the match must be abandoned.

iii) The options open to the Captains at this point are as follows:-

a. Both Captains may agree to let the result stand as 'match abandoned', subject to a replay if required.

b. Either Captain may lodge a protest with the SCIO Board if he considers that the opposition Captain has consistently refused to start, continue or resume play without good reason.

5. MAKING A PROTEST

If either Captain wishes to claim the match by lodging a formal protest to the SCIO Board they should follow the process as noted in SCIO Rule 19.0.

6. ACTION OF SCIO BOARD ON RECEIPT OF PROTEST

On receipt of a protest from a Club claiming the match, a meeting of the Board shall be arranged, inviting both Captains (or persons acting as Captain on the day in question) to attend, bringing with them a written account of the events as they saw them, their scorebook, and any other evidence they see fit.

The Board can then -

- i) uphold the protest and award the match to the protesting Club.
- ii) turn down the protest. In this event the match shall be void unless a replay is required.

WET WEATHER CRITERIA

"UNREASONABLE" CONDITIONS:

The following ground or weather conditions are to be considered "unreasonable" for starting, continuing, or resuming play:-

1. Rain which would wet players through within a 10 minute period.
2. Lighter rain driven by a strong wind.
3. Water pooling on the pitch or on the outfield..
4. Wet ground on the pitch or bowlers run-ups such that the batsmen or bowlers cannot run or turn with safety.
5. Water rising when the pitch is subject to foot pressure.
6. Water splashing up when the ball pitches.
7. Foggy or misty conditions where the pitch is not visible from the boundary.
8. Where the bowler plays in spectacles and their vision is being seriously affected by rain obscuring the lenses. It is expected that batsmen who play in glasses will be wearing helmets, but if the rain can find its way on to their glasses with a helmet on in the normal course of play, play should be suspended.

"NOT UNREASONABLE" CONDITIONS:

The following ground or weather conditions should not be considered as "unreasonable" and are therefore not sufficient reasons for suspending, not starting or not resuming play:

1. Light rain which may be unpleasant but does not seriously affect the condition of the wicket or outfield.
2. Soft wet pitches which may make batting difficult but are not so bad that they are "unreasonable" under points 3 to 6 above.

Note: Care should be taken where the match is being played on an artificial wicket and bowlers and batsmen are compelled to wear non-spiked footwear. The transition from damp grass on to the artificial pitch may be dangerous for the bowler. This may also apply in the case of fielders running and having to stop on a wet outfield, or batsmen turning on the wet artificial pitch or the grass adjacent to the pitch.

ANNEX D - ECB RESTRICTIONS FOR JUNIOR PLAYERS

BOWLING RESTRICTIONS FOR YOUNG FAST BOWLERS [Rule 12.2]

Age Maximum	Maximum Overs Per Spell	Maximum Overs Per Day
Up to 13	5 overs	10 overs
Under 14, Under 15	6 overs	12 overs

Under 16, Under 17	7 overs	18 overs
Under 18, Under 19	7 overs	18 overs

FIELDING REGULATIONS FOR YOUNG PLAYERS [Rule 13.0 (e)]

No young player in the Under 15 age group or younger shall be allowed to field closer than 7.3 metres (8 yards) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball. For players in the Under 13 age group and below the distance is 10 metres (11 yards). These minimum distances apply even if the player is wearing a helmet. Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back. In addition any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet and, for boys, an abdominal protector (box) when fielding within 5.5 metres (6 yards) of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk. Age groups are based on the age of the player at midnight on 31 August in the year preceding the current season.

ANNEX E – SPECIAL REGULATIONS FOR SUPPLEMENTARY CUP COMPETITIONS [Rule 18.0]

COMPETITION RULES FOR THE TURRIFF CUP

Rule 1. The Trophy to be named “TurriFF C.C. Trophy”.

Rule 2. To be competed for annually on a knock-out basis with all Grade clubs eligible to enter the competition. All players must be registered with Cricket Stats and may only play for one side in the competition in any season.

Rule 3. Ties prior to the semi-final round shall normally take place on a weekday evening, limited to 20 overs per team with each individual bowler being limited to a maximum of 4 overs; but may be scheduled for a Sunday provided both clubs agree, and the use of such dates are not disruptive to the SCIO’s other League, Cup & Representative fixtures. The Rain Calculator must be used to determine a result if the match has not been completed, providing 15 overs of the second innings have been completed.

Rule 4. If play is started, but due to weather a result has not been determined, including by the use of the rain calculator, the 'away' Club shall have the option to become the 'home' Club for the replay. Replays of cup-ties will take place within eight days of the original fixture; any exceptions to this will be permissible only with the agreement of the Board (and both Clubs concerned).

Rule 5. In the event of the scores being tied, the team that has lost fewer wickets shall be the winner, or if both sides have lost the same number of wickets, the side which scored its runs in the lesser number of overs, including part overs, shall be the winner. If the game is still a tie, the winner shall be the team that scored the most number of runs at the end of the penultimate over, and if required, the team that scored the most runs at the end of each over counting back from the penultimate over.

Rule 6. Draws for various rounds, any entry fees and fixture dates to be arranged by the Board..

Rule 7. If a match is called off on a second occasion the result shall be determined by a bowl out or coin toss, as specified under Rule 18.. Where conditions of weather or light require, either original or re-scheduled fixtures may, by agreement of both captains, be reduced to not less than 10 overs per side, with bowling allocations being reduced *pro rata*.

Rule 8. It is the responsibility of the home side to lay out a fielding circle, and fielding restrictions will apply as detailed in Rule 13

COMPETITION RULES FOR THE P&J & DUNCAN CUPS (7's)

Rule 1. Open to all clubs in membership of the NE Scotland Cricket SCIO.

Rule 2. Clubs may enter as many Sevens as they so desire. No player can play for more than one Seven during the course of the competition, *and must also be registered on Cricket Stats as a playing member of a recognised Cricket Scotland club.*

Rule 3. Any entry fee for the competition shall be arranged by the Board.

Rule 4. Each Seven shall be allowed SIX by EIGHT ball overs in all rounds. The Board may reduce this to 6 ball overs if time to complete matches is limited.

Rule 5. Six members of the team shall bowl in succession, the Wicket-Keeper being excepted, and only six wickets shall fall. In the event of a nominated player failing to appear in time to bowl his over, or being unable through injury to bowl his over, the opposing Captain shall nominate any of the other bowlers to bowl his over. The Wicket-Keeper shall not bowl under any circumstances.

Rule 6. The matches should commence at 6.30pm, and at times set thereafter by the Board.

Rule 7. In the event of the Tie ending in equal number of runs, the team having lost the least number of wickets shall be the winner. Failing that, should both teams have been all out, the team that batted the longest shall be the winner. Failing that, the team having scored the highest number of runs at the end of the penultimate over shall be the winner, and if required, the team with the highest score at the end of the over counting back thereafter shall be the winner.

Rule 8. The Board of the NE Scotland Cricket SCIO shall exercise full control over the Tournament and may amend the Rules of the Competition as may be deemed necessary.

ANNEX F - OPERATIONAL CODE OF PRACTICE FOR IMPLEMENTATION OF DISCIPLINARY PROCESSES [Rule 22.0]

PRELIMINARY

While, in common with other sporting bodies, the SCIO has its own disciplinary committee, it is important to note that, under the Laws of Cricket, responsibility for regulation of player behaviour is also a matter for member clubs, and specifically during play rests with the captain of each team on the day in question. Both clubs and captains may therefore be subject to sanctions if in the opinion of the Board they fail to take sufficient steps to regulate the behaviour of their players, and to respond robustly to reports of misbehaviour, even if not themselves personally involved in any misconduct.

Under the Laws of the game the prime function of the disciplinary process is to determine the further action at SCIO level which the Laws require should follow any report by umpires or others of unfair play or player misconduct. It follows that, subject to the required procedures under the Laws having been followed, umpires' reports will normally be accepted as conclusive regarding the facts of any case. Furthermore, if in the opinion of a disciplinary panel any evidence presented in a hearing is deliberately designed to mislead them with a view to minimising any sanction imposed, this may result in an increased sanction for the individual, or for further proceedings to be raised against any witness who falls under the jurisdiction of the SCIO, for bringing the game in to disrepute.

In applying its disciplinary procedures, the SCIO will follow the Code of Discipline and sanctions laid down for players from time to time by Cricket Scotland, and the categorisation of offences embodied in the 2017 Code of Laws.

ACTION REQUIRED OF THE SCIO SECRETARY ON RECEIPT OF A DISCIPLINARY REPORT

To forward a copy of the report, and contact details for a representative of the club of any player cited, to the designated secretary of the Disciplinary Committee panel, as advised by the Convener of that panel.

ACTION TO BE TAKEN BY THE CONVENER/SECRETARY OF THE DISCIPLINARY PANEL

On receipt of a disciplinary report, the Convener, or an appointed deputy for that specific case, will make an initial assessment of the disciplinary report, and if they feel the report falls within the range of a level 1 offence, they should, after getting agreement from two others on the disciplinary panel, write to the club and the player, forwarding a copy of any complaint, and offering them the opportunity to accept an official reprimand as detailed under the list of level 1 offences, also accepting that this will remain on file for a 12 month period. If the individual/club does not accept the offer of an official reprimand, they are entitled to request a hearing as laid down in the SCIO Code of Practice for Disciplinary Processes. However, if a hearing is requested, it should be noted that

the disciplinary panel may decide, that in light of the evidence presented, that the offence falls in a category higher than level 1.

For any offence that the Convener feels is likely to be covered by a category higher than level 1, they should forward a copy of any complaint to the Secretary of the relevant club(s), requesting that they forward this to the player cited, arranging for him, plus if desired a representative – and unless exempted the captains of both teams - to attend a quorate meeting of the Disciplinary Committee on a date and at a location specified. Under Rule 22 this meeting should be held within 10 days of receipt but may be adjourned to a later date if a quorum cannot be obtained, or for good reason a player is unable to attend within that period.

For offences at level 2, 3 or 4, the Convener may designate a member of the Disciplinary Committee Panel to present the case to be answered. Any such individual shall however then be required to withdraw following the taking of evidence and have no role in determining the decision of the Committee in regard to that case.

CONDUCT OF DISCIPLINARY HEARINGS

The Chair of any disciplinary hearing shall open proceedings by reminding all present of the underlying purpose of the disciplinary process and, if necessary, of the Committee's powers, as outlined under "Preliminary" above. He shall then ascertain if any player cited is represented, and if so by whom, before inviting them formally to respond to any complaint made.

Unless excluded for disruptive behaviour, any player whose conduct is under investigation, and their identified representative, shall be entitled to remain present throughout the hearing of their case; and be entitled to pose questions through the Chair to witnesses. Members of the Committee shall also be entitled to question witnesses on their evidence. At the discretion of the Committee other individuals may also be permitted to observe proceedings, but shall not be allowed to speak, unless formally called as witnesses.

At the conclusion of the hearing of any evidence, any individual whose conduct is under investigation shall have the right to make a closing statement, on which no further questions shall be permitted. All persons other than the members of the Committee shall then withdraw for the Committee to reach its determination of fact, and of any sanction to be applied. The decision of the Committee will then be communicated in writing to the club and the individual(s) involved.

COMMUNICATION OF OUTCOME/ RIGHTS OF APPEAL

The Chair of any Disciplinary Hearing shall be responsible for communicating the outcome of any hearing to the Secretary of the club(s) concerning, including the procedures and deadline for any appeal, copying this also to the SCIO Secretary.

In the event of any appeal to the Board, the possible grounds and timelines for which are detailed in Rules 1,1 and 22.0(d) , the procedures for conduct of that shall be as for the original disciplinary hearing.

PUBLICITY

In the event of any complaint being proved, a summary detailing the name & club of the player, the offence and sanction imposed, will normally be published on the SCIO web site, but only after any appeal process has been exhausted.

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