



SEWCL changes (and reminders) 2021



Promotion/relegation

See 2021 version (version 10) of the SEWCL Regulations on the play-cricket website

Regs cover relegation and promotion within SEWCL and to and from Premier League



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Promotion/relegation

For Division 4 and below in the 2021 season only, 3 teams will be promoted and up to five teams will be relegated

Division 1 will vary in size depending on promotion to and relegation from the Premier League



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Coloured clothing

Mandatory in Division 1

In every other Division coloured kit is optional but there must be uniformity within each team



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Umpires

Responsible for fitness for play from one hour before the scheduled start of play

Fees borne equally by both teams but home team responsible for payment

If a team provides a non-playing umpire, he must stand in both innings





Umpires

Penalty runs only awarded (except for No Balls, Wides or Illegal Fielding) if panel umpires are standing

A single panel umpire may award Penalty runs if he umpires at the bowlers' end throughout

On field sanctions under Laws 41.2 and 42 only applied if panel umpires are standing





Umpires' kit

Coloured clothing optional

Liaise with your colleague in advance

White/Match/Match Pro



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Match format

Division 1 is 50 overs

Divisions 2, 3 and 5 are 45 overs

Divisions 4, 6 and below are 40 overs





Match format

Start time for all matches is 12.30pm

In September, 50 over matches start at 12.00pm

In the event of delay or interruption, a minimum of 20 overs per side constitutes a match





Match format

Bowlers allowed one fifth of the overs each in full length matches – 10/50, 9/45, 8/40

For reduced overs, see the Table at Reg 8a

Divisional committees may vary this rule





Match format

The side batting first can declare

A declaration counts as all out for the purpose of awarding points

Except in Division 1, four fielders must be within the 30 yard circle at the instant of delivery





Match format - Time

3 hours allowed for 50 overs

2 hours 45 minutes allowed for 45 overs

2 hours 30 minutes allowed for 40 overs

The overs table in Reg 11c allows a few minutes leeway for reduced overs





Match format - Wides

Any ball which passes both outside the batsman, and outside the line of the Leg-Stump, unless only the movement of the batsman permitted the ball to pass, is a Wide

Divisional Committees may vary this rule



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Match format – Division 1

17” offside wide line, marked in a different colour

Ball is wide if it passes outside that line and the umpire considers that the striker is unable to play a normal cricket stroke

If the batsman “covers” the ball it is not a Wide, even if he misses it





Match format – Division 1

Next delivery after a No Ball (of any kind) is a Free Hit

If the Free Hit delivery is a No Ball or Wide a further Free Hit is awarded



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Match format – Division 1

No field changes for a Free Hit except
To correct a fielding restriction breach
To allow close fielders to move back to 15
yards away on the same line
If the striker has changed



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Match Format – Division 1

Bouncers limited to 2 over shoulder height per over

“Standing upright at the crease”

Help from the striker’s end umpire

Inform fielding side and batsmen





Match format – Division 1

Over head height is always a No Ball
(+ free hit)

Counts as one of the two permitted

A 3rd delivery above shoulder height in an
over is an automatic No Ball (+ free hit)





Match format – Division 1

Exceeding the two per over is a breach of Law 41 as well as a No Ball

First & final warning for the first breach

Suspension & report for the 2nd breach





Match format – Division 1

Two fielders allowed outside the circle for the first 10 overs

Minimum five inside the circle for overs 11-40

Minimum four inside the circle for overs 41-50





Match format – Division 1

See Table in Regs for revised Powerplay allocation if overs are reduced

The Powerplay over adjustment takes effect immediately on resumption even if the interruption has occurred mid over





Match format – Division 1

After 8.3 overs a match is interrupted and resumes as a 35 over match. The 1st Powerplay is reduced to 7 overs

Play resumes with the 2nd Powerplay applying immediately ie from ball 8.4

The final Powerplay will be 7 overs so this match's allocation is 8.3-19.3-7





Delayed starts

Match reduced by one over per side for each full seven minutes of playing time lost

Minimum of 20 overs per side or the match cannot start



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All matches - delayed starts

If the delay is due to one side having fewer than 7 players available at the scheduled start time all the overs which would be deducted are deducted from the innings of the team arriving late at the rate of one for every 3½ minutes lost





Delayed starts

Provision does not apply if the absence is due to “unavoidable and exceptional” reasons – umpires’ call

If no umpires, see regulations 9bi and 9bii for the procedure to be adopted by the “innocent” captain





Interruptions Divisions 1 & 2

Use the Play Cricket Scorer phone app

Note that this uses the Standard version of Duckworth-Lewis and not full DLS

If scorers are using the Play Cricket Scorer Pro computer program, ensure that they select the Standard option if DL is required





Interruptions

Divisions 3 and below

DL permitted if there are independent umpires

DL permitted if the captains agree before the start of play

If DL is not being used, matches which are interrupted after the start are abandoned





Interruptions

Divisions 3 and below

If DL is adopted, use the Play Cricket Scorer phone & tablet app

Note that this uses the Standard version of Duckworth-Lewis and not full DLS

If scorers are using the Play Cricket Scorer Pro computer program, ensure that they select the Standard option if DL is required





Playing rules – Interruptions

Interruptions work on time left, not time lost

Work back from the DFT, which is 7 hours after the scheduled start time for all Divisions

Allow 3½ minutes per over

DL will be required if overs are reduced



Playing rules – Interruptions

For interruptions in the first innings, add overs available to overs already bowled

If the interruption was part way through an over, include that over as a complete over already bowled for the purpose of calculation

÷ by 2 and that gives the overs for each side



Playing rules – Interruptions

If Team A have overs to come after the resumption the over in progress must be completed in addition

The same bowler completes the part over even if he exceeds his revised allocation of overs



Playing rules – Interruptions

If Team A have already had more than half the available overs, their innings ends at the interruption with the incomplete over

Team B have all the remaining overs



Playing rules – Interruptions

For interruptions before the start of the 2nd innings, if the time left at resumption does not allow Team B to receive 20 overs the match is abandoned

For second innings interruptions, if the time left at resumption does not allow Team B to receive 20 overs in total, the match is abandoned



Playing rules – Points

If a match is abandoned without a result, each team is awarded 5 points plus bonus points based on overs actually received or delivered

In a reduced overs match which produces a result, in addition to result points each team is awarded bonus points based on overs actually received or delivered



Playing rules match reporting

A fair play/pitch marking report must be delivered for every league fixture

If there is a disciplinary event, a disciplinary report must be delivered in addition

Links to the forms at
<https://www.walesaco.org.uk>



Examples – Delay

The start is delayed by 30 minutes

One over each is lost for every complete 7 minutes of delay. $30 \div 7 = 4.28 = 4$ overs

A 50 over match is now 46, 45 is 41 and 40 is 36. Check the table for revised innings times



Examples – Delay

In Division 1, adjust the Powerplay overs

In all Divisions adjust the bowling allocation



Examples – Interruption

In interrupted matches the close of play cannot be before the DFT, which is 7 hours after the originally scheduled start. The overs may need to be adjusted to take account of this



Examples – Interruption

A 50 over match starts on time. After 19.3 overs of the 1st innings play is suspended at 1.40pm. It is decided that play can resume at 4.00pm

The DFT is 7.30pm so there is 3h 30m left. Deduct 30m for tea leaving 3h of playing time



Examples – Interruption

The table shows that is time for 50 more overs. 19.3 overs (rounded up to 20 for the sum) have already been bowled so the match is $50 + 20 = 70$ overs or 35 each

35 overs take 2h 06m (from the table). The 1st innings has already had 1h 10m – 12.30pm to 1.40pm - so there's 56m left.



Examples – Interruption

Tea will be at $4.00 + 56\text{m} = 4.56\text{pm}$; 2nd
innings starts at 5.26pm; 2nd innings ends at
 $5.26 + 2\text{h } 06\text{m} = 7.32\text{pm}$

For penalty purposes, the last over of each
innings must start within 2h 06m of playing
time



Examples – Interruption

Div 1 Powerplay overs are adjusted to 7-21-7. As play was suspended mid-over, that over has to be completed on the resumption. Bowling allocation is 8 overs per bowler.

DLS will be needed before the 2nd innings starts to calculate Team B's target



Examples – Interruption

In interrupted matches the close of play cannot be before the DFT, which is 7½ hours after the originally scheduled start. The overs may need to be adjusted to take account of this – here's the previous example suitably tweaked



Examples – Interruption

The match starts on time. After 19.3 overs of the 1st innings play is suspended at 1.55pm. It is decided that play can resume at 4.00pm

The DFT is 7.30pm so there is 3h 30m left. Deduct 30m for tea leaving 3h 00m of playing time



Examples – Interruption

The table shows that is time for 50 more overs. 19.3 overs (rounded up to 20 for the sum) have already been bowled so the match is $50 + 20 = 70$ overs or 35 each

35 overs take 2h 06m (from the table). The 1st innings has already had 1h 25m – 12.30pm to 1.55pm - so there's 41m left.



Examples – Interruption

Tea will be at $4.00 + 41\text{m} = 4.41\text{pm}$; 2nd innings starts at 5.11pm; 2nd innings ends at $5.11 + 2\text{h } 06\text{m} = 7.17\text{pm}$

But the DFT is 7.30pm so we are 13 minutes short and that requires an adjustment

$13 \div 3.5 = 3.71$ rounded up to 4 overs to be added making the match 74 overs or 37 each



Examples – Interruption

37 overs take 2h 13m so the 1st innings has 48m left and ends at $4.00 + 48m = 4.48pm$

2nd innings starts at 5.18pm and ends at $5.18 + 2h 13m = 7.31pm$



Examples – Interruption

In this example, the team bowling first are under pressure

They have $37 - 19.3 = 17.3$ overs to bowl in 48m

May incur penalty points as a consequence of their slow overs before the stoppage



Examples – Interruption

Div 1 Powerplay overs are adjusted to 8-22-7. As play was suspended mid-over, that over has to be completed on resumption. Bowling allocation is 8 overs each

DL will be needed before the 2nd innings starts to calculate Team B's target



Examples – Interruption

The match starts on time. After 20.3 overs of the 1st innings play is suspended at 1.40pm. It is decided that play can resume at 4.00pm

Tea is taken during the interruption. The DFT is 7.30pm so there is 3h 30m left. Deduct 10m for the changeover leaving 3h 20m of playing time



Examples – Interruption

The table shows that is time for 56 more overs. 20.3 overs (rounded up to 21 for the sum) have already been bowled so the match is $56 + 21 = 77$ overs

But that doesn't $\div 2$ so add 1 = $78 = 39$ overs each



Examples – Interruption

39 overs take 2h 20m. The 1st innings has already had 1h 10m.

The break will be at $4.00 + 1.10 = 5.10\text{pm}$;
2nd innings starts at 5.20pm; 2nd innings
ends at $5.20 + 2\text{h } 20\text{m} = 7.40\text{pm}$



Examples – Interruption

Div 1 Powerplay overs are adjusted to 8-23-8. As play was suspended mid-over, that over has to be completed on resumption. Bowling allocation is 8 overs

DL will be needed before the 2nd innings starts to calculate Team B's target



Examples – Interruption

The match starts on time. The 1st innings concludes after 50 overs at 3.35pm. It rains during the tea interval and play is to resume at 5.45pm

The DFT is 7.30pm so there is 1h 45m left. No adjustments needed as this is the 2nd innings



Examples – Interruption

The table shows there is time for 29 overs.
No further workings needed

Div 1 Powerplay overs are 6-17-6 and the
bowling allocation is 6 overs

DL will be needed to set the target before the
innings starts



Examples – Interruption

After 25 minutes and 6.3 overs of the previous example, play is suspended for rain and will resume at 6.40pm

The DFT is 7.30pm so there is 50m left. No adjustments needed as this is the 2nd innings



Examples – Interruption

50m is time for 14 more overs making 21 in total - the unfinished over has to be completed on resumption

The minimum is 20 overs so play can resume

The innings will end at 7.30pm



Examples – Interruption

The Powerplay overs are adjusted to 4-13-4 so Powerplay #2 starts when the incomplete over resumes. Bowlers now 5 overs each

DL will be needed again to re-set the target before the innings resumes



DL reminders

The league is using DL Standard, which is the version found on the App for phones and tablets

Scorers using the Play-Cricket Scorer Pro laptop program have a choice of DL and DLS and can select DL Standard



DL reminders

DL is needed if a match is interrupted and overs are lost by either side after the start

“Target” is the score needed to win

“Par Score” is the score which would result in a tie if the match stopped at that point

Target = Par Score + 1



DL reminders

Umpires determine how many overs

Ideally, scorers determine the DL Target

Par Score at the end of the over in progress should be displayed on the scoreboard if possible



DL reminders

Sue Drinkwater is the ACO National Scorers Officer and was one of the scorers in the World Cup Final

She has a YouTube channel called RunsWktsOvers

It includes an excellent instruction video on using the DL App – recommended



Questions?