

# **The East League Rules 2012(December)**

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

## ***Administration of League***

**1.1** The League shall be administered by the General Committee of the East of Scotland Cricket Association, in accordance with the League Rules and within the terms of the Constitution.

## ***Composition of League***

**2.1** The League shall be divided into Divisions. The General Committee shall determine annually the number of Divisions and the number of teams within each Division.

**2.2** No club may be represented by more than one team in any one Division with the exception of the lowest division.

## ***Promotion and Relegation***

**3.1** At the end of each season, subject to the provisions of Rule 2.2, promotion and relegation will take place as follows.

**(a)** 2 clubs shall be promoted from each Division (except the top Division) to the Division above.

**(b)** If a club is relegated from CSL to the East League, and no club promoted from the East League to CSL, the bottom 3 clubs in each Division shall be relegated to the Division below.

**(c)** If either one club is relegated from CSL to the East League, and one club promoted from the East League to CSL, or no clubs relegated from CSL to the East League and no club promoted from the East League to CSL, the bottom 2 clubs in each Division shall be relegated to the Division below.

**(d)** If no club is relegated from CSL to the East League, and one club promoted from East League to CSL, the bottom club in each Division shall be relegated to the Division below.

**3.2 (a)** Any team failing to fulfil three of its fixtures during the course of a season will be deemed to have failed to meet its obligations to the League and shall be automatically relegated to the next lowest division.

**(b)** Any team failing to fulfil more than three of its fixtures during the course of a season shall be automatically relegated to the division below the next lowest division.

**(c)** Any team failing to fulfil six or more of its fixtures during the course of a season will be deemed to have withdrawn from the League competition, shall have all results expunged from completed and defaulted games, and shall require to re-apply for admission to the league in accordance with 3.3 below.

**(d)** A fixture will only be deemed to have been fulfilled where a side consists of seven or more players.

**3.3** Any team in the lowest Division of the East League failing to fulfil three or more fixtures during the course of the season shall require to apply for readmission to the East League at the next Annual General Meeting of the Association along with any other team seeking admission to the East League. Where appropriate, those teams seeking admission or readmission to the East League shall participate in a ballot

for the vacant place or places and such vacant place or places shall be allocated to the team or teams securing the highest number of votes in the ballot. Prior to the ballot, the General Committee shall indicate how many places in the League competition are available

**3.4** For each team that has failed to fulfil three or more fixtures in the season, a club must pay a £100 deposit to allow that team to compete in the League in the following season. The deposit must be paid prior to the first scheduled fixture of the following season, or that team will be removed from the League. The deposit will be returned at the end of the following season, provided that the team has fulfilled its fixtures and did not default on more than two occasions.

## ***Fixtures***

**4.1** The Competitions Sub-Committee shall arrange fixtures for each Division and shall notify clubs of such fixtures as soon as practicable each year. No alteration to these fixtures shall be made other than with the prior agreement of both clubs concerned and notification in writing to, and consent given by, the Competitions Sub-Committee. Fixtures in each Division, other than the lowest, will be arranged on the basis of each team playing one another twice during the season, one at home and the other away. In the lowest Division the fixtures shall be arranged so that each team shall have at least one fixture arranged with each other team.

**4.2** Clubs may re-arrange fixtures by obtaining the consent of their opponents and the Competitions Sub-Committee. No re-arrangements may take place where a match has been cancelled or abandoned due to bad weather, or where the rescheduled date is after the last scheduled weekend of the East League season

## ***Trophies and Prizes***

**5.1** The General Committee may award trophies or other prizes for team or individual performance in any Division of the East League. No trophy or prize for individual performance may be awarded to a paid or overseas player.

## ***Playing Conditions***

**6.1** All matches shall be played in accordance with the current MCC Laws of Cricket.

**6.2** Clubs participating in the East League shall take steps to maintain or improve the standard of their grounds in keeping with the League's status as a feeder league to the Cricket Scotland League (CSL).

**6.3** Clubs playing in the First Division of the East League 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 as shall be determined by the Competitions Sub-Committee in its sole discretion.

**6.3 (i)** All East League Division 1 games will be played on grass wickets unless in exceptional circumstances and with the agreement of both teams. All playing surfaces must be approved by ESCA who may appoint a specialist adviser to determine the suitability of the playing surface. Any new ground must be approved by ESCA not less than three months prior to the start of the season.

**6.4** The home club in any fixture shall be responsible for the provision of a pitch (and notification of the venue to opponents not less than 48 hours before the fixture), regulation stumps and bails and for the

proper marking of the pitch and boundary. Each team shall otherwise provide its own equipment, including a ball of a type approved by the General Committee. Each team shall bowl with its own ball. [See also Rule 18.9] Although preference should be given to natural turf pitches where possible, an artificial pitch may be used in any Division provided the away side are notified 48 hours before the fixture. If notification is not provided 48 hours in advance, an artificial pitch may be used with the agreement of both teams.

**6.5** In the event of bad weather the home team is responsible for informing the away team as soon as possible that no play is likely to be possible. The away team has the right to travel (unless an independent groundsman or umpire declares the pitch unplayable), and the home team must then take steps to facilitate the playing of a game. Clubs should bear in mind that shortened games can take place under Rule 12.3 if the weather improves. In the event that a game is called off 24 hours or more prior to the starting time then the away club has the right to host the fixture if the away club can provide a ground.

**6.6** The General Committee shall prescribe from time to time the type or types of ball which may be used for East League matches and may prescribe different balls for use in different Divisions.

## ***Youth Policy***

**7.1** It is a further requirement of membership of the East League that all clubs should be committed to providing opportunities for young players to play the game of cricket.

**7.2** Those clubs playing in Division 1 of the East League will, in particular, recognise their responsibilities for introducing and implementing a junior coaching programme and should aim to operate at least two teams in recognised youth competitions.

## ***Players***

**8.1** All players must be Bona Fide members of the clubs for which they play.

**8.2** No player, except for juniors as covered by Rule 9.3, may play East League cricket if they have played a competitive game for any other club in Scotland that season without first obtaining the permission to do so from the Competitions Sub-Committee. Such permission will only be given where the player's previous club has provided a written statement confirming that it has no objection to the change of club. This rule will not apply to midweek competitions or to University or college competitions.

**8.3** No club may play more than one Overseas Player in any East League match. An Overseas Player is any player not qualifying as a domestic player as per 8.4 below. No player registered with the Cricket Scotland League as a paid player or equivalent may play in any East League match. In the event that the rules of the CSL change with regard to paid players, the Competitions sub-committee shall issue clarification and an official interpretation of this rule prior to the season.

**8.4** A player shall be defined as a domestic player provided he meets at least one of the following criteria.

- He has been in the European Union for at least a total of at least 169 out of the 183 days immediately prior to the first Saturday of the League season.
- He has been in the European Union for a total of at least 323 days in each of the three calendar years prior to the current season (i.e. for the 2006 season, the player must have been in the EU for all but 6 weeks of 2003, 2004, and 2005)

- He has received special permission from the Competitions subcommittee. Such permission shall only be granted where the player has a demonstrable, long-term connection to Scotland, or has moved to Scotland for the purposes of full time employment or education unconnected with employment by a cricket club or cricket-related employment by a school but for cricketing or other reasons meets neither of the criteria above.
- For the avoidance of doubt, it is the responsibility of clubs to ensure that their players comply with the above requirements. Requests for special permission should be made in sufficient time to allow the committee to make enquiries regarding the circumstances. No player may play while a request for special permission is pending.

**8.5** No special permission shall be granted by the sub-Committee under 8.4 above in regard of any player who in the last 3 years has been registered as either an overseas amateur, paid player, or overseas player in the East League or CSL.

**8.6** No Overseas Player who has played 1st Class or List "A" cricket as defined by the Association of Cricket Statisticians, may play in any match below Division 2 of the East League.

**8.7** If an Overseas player is to be paid for playing cricket, or employed by the cricket club in any capacity, the club must ensure that work permits and other immigration documentation are in order. The Competitions subcommittee shall have the right to refuse any registration until sight of such documents, or written confirmation that they are not required has been received.

**8.8** No club which has more than one team in the East League or any other League shall be entitled to play any player in different teams engaged in a League fixture in the same weekend, unless specific permission has been granted in advance by the Competitions sub-committee.

**8.9** No player who has been selected for a representative squad or team at area level or above, at any age group, shall play in any match in any ESCA competition on the day of the scheduled representative match without the written permission of the manager of the relevant representative side.

**8.10** If a club chooses not to register an overseas player, it may employ one Domestic player as a paid player or coach. Apart from this, no player, other than an overseas player as defined above may be paid or receive any monetary or other inducement to play cricket, or to facilitate playing cricket in matches under the jurisdiction of ESCA. Expenses as permitted under Rule 10 shall not be deemed to breach this stipulation.

**8.11** Any Club playing a player who is not eligible to be registered as described in clauses 8.2, 8.3, 8.4, 8.5 8.6 and 8.7 will forfeit the game(s) in which the player takes part. The penalty for any breach of clauses 8.8, 8.9 and 8.10 will be decided by the Competitions Sub Committee.

## ***Player Registration***

**9.1** In order that the Competitions Sub-Committee may administer the rules relating to player eligibility, clubs should ensure that the majority of players are registered at least 7 days before the first match of the East League Season. Should this not be possible, the club is responsible for contacting the Competitions Sub-Committee as soon as possible, but definitely before this deadline. Player registration will be done online using the East League Match Results and Statistics site providing the following information for every player:

- First name
- Surname
- Date of birth for juniors as specified in Rule 9.3 below
- Indication of overseas status as specified in Rule 8.3 above
- Normal UK residential address for all but those registering as juniors

**9.2** Provided that a Club has complied with Rule 9.1 above, it may register additional players until the end of the Monday following the first match in which they have played. The club is responsible for informing the relevant divisional representative of the player, their registration number, their position in the batting order and any other relevant contributions made in the match (i.e. catches or stumpings) by the same deadline so that they can update the match return should it already have been completed.

**9.3** Players attaining age 16 on or after 1 September of the previous season may play for more than one club and may play two games in a weekend provided that one of the games is not an CSL or Scottish Cup match. The player should be registered with all clubs for whom they play as specified by rules 9.1 and 9.2 with their date of birth completed. Under 16 players may not drop down more than three divisions (including Cricket Scotland Leagues) from their normal team without permission from the Competitions Sub-Committee.

**9.4** The following points deductions will normally be applied where a Club fails to comply with the requirements of rules 9.1, 9.2 and 9.3:

- Failure to complete the preseason registrations as specified in Rule 9.1 - 10 points deduction for all teams within the club
- Failure to register one player as specified in Rule 9.2 – 5 points deduction for the team.
- Failure to register two or more player as specified in Rule 9.2 – 10 points deduction for the team.

## ***Expenses***

**10.1** A club shall be entitled to pay expenses to any player to defray the cost to that player of travelling to any League match or to a rendezvous point prior to travelling to any 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 General Committee and intimated to clubs from time to time, or the equivalent rail or bus fare. Any club which pays expenses to any player as aforesaid shall maintain a record of all expenses so paid and shall allow access to any person appointed by the General Committee to such record and to any other books of account maintained by the club.

## ***Start and Finish Times***

**11.1** All East League matches shall commence at 1.00 p.m., and shall be completed on the day of commencement. If play is not in progress, due to inclement weather, at 8.30 p.m. there shall be no further play in the match. If play is suspended due to inclement weather after 8.30 p.m. there shall be no further play.

**11.2** Exceptionally, matches may start at some other time provided the start time is agreed by both sides prior to the date of the fixture.

**11.3 (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 defined start time.

**(b)** If a team does not have 7 players ready to start by 15 minutes after the defined start time, then that team shall automatically lose the toss.

**(c)** If a team does not have 7 players ready to start by 30 minutes after the defined start time, there shall be a deduction of 5 points from that team's total points for the season.

**(d)** If a team does not have 7 players ready to start by one hour after the defined start time, a win shall be awarded to the other team.

**(e)** The provisions of (c) and (d) above may be waived by the Competitions sub-committee if it is satisfied that the offending team made every effort to arrive on time, but was prevented from doing so by circumstances beyond its control.

### ***Duration of Matches***

**12.1** Except as detailed in 12.3 below each team competing in a match shall be entitled to bat for 50 overs (Divisions 1-2), 45 overs (Divisions 3-5) or 40 overs (other Divisions).

**12.2** No points shall be awarded in matches which are not completed, and in which the provisions of Rule 14.1(c) do not apply.

**12.3** Where the start of the match is delayed due to weather or other exceptional circumstances the length of the match will be shortened by 5 overs per side for each ½ hour or part thereof. Where the weather conditions indicate that 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. Games may not be reduced unless the weather conditions indicate that this may be necessary to complete the game.

All reductions are subject to a minimum length of 30 overs per innings in Divisions 1- 2, and 20 overs per innings in other Divisions. No reduction in the scheduled number of overs is permitted after the start of the match, with the following exception:

If, shortly after the start, there is a significant interruption, sufficient that it becomes unlikely the game can be completed, the match may, with the agreement of both captains, be restarted. Everything occurring before the interruption will be deemed not to have happened with respect to runs scored, wickets taken etc.

In order to give the match a realistic chance of reaching a satisfactory conclusion, the second innings must start no later than the time indicated below:

<b>No of overs innings scheduled for</b>	<b>Latest start time for second innings</b>
45-50	5.45pm
35-40	6.15pm

25-30	6.45pm
20	7.15pm

## ***Bowling Restrictions***

**13.1** No bowler may bowl more overs than indicated in Appendix B for the length of innings. The penalty for infringing this rule is the deduction of 5 points from the team's total for the season for each infringement. Wherever possible, umpires and/or scorers should alert captains when it appears likely that this rule may be infringed.

**13.2** Captains should be aware of their responsibilities to all their players, and particularly to the directives for young fast bowlers in Appendix A.

**13.3** Any delivery, of any pace, which passes or would have passed on the full above waist height of the striker standing upright at the crease shall be called and signalled no-ball.

**13.4** 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 in Law 42.6(a)(ii)

## ***Points***

**14.1** Points known as "result points" and "bonus points" shall be awarded as follows:

**(a)** Result Points: Winning team 20 points. Each team in a tie 15 points. Except in the circumstances governed by 14.1 (c), 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, or the result under the provisions of 14.1(c) is a tie, the result shall be a tie. No account shall be taken of wickets lost.

**(b)** Bonus Points: No bonus points shall be awarded to the team which wins the match or to either team in the case of a tie.

Batting bonus points shall be awarded as follows:

<b>No. of overs innings scheduled for</b>	<b>1<sup>st</sup> batting point awarded at:</b>	<b>2<sup>nd</sup> batting point awarded at:</b>	<b>3<sup>rd</sup> batting point awarded at:</b>	<b>4<sup>th</sup> batting point awarded at:</b>	<b>5<sup>th</sup> batting point awarded at:</b>
50	100	125	150	175	200
45	90	110	130	150	170
40	70	90	110	130	150
30/35	50	70	90	110	130
20/25	40	60	80	100	120

One bowling point will be awarded to the fielding team at the fall of the first, third, fifth, seventh, and ninth wickets. If a side is "all out", 5 bowling points shall be awarded to the fielding team, regardless of how many wickets fell.

**(c)** 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 ELC method as defined in Appendix C. This will also indicate the number of winning/tie/bonus points to be awarded to the teams.

## ***Forfeiture of Points***

**15.1** A 50 over innings should be bowled within 3 hours and 15 minutes, a 45 over innings within 2 hours and 50 minutes, and a 40 over innings within 2 hours and 30 minutes. These times include allowances for the fall of wickets, and drinks intervals, but not for delays due to injury or other exceptional circumstances. In matches controlled by umpires appointed by the East of Scotland Umpires Association, the umpires shall deduct 1 point from the bowling team's total for the season for each complete over that is unbowled after the expiry of the time listed above.

**15.2** The Competitions Sub-Committee shall have the power to deduct points as deemed appropriate for non-compliance with the Rules of the League.

**15.3 (i)** On a Saturday when all a club's teams are playing, a player who normally plays for a higher team may drop down one team, but not two. In case a higher game is cancelled through rain (or other reason), the divisional rep should be informed about such players by 10 pm on the Thursday prior to the match.

**(ii)** On a weekend when one (or more) of a club's teams is playing on a Sunday, a player who normally plays for a higher team may drop down one team, but not two. No player may however drop down more than three divisions (including Cricket Scotland Leagues) unless all of the club's teams are playing on the Sunday without the permission of the Competitions Sub-Committee. In case a higher game is cancelled through rain (or other reason), the divisional rep should be informed about such players by 10 pm on the Thursday prior to the match.

**(iii)** On a day on which a club has a higher team with no league fixture, it is not acceptable for a player who normally plays in a higher team to move down even one team, unless covered by 15.3(ii). Where doubt exists the divisional rep should be contacted by 10pm on the Thursday prior to the match.

**15.3 (iv)** On a weekend when a team has league matches on both Saturday and Sunday, rule 8.8 (which prevents a player playing for two different teams in a weekend) may be relaxed provided that clubs inform their rep in advance and do not use players who normally play for a higher team.

**(v)** "Normally" shall be defined by the Competitions sub-committee/Divisional Rep. in the light of each case.

**(vi)** Penalties – If all a club's teams are playing and the club fails to inform ESCA of a player moving down a team, no penalty will apply.

If ESCA consider that the use of higher players is conduct detrimental to the game of cricket, the following penalty will normally apply:

The match shall be awarded to the non-offending team, with league points being allocated 20-0.



**15.4** Where a team fails to fulfil a fixture on the original date specified by the Competitions Sub-Committee or on a substitute date agreed with the Competitions Sub-Committee 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, the first fixture to be cancelled must be that of its lowest team. Any Club forfeiting a game on the scheduled day of the game will incur an additional 5 point penalty except in exceptional circumstances as determined by the Competitions Sub Committee.

**15.5** Where member clubs wish to appeal against the penalties arising from sections 15.2, 15.3 or 15.4 above, they must do so within two weeks of the date of the match. Where member clubs wish to appeal against a decision made by the Competitions Sub-Committee, then any such appeal must be received by the ESCA Honorary Secretary within two weeks of notification of the Committee's decision. Notification of appeal must include the grounds of appeal, and a £50 deposit, which will be returned to the appellants club if the appeal is successful.

### ***Match Returns***

**16.1** The home team in any East League match is responsible for completing the online match return by the end of the Tuesday following the match, including when a match is cancelled or abandoned. In the event of a failure to comply, the Competitions Sub-Committee will deduct 5 points for each and every offence from the total points earned during a season. Should any player not be registered then the Registration Number should be inserted as 000

### ***League Placings***

**17.1** 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 shall 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 the clubs shall draw lots.

### ***Umpiring and Scoring***

**18.1** Wherever possible, umpires to East League games shall be appointed by the East of Scotland Umpires' association.

**18.2** Where no umpires are appointed under Rule 18.1, each club taking part in a game shall have the right to appoint one umpire. Such umpire shall not be one of the 11 players participating in the game. A team captain should inform his counterpart that his club has appointed an umpire at the earliest opportunity.

**18.3** Where only one club chooses to appoint an umpire under Rule 18.2, that umpire shall normally stand at one end of the pitch throughout the match (i.e. at square leg and bowler's end for alternate overs). With the agreement of both captains, a single appointed umpire may stand at the bowler's end for every over in a game.

**18.4** Where fewer than 2 umpires are appointed under Rules 18.1 and 18.2, the match shall be umpired by players or other convenient people operating in shifts.

**18.5** 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 make all decisions that are required with strict impartiality.

**18.6** Wherever possible, each club shall appoint a scorer for each game, who shall not be one of the 11 players participating in the game. If a scorer is not appointed, the club must provide a standard “box-style” scorebook or score sheet.

**18.7** If fewer than 2 scorers are appointed under Rule 18.6, the score shall be kept by members of the batting side not currently involved in the game. There must be 2 scorers recording the action at all times.

**18.8** Where umpires are appointed under Rules 18.1 or 18.2, they shall agree the scores at the conclusion of each innings as mandated in Law 3.15 and 4.2. 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.

**18.9** A scoreboard, legible from the pitch, must 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 at least at the end of every over.

**18.10** All clubs are encourage to support their members in attending training courses and sessions, in order to promote the highest possible standards of umpiring and scoring throughout the Association.

## ***League Rules***

**19.1** Each East League club shall have a copy of these Rules available at its ground at each League match.

**19.2** These rules shall be capable of amendment, but only as provided for in the Constitution of the Association.

## **Appendix A - Young fast bowlers**

### ***ECB Fast Bowling Match Directives***

<b>Age</b>	<b>Max. overs per spell</b>	<b>Max. overs per day</b>
Up to 13	5 overs per spell	10 overs per day
U14, U15	6 overs per spell	12 overs per day
U16, U17, U19	7 overs per spell	18 overs per day

For the purpose of these Directives a fast bowler should be defined as a bowler to whom a wicket keeper in the same age group would **in normal circumstances** stand back to take the ball. Age groups are taken from 1<sup>st</sup> September the previous year.

Having completed a spell the bowler cannot bowl again, from either end, until the equivalent of overs to the length of his spell have been bowled from the same end. A bowler can change ends without ending his

current spell provided that he bowls the next over that he legally can from the other end. If this does not happen, his spell is deemed to be concluded.

If play is interrupted for any reason, for less than 40 minutes any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption have been bowled from the same end. If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately. Once a bowler covered by these Directives has bowled in a match he cannot exceed the maximum number of overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum overs per spell if bowling spin, but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell have been bowled from the same end. If he bowls spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as he reverts to bowling fast. The limits on overs in a day will continue to apply across more than one game if a player plays in multiple games on the same day.

Captains, Team Managers and Umpires are asked to ensure that these Directives are followed at all times.

## Appendix B

<b>Length of Innings (Overs)</b>	<b>Maximum overs per bowler</b>
50-46	10
45-41	9
36-40	8
31-35	7
26-30	6
21-29	5
20	4

## Appendix C:

### ***The ELC Method for Determining Results in Abandoned Matches***

This uses a combination of the first team's score, the number of overs bowled\* and the number of wickets in hand to determine a target score for the team batting second. The charts are for matches of 20 – 50 overs in multiples of 5. The appropriate chart is used depending on the length of the first innings.

To determine a team's target at a particular point in the innings, find the entry for the number of overs bowled and wickets lost. This figure is multiplied by the first innings score and divided by 100 to give a target. The resultant figure is rounded down to give the score for a tie with one more the target for a win.

\*NOTE: The tables only indicate resources available for complete overs. The online ELC determines resources for overs and balls bowled and will be used to determine results and bonus points. The online calculator can be found at:

<http://www.eastleague.org.uk/rain>

### ***Calculation of Bonus Points***

The online ELC will indicate the number of bonus points for losing teams. This works in the following way:

**ELC not only gives us the winner but 2 useful pieces of information:**

1. The winning margin
2. When the team bowling second loses, how many wickets they needed to have taken at that point to have won.

**These can be used to calculate bonus points. Below are 2 examples to show this:**

A 200 for 6 off 50	B 135 for 7 off 30
ELC: Team A wins by 22 runs	
i.e. Team B were 22 runs behind A so award team B bonus points based on 178 : 22 runs behind A (200-22=178)	

A 200 for 6 off 50	B 135 for 3 off 30
ELC: Team B wins by 34 runs	
However, had B been 135 for 6 then A would have won i.e. Team A were 3 wickets short of victory so bonus points awarded for 7 wickets (3 short of 10)	

# The ELC method of adjusting target scores in interrupted one-day cricket matches

**Table of resource percentages remaining - over by over for matches scheduled for 50 overs**

overs bowled	Wickets lost										overs bowled
	0	1	2	3	4	5	6	7	8	9	
1	0.9	7.4	15.5	25.6	37.5	51.1	65.1	78.0	88.1	95.3	2
2	1.9	8.3	16.2	26.0	37.8	51.2	65.1	78.0	88.1	95.3	3
3	2.9	9.1	16.8	26.5	38.1	51.4	65.1	78.0	88.1	95.3	4
4	3.9	10.0	17.5	27.0	38.4	51.5	65.2	78.0	88.1	95.3	5
5	5.0	10.9	18.2	27.5	38.7	51.6	65.2	78.0	88.1	95.3	6
6	6.1	11.8	19.0	28.0	39.0	51.7	65.2	78.0	88.1	95.3	7
7	7.2	12.7	19.7	28.6	39.3	51.9	65.3	78.0	88.1	95.3	8
8	8.3	13.7	20.5	29.1	39.7	52.1	65.3	78.0	88.1	95.3	9
9	9.5	14.7	21.3	29.7	40.1	52.2	65.4	78.0	88.1	95.3	10
10	10.7	15.8	22.2	30.4	40.5	52.4	65.4	78.0	88.1	95.3	11
11	12.0	16.9	23.1	31.0	40.9	52.6	65.5	78.0	88.1	95.3	12
12	13.3	18.0	24.0	31.7	41.3	52.9	65.5	78.1	88.1	95.3	13
13	14.6	19.1	25.0	32.4	41.8	53.1	65.6	78.1	88.1	95.3	14
14	15.9	20.3	25.9	33.2	42.3	53.4	65.7	78.1	88.1	95.3	15
15	17.3	21.5	27.0	34.0	42.8	53.6	65.8	78.1	88.1	95.3	16
16	18.7	22.8	28.0	34.8	43.4	53.9	65.9	78.1	88.1	95.3	17
17	20.2	24.1	29.1	35.6	44.0	54.2	66.0	78.1	88.1	95.3	18
18	21.7	25.4	30.3	36.5	44.6	54.6	66.1	78.1	88.1	95.3	19
19	23.3	26.8	31.4	37.5	45.2	54.9	66.3	78.1	88.1	95.3	20
20	24.9	28.2	32.7	38.4	45.9	55.3	66.4	78.2	88.1	95.3	21
21	26.5	29.7	33.9	39.5	46.6	55.8	66.6	78.2	88.1	95.3	22
22	28.2	31.2	35.2	40.5	47.4	56.2	66.8	78.2	88.1	95.3	23
23	29.9	32.8	36.6	41.6	48.2	56.7	67.0	78.3	88.1	95.3	24
24	31.7	34.4	38.0	42.8	49.1	57.2	67.2	78.3	88.1	95.3	25
25	33.5	36.1	39.5	44.0	50.0	57.8	67.4	78.4	88.1	95.3	26
26	35.4	37.8	41.0	45.3	51.0	58.4	67.7	78.4	88.1	95.3	27
27	37.3	39.6	42.6	46.6	52.0	59.1	68.0	78.5	88.1	95.3	28
28	39.3	41.4	44.2	48.0	53.0	59.8	68.4	78.6	88.1	95.3	29
29	41.3	43.3	45.9	49.4	54.2	60.6	68.8	78.7	88.1	95.3	30
30	43.4	45.2	47.6	50.9	55.4	61.4	69.2	78.8	88.1	95.3	31
31	45.6	47.2	49.5	52.5	56.6	62.3	69.7	78.9	88.1	95.3	32
32	47.8	49.3	51.4	54.1	58.0	63.2	70.2	79.1	88.1	95.3	33
33	50.1	51.5	53.3	55.9	59.4	64.2	70.8	79.3	88.1	95.3	34
34	52.4	53.7	55.3	57.7	60.9	65.3	71.5	79.5	88.2	95.3	35
35	54.8	55.9	57.4	59.5	62.4	66.5	72.2	79.8	88.2	95.3	36
36	57.3	58.3	59.6	61.5	64.1	67.8	73.0	80.1	88.2	95.3	37
37	59.8	60.7	61.9	63.5	65.8	69.2	73.9	80.5	88.3	95.3	38
38	62.4	63.2	64.2	65.7	67.7	70.6	74.9	81.0	88.4	95.3	39
39	65.1	65.8	66.6	67.9	69.6	<b>72.2</b>					40
40	67.9	68.4	69.2	70.2	71.7	73.9					41
41	70.7	71.1	71.8	72.6	73.9	75.8					42
42	73.6	74.0	74.5	75.2	76.2	77.7					43
43	76.6	76.9	77.3	77.8	78.6	79.9					44
44	79.7	79.9	80.2	80.6	81.2	82.2					45
45	82.8	83.0	83.2	83.5	83.9	84.6					46
46	86.1	86.2	86.3	86.5	86.8	87.3					47
47	89.4	89.5	89.6	89.7	89.8	90.1					48
48	92.8	92.9	92.9	93.0	93.0	93.2					49
49	96.4	96.4	96.4	96.4	96.4	96.5					50
50	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	50
overs bowled	0	1	2	3	4	5	6	7	8	9	overs bowled
Wickets lost											

Other tables available for 45, 40 etc. overs.

Team A – 230 for 8 from 50 overs  
 Team B – 39 overs for 5 wickets  
 Target 72.2% of 230 = 166.06  
 i.e. 166 to tie 167 to win

## **Appendix D**

1. From season 2010 an Eastern Regional Academy XI will play in the 1<sup>st</sup> Division and will have one match scheduled against each 1st Division team.
2. Matches will be played under the same rules, regulations and conditions as all other league matches.
3. Regional Academy players will represent their club in matches between the sides, if selected. If not selected for his club, such a player may play for the Regional Academy XI. Regional Academy players will be in the U19 age group, however, any substitute fielder may be outwith this age group.
4. In these matches points shall be awarded and will be shown as follows
  - 1st Division sides will be awarded full points available (as set out in Rule 14) for these matches
  - Points awarded to 1st Division sides will count in determining places in the league table
  - The Regional Academy XI will not feature in the main league table
  - A secondary league table will be published showing where all 11 teams would have been placed had full points been awarded on the basis of a twenty-match season.
5. Umpires will be appointed to these games by the East of Scotland Umpires Association. Fees and expenses for the Umpires will be met by ESCA
6. ESCA will contribute a sum of £65 to each 1st Division club towards the costs of teas for these matches.

## **December 2012.**