

**1. STRUCTURE**

The Counties participating in the Championship shall be placed in two Divisions, East and West. Each County shall play six three-day matches, 3 at home and 3 away. Fixture dates shall be set by the Management Committee but, with the exception of the final Round of matches, these may be adjusted by the Home County subject to the approval of the Management Committee.

**2. DIVISIONAL WINNERS**

**2.1.** The Counties which shall have obtained the greatest number of points shall be reckoned to be the winners of each Division.

**2.2.** If two or more Counties in a Division are equal on points, preference shall be given to that County which shall have won the greater number of completed matches.

**2.3.** If two or more Counties in a Division are equal on points and have also won the same number of completed matches, their positions in the table shall be based on the higher Nett Run Rate.

Note—A team's Nett Run Rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team. All the team's matches in the Championship, except for No Result matches will count for the purposes of Nett Run Rate.

**3. CHAMPION COUNTY**

**3.1.** The two Counties which have won each Division shall play each other in a 4 day match to decide the Championship, on a ground chosen by MCCA. The side which wins the match outright shall become Champions. In the event of the match being drawn the Championship shall be shared. The conditions for the generality of matches shall apply to the Final save where special overriding conditions relating to the Final are contained in these regulations. In the case of the 4 day Final all timings referred to in Clauses 4.4, 4.5 and 4.6 shall be brought forward by 30 minutes and all references to Days 1 and 2 shall also include Day 3 and references to Day 3 shall apply to Day 4.

**3.2.** No bonus points shall be awarded in the Final

**3.3.** Should the 1<sup>st</sup> and 2<sup>nd</sup> days of the Final be abandoned to the weather and the match become a 2 day game the restriction on the number of overs per side on the first innings shall be reduced to 50; the deficit for the follow on (subject to the innings of the team batting second having been completed as defined in 4.25) shall be 100.

**3.4.** In the event of the match not having started before 2.20pm on the 3<sup>rd</sup> day the match shall become a 1 innings per side game and similar provisions to those contained in 4.3.2 shall apply save that the reference to the third day shall be deemed to refer to the fourth day and the reference to 6.30pm shall be deemed to refer to 6.00pm.

**3.5.** In the event of the fielding side in the Final (except for a 1 innings match where this provision will not apply) failing to bowl at an over rate of 17 overs per hour throughout each innings (except the final innings) measured over the entire innings the batting side shall be credited with 6 runs at the end of their innings for every over that has not been bowled (to be adjudicated by the Match Referee after consulting the Umpires and scorers with no right of appeal. If there is no Match Referee the Umpires shall make the decision). This penalty shall only apply to an innings in which 34 or more overs have been bowled. In making the calculations the following allowances shall be made: 3 minutes for each wicket taken, except the 10<sup>th</sup> wicket, and a full allowance for time lost, this latter however to apply only to single stoppages of 3 minutes or greater duration. The Umpires shall note any such stoppages and notify the scorers and Match Referee (if any) at the conclusion of an innings. No allowances shall be made for drinks intervals.

Note: The over rate penalties are calculated as follows;

1) Including time allowances for wickets and other qualifying interruptions, calculate what the finish time should have been at 17 overs per hour – giving X;

2) Subtract X from the actual finish time – giving Y;

3) Calculate how many complete overs would be bowled during Y at 17 overs per hour – giving Z;

4) Multiply Z by 6 – giving the penalty runs to be awarded.

**4. PLAYING CONDITIONS**

**4.1. Qualification of players:** The Regulations governing the qualification and Registration of cricketers in Competitive County Cricket shall apply, subject to the overriding discretion of the MCCA Management Committee, with the following exceptions: (a) that no player 'not qualified for England' shall be eligible to participate in the Competition, (b) that each County shall be restricted to playing in any one Championship match not more than one current or former First Class player who has been in receipt of a First Class County Cap, or is uncapped but has played 40 or more games in the First Class County Championship or has played 40 or more First Class games abroad and (c) that a player may only represent one Minor County in any one season whether in the same or different competitions. The overriding discretion of the Management Committee shall also apply to these exceptions. Any County who plays a player in a Championship match in contravention of Rule 4.1(a), (b) or (c) above shall forfeit any points earned from that match

**4.2.** Except as provided hereafter, the 2000 Code of the Laws of Cricket shall apply.

**4.3. Duration of Matches**

**4.3.1.** Matches shall be scheduled to be of three days' duration, and the first innings of each team shall be limited to a maximum of 90 overs.

**4.3.2.** If play has not started by 4.40pm on the second day the match shall become a 1 innings per side match provided that, if the game has not started at or before 12 noon on the third day (or in the case of the Final, the fourth day) the match shall be abandoned. The Referee or, if there is no Referee, the Umpires (the decision being final) shall (after such consultations as the Referee or Umpires as the case may be shall consider appropriate) decide the total number of overs likely to be left in the game after taking into account weather prospects, ground conditions, lunch and tea intervals and the deduction of 3 overs for the changeover of innings. The game will then proceed on the basis that this re-calculated figure will be the maximum number of overs to be bowled but subject to play ceasing at 6.30pm on the 3<sup>rd</sup> day except to complete an over in progress at that time. Fractional overs shall count as completed overs. The team batting first shall not exceed 60% of the available overs left in the game (as previously determined). If there are any further interruptions

in play the scheduled number of overs shall not be re-calculated. In the event that the game becomes a 1 innings match a new toss shall take place before the start (replacing any previous toss that may have taken place).

#### **4.4. Hours of play**

- 4.4.1.** For 3 day games the normal hours of play shall be as follows: On each of the first two days 11.00 am – 7.00pm, or after 110 overs have been bowled, whichever is the later; on the third day 11.00 am to 5.30 pm or after 85 overs have been bowled whichever is the later, from which point there shall be a further hour's play or 17 overs whichever is the later. The total number of hours of actual scheduled playing time in each match shall be 20½. Where there is a change of innings at any time during a day's play 3 overs shall be deducted from the maximum number of overs to be bowled for each change of innings during the day (regardless of whether or not such change should occur during an interval).
- 4.4.2.** In the event of play being suspended on one or more occasions on the first or second day by reason of the weather or ground conditions the actual playing time lost shall be made good by extending the scheduled closing time, subject to a total maximum of 1 hour or 17 overs whichever is the later, and subject also to the cut off time referred to hereafter. For all such interruptions on the third day, the number of overs shall be reduced by one over for each 3½ minutes or part thereof of the aggregate playing time lost.
- 4.4.3.** Notwithstanding any of the above regulations, on the first and second days no play shall take place after 8.00pm (irrespective of the starting time) except to complete an over in progress at that time unless a batsman is out, or retires, either within 2 minutes of, or after, that time.
- 4.4.4.** The Captains may agree or, in the event of disagreement, the Umpires may decide to play 30 minutes (a minimum of 8 overs) extra time at the end of the first and second days' play if, in their opinion, it would bring about a definite result on that day. If it is decided to play extra time on either or both of these days, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired. The time by which play is scheduled to be extended shall be deducted from the total number of hours' play remaining in the match, and the match shall end earlier on the last day i.e. the time for the close of play shall be brought forward by 30 minutes (if extra time is played on either the first or second day) or one hour (if extra time is played on both the first and second days) and the minimum number of overs prior to the close of play shall be correspondingly reduced by 8 or 16 overs respectively. The cut off time referred to in **4.4.4** shall not operate so as to prevent the playing or completion of the extra 30 minutes (or a minimum of 8 overs) where this is invoked.
- 4.4.5.** In the event of a suspension of play caused by serious injury to a player or by other external events unconnected with the weather or ground conditions the Umpires shall, at their discretion, have the power to extend the time for close of play by an amount equal to that lost by the suspension but not beyond the cut off time referred to in **4.4.4**. This provision, which applies equally to any day of a three day match shall, however, apply only where the suspension of play (for any one incident) amounts to 3 minutes or more. The Umpires having decided upon such an extension of play shall immediately inform both captains and the Ground Authority.  
The minimum number of overs remaining to be bowled in the day shall be shown on the scoreboard.
- 4.4.6.** Play may cease on the final day up to 30 minutes earlier (or in the Final 60 minutes earlier) than the scheduled time for cessation of play by mutual agreement of the Captains: or, in the absence of such agreement, on the authority of the Umpires.

#### **4.5. Luncheon Interval**

The Lunch Interval shall be of 40 minutes duration and shall be taken at 1.20pm or at the conclusion of the over in progress at that time. The over in progress at that time shall be completed unless a batsman is out, or retires, either within 2 minutes, or after, the scheduled time for the interval.

#### **4.6. Tea Interval**

The Tea Interval shall be of 20 minutes duration and shall be taken at 4.20 pm or at the conclusion of the over in progress at that time. The over in progress at that time shall be completed unless a batsman is out, or retires, either within two minutes or after, the scheduled time for the interval. The provisions of Laws 15.7 and 15.8 (Tea interval – 9 wickets down) shall not apply.

#### **4.7 Intervals – Timing**

The timing of the luncheon and/or tea intervals may be varied by the umpires owing to the weather or the state of the ground but neither the luncheon nor the tea interval may be dispensed with. Law 15.10 shall not apply. Where any intervals are rearranged the umpires shall give priority to ensuring that the sessions of play are as near equal as is practicable.

#### **4.8. Intervals – Ringing of the Bell**

The bell shall be rung five minutes before the start of play and before the termination of an interval, when the Umpires shall go to the wickets.

**Note: Unless otherwise agreed in advance with the Ground Authority, the ringing of the bell shall be the responsibility of the Umpires.**

#### **4.9. New Ball**

The Captain of the fielding side shall have the choice of taking the new ball after 90 overs have been bowled with the old one.

#### **4.10. Attendance of Umpires**

Umpires shall report themselves to the Manager of the ground **ONE HOUR** before the scheduled starting time on each day.

#### **4.11. Covering of the Pitch**

The whole pitch, plus ten yards behind the stumps at each end, shall be covered as follows-

- (iv) The night before the match and, if necessary, until the first ball is bowled, and whenever necessary at any time prior to that during the preparation of the pitch.
- (ii) At any time when play is suspended due to rain or conditions of light during the hours of play, and on the nights of the first and second days.
- (iii) The covers to be 12 feet wide.

**NOTE. After cessation of play on the first and second day the Umpires shall ensure that the minimum covering of the pitch and surrounding areas, as laid down in this Playing Condition, and any necessary renovation of foot holes, has been carried out to their satisfaction. Such renovation may also take place wherever possible and whenever it is considered necessary during any interval in play.**

#### **4.12. Drying of pitch and ground**

Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the Groundsman. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the Groundsman, but the drying of the pitch shall be carried out only on the instructions and under the supervision of the Umpires. The Umpires shall be empowered to have the pitch dried without reference to the Captains at any time they are of the opinion that it is unfit for play. The Umpires may instruct the Groundsman to use any equipment, including any roller, for the purposes of drying the pitch and making it fit for play. Following the artificial drying of the pitch, the Captain of the batting side shall not have the right to select the roller prior to the resumption of play, but the Umpires may decide on the use of a roller if they think fit.

#### **4.13. Law 2 – Substitutes**

In place of Law 2.1 the following shall apply:

In normal circumstances, a substitute shall be allowed to field only for a player who satisfies the Umpire that he has been injured or become ill during the match. However, in very exceptional circumstances, the Umpires may use their discretion to allow a substitute for a player who has to leave the field or does not take the field for other wholly acceptable reasons, subject to consent being given by the opposing Captain. Any abuses of this concession should be reported by the Umpires. If a player wishes to change his shirt, boots, etc., he may leave the field to do so (no changing on the field) but no substitute shall be allowed.

In addition to the above Regulations and as an exception to it, a substitute shall be allowed by right immediately in the event of a dually registered cricketer currently playing in a Minor Counties match being required to join a First Class team. Such substitute shall be permitted to bat and bowl in that match. The cricketer who is substituted shall take no further part in that match even though he may not be required to play for the First Class County. If he is batting at the time he is required to leave the match, he shall retire “not out” and his substitute shall be permitted to bat later in that innings.

#### **4.14. Law 3.8 – Fitness of Ground, Weather and Light**

(iv) All decisions concerning the fitness of the Pitch, Ground, Weather and Light for play shall be (solely) in the hands of the Umpires.. In the event of no play being possible an alternative venue shall be permissible, subject to the agreement of both Counties.

**Note: Only light meters authorised by MCCA shall be used in the Minor Counties Championship.**

#### **4.15. Law 5 – The Ball**

Grade 1 BSI approved balls of British manufacture, with seams conforming to the specifications laid down by the ECB shall be used, and spare balls for changing during a match shall also be of the same brand.

#### **4.16. Law 6 – The Bat**

In addition to Law 6 the blade of the bat shall have a conventional “flat” face. Any bat, the face of which does not conform to the conventional shape, must be submitted to the ECB for approval before its use shall be permitted in any match under the jurisdiction of the Board.

#### **4.17. Law 7.3 – Selection and preparation of the Pitch**

Law 7.3 shall apply, but in addition: Captains, Umpires and Groundsmen should co-operate to ensure that, prior to the start of a match, no player bounces a ball on the pitch or strikes it with a bat to assess its condition or for any other reason, or causes damage to the pitch in any other way.

#### **4.18. Law 15.9 – Intervals for Drinks**

Law 15.9 shall apply generally with the addition that individual drinks may be brought to the edge of the field at other times provided that there is no wastage of playing time.

#### **4.19. Law 24.12 – No Ball – penalty**

In place of Law 24.12, the following shall apply:

A penalty of two runs for a “No Ball” shall be awarded, and shall in all cases be scored as “No Balls”. This penalty shall stand in addition to any other runs which are scored or awarded.

#### **4.20. Law 25 – Wide Ball – penalty**

Law 25.1 and 25.2 shall apply, but in addition:-

(iv) For bowlers attempting to utilise the rough outside a batsman’s leg stump the strict Limited Over Wide interpretation shall be applied.

(ii) For bowlers that Umpires consider to be bowling down the leg side as a negative tactic, the strict Limited Over Wide interpretation shall be applied.

(iii) Law 25.5 and 25.6 shall apply.

#### **4.21. Law 41.3 (Fieldsman’s Protective Helmets)**

In addition to Law 41.3 the following shall apply:

(iv) In order to eliminate any waste of playing time caused by the removal from the field of fieldsmen’s protective equipment other than helmets (e.g. shin pads, etc.), such equipment, once taken on to the field must be worn until the fall of a wicket or until the next interval. The exchanging of equipment between members of the fielding side shall be permitted, provided that the Umpires do not consider that it constitutes a waste of playing time.

(ii) Umpires are not to hold helmets.

(iii) A batsman who chooses to wear a helmet must wear (or carry) it personally all the time while play is in progress. While he may call for a helmet to be brought out to him during a break in play he may only have the helmet taken off the field at the fall of a wicket or at the next interval.

(iv) A batsman may only change an item of protective equipment other than a helmet (e.g. batting gloves etc.) at the fall of a wicket or at the next interval, unless the equipment is clearly damaged or unserviceable and then only with the approval of the Umpires.

#### **4.22. Drying of a wet ball**

A wet ball may be dried on a towel.

#### **Law 42.6: Dangerous and unfair bowling**

In addition to Law 42.6 the following regulation shall apply: A bowler shall be limited to 2 fast short pitched balls per over.

#### **4.23. Fast Bowling Directives**

The ECB fast bowling directives shall apply in all matches.

#### **4.24. Follow on**

The follow on shall only apply if, in addition to the team batting second having a deficit of 150 or more, their innings has been completed (an innings terminated because the maximum number of overs has been bowled shall not be deemed to have been completed for this purpose if the batting side is not all out, unless the batting side declares).

### **5. POINTS SCORING**

- 5.1.** For a win in a two innings match, sixteen points, together with any bonus points scored in the first innings. The losing side shall retain any bonus points it has gained, but shall receive no other points.
- 5.2.** In a tied match, all relevant innings having been completed, each side shall receive eight points, together with any bonus points scored in the first innings.
- 5.3.** In a drawn match, each side to score four points, together with any bonus points scored in the first innings.
- 5.4.** If the scores are equal in a drawn match, the side batting in the fourth innings shall receive eight points, plus any points scored in the first innings. The other side shall receive four points, together with any bonus points scored in the first innings.
- 5.5.** A maximum of 4 first innings batting points (awarded only for performances in the first 90 overs) shall be awarded on the basis of one point at each of the following totals: 175, 225, 275 and, 325.
- 5.6.** A maximum of 4 first innings bowling points (awarded throughout the entirety of the first innings of each team) shall be awarded on the basis of one point each for the 3<sup>rd</sup>, 5<sup>th</sup>, 7<sup>th</sup> and 9<sup>th</sup> wicket actually taken.
- 5.7.** If play has not commenced before 4.40pm on the second day (in which event a one innings match shall be played) no first innings points shall be scored. The side winning on the one innings to score 12 points, and the losing side 4 points. In a tie each side to score (8) points. In the event of a draw in a 1 innings match in which both sides have batted a minimum of 20 overs each, unless a side is dismissed in fewer overs, the points awarded shall be 8 points each but if both sides have not batted a minimum of 20 overs, unless a side is dismissed in fewer overs, both sides shall score 6 points.
- 5.8.** If a match is abandoned without a ball being bowled this shall count as a No Result. Each side to score 6 points.

### **6. OVER RATES**

A team which, in the course of a match, (with the exception of the Final – see Para 3 above) has bowled 75 overs or more, shall suffer a deduction of points (to be adjudicated by the Umpires, and with no right of appeal) should its over rate, measured over the entire match, be less than 17 overs per hour. For rates of 16 or above, but below 17, there shall be a deduction of 2 points, and for rates below 16, 5 points. Umpires, in making the calculations shall make allowances as follows: 3 minutes for each wicket taken, (except the 10<sup>th</sup> wicket), and a full allowance for time lost, this latter, however, to apply only where such a single stoppage is of three minutes or greater duration. The Umpires shall note any such stoppages and notify the scorers and Match Referee (if any) at the conclusion of an innings. In calculating over rates those overs bowled during the last scheduled hour of the match shall be excluded. No time allowances shall be made for drinks intervals.

### **7. MATCH REFEREES and UMPIRES**

The MCCA may, in its absolute discretion, appoint a Match Referee for any Championship match, including the Final, as it considers appropriate. The modus operandi of Match Referees shall be in accordance with Para 36 of the Regulations for First Class cricket as are appropriate to MCCA Championship cricket and subject to any special conditions contained in these regulations which shall be overriding.

The arrangements for the selection and appointment of Umpires shall be in the hands of MCCA.

### **8. DISPUTES**

In the event of there being a dispute which cannot be resolved by the Umpires the matter shall be referred to ECB, whose decision shall be final and conclusive.

### **9. ADMINISTRATION**

**9.1** The result of each match in the Championship shall be telephoned and the full score (with the bowling analysis) posted (by First Class post) to the Competitions Secretary, MCCA, by the home County immediately after the conclusion. This score shall for all purposes be deemed the official score.

**9.2** The Management Committee retains ultimate discretion over the Regulations for MCCA Competitions and Playing Conditions and shall be entitled at any time to amend, vary, or add to them on reasonable notice to interested parties as well in exceptional or urgent circumstances when the MCCA shall be entitled to immediately do so on notification to the interested parties. In the event that any such decision is made on the day of or during a match in relation to which a Referee has been appointed the decision shall be notified to the Referee who shall give the notification to the interested parties.

**9.3.** In the case of exceptional or urgent circumstances as referred to in 9.2. the powers of the Management Committee may be exercised on its behalf by the Chairman of Cricket, or if he is not available or is conflicted, by the Competition Secretary, or if he is not available or is conflicted, by the Chairman or by a Member of the Management Committee nominated by the Chairman.

### **10. CODE OF CONDUCT and DISCIPLINARY PROCEDURE**

This Code of Conduct incorporates the Spirit of Cricket, as set out below. It applies to all matches played under the auspices of the Association.

(i) The Captains are responsible at all times for ensuring that play is conducted within the Spirit of Cricket as well as within the laws and the rules of the Association.

(ii) Players and Club Officials must at all times accept the Umpire's decision. Players and Club Officials must not show dissent at the Umpire's decision or react in a provocative or disapproving manner towards an Umpire at any time.

(iii) Players and Club Officials shall not intimidate, assault, or attempt to intimidate or assault, an Umpire, another Player or a Spectator.

- (iv) Players and Club Officials shall not use crude and/or abusive language, (known as sledging), nor make offensive gestures or hand signals nor deliberately distract an opponent.
- (v) Players and Club Officials shall not use or in any way be concerned in the use or distribution of illegal drugs.
- (vi) Clubs must take adequate steps to ensure the good behaviour of their members and supporters towards players and Umpires.
- (vii) Players and Club Officials shall not disclose, or comment upon, any alleged breach of this code or upon the hearing, report or decision arising from such breach.
- (viii) Players and Club Officials shall not make any public or press comment which is detrimental to the Association clubs or the game in general.
- (ix) In the event of an appeal all members of the fielding side, unless legitimately in the act of fielding or backing up a ball which is not yet dead, must maintain their fielding positions until a decision has been given.

## **THE SPIRIT OF CRICKET**

*Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the Captains.*

**(i) There are two Laws which place the responsibility for the team's conduct firmly on the Captain.**

### **(a) Responsibility of Captains**

The Captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

### **(b) Players' Conduct**

In the event of any Player failing to comply with the instructions of an Umpire, criticising his decision by word or action, showing dissent, or generally behaving in a manner which might bring the game into disrepute, the Umpire concerned shall in the first place report the matter to the other Umpire and to the Player's Captain, requesting the latter to take action.

### **(ii) Fair and Unfair Play**

According to the Laws the Umpires are the sole judges of Fair and Unfair play. The Umpires may intervene at any time, and it is the responsibility of the Captain to take action where required.

### **(iii) The Umpires are authorised to intervene in cases of:**

- Time wasting
- Damaging the pitch
- Intimidatory bowling
- Tampering with the ball
- Any other action that they consider to be unfair

### **(iv) The Spirit of the Game involves RESPECT for:**

- Your opponents
- Your own Captain and team
- The role of the Umpires
- The game's traditional values

### **(v) It is against the Spirit of the Game:**

- To dispute an Umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or Umpire
- To indulge in cheating or any sharp practice, for instance;
  - a) appeal knowing the batsman is not out
  - b) advance towards an umpire in an aggressive manner when appealing
  - c) seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

### **(vi) Violence**

There is no place for any act of violence on the field of play

### **(vii) Players**

Captains and Umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

## **11. UMPIRES RESPONSIBILITY and LEVELS OF BREACHES**

### **11.1. Umpires shall be solely responsible for categorising any breach of the Laws of Cricket or Code of Conduct or the Spirit of Cricket at one of the four following levels:-**

**11.1.1.** Level 1 for minor breaches

**11.1.2.** Level 2 for persistent minor breaches or more serious breaches justifying the penalties applicable to a level 2 breach.

**11.1.3.** Level 3 for persistent serious breaches falling within level 2 or for more serious breaches justifying the penalties applicable to a level 3 breach.

**11.1.4.** Level 4 for persistent serious breaches falling within level 3 or for an act or threat of violent conduct or for very serious breaches justifying the penalties applicable to a level 4 breach.

There are contained in the Appendix to these playing conditions recommendations as to the categorising of breaches.

These are guidelines only and the Umpires shall have absolute discretion in categorising breaches.

There may be breaches which are not expressly or implicitly referred to in the Appendix.

### **11.2. No Need for Prior Warnings**

Umpires have authority to decide that a player has committed a breach without having previously issued any informal or formal warnings.

### **11.3. Action**

- 11.3.1.** For a level 1 breach the Umpire shall issue an informal warning to the player and shall inform his captain. No further action is required, save that the Umpire shall refer to the matter in his report form.
- 11.3.2.** For a level 2 and a level 3 breach the Umpire shall issue a formal warning to the player and shall inform his captain. The Umpire shall include details of the formal warning in his MCCA disciplinary report form which he shall send to the MCCA and shall either during the course of the match or as soon as practical after the conclusion of the match hand a copy of the form to an official of the player's County or inform him orally as to the contents thereof. The MCCA Secretary shall keep a copy of the disciplinary report for a period of at least 3 years.
- 11.3.3.** For a level 4 breach the Umpire shall immediately suspend the player from any further participation in the game and shall inform the player and his Captain of this action. A substitute will not be allowed for this player for the remainder of the game. After the suspension from the game the Umpire and the MCCA shall adopt the same procedures as for a level 3 breach.

### **11.4. Penalties**

- 11.4.1.** A player who commits 2 level 2 breaches within a 2 year rolling period will receive an automatic 2 match suspension. Further such breaches within the 2 year period will result in an additional 2 match suspension for each additional breach within that period. The 2 year period shall be deemed to commence on the day on which the counting breach occurred.
- 11.4.2.** A player who commits a level 3 breach shall be suspended by the MCCA for not less than 3 and not more than 6 matches as the MCCA considers appropriate.
- 11.4.3.** A player who commits a level 4 breach shall be suspended by the MCCA either sine die or for such lesser period as the MCCA considers appropriate but being not less than 6 matches.
- 11.4.4.** Any complaint upheld against a Club Official will be reported to his/her County who will inform MCCA what action it has taken.

### **11.5. Suspensions**

- 11.5.1.** Subject to the powers of the ECB under the provisions of condition 11.5.6 suspensions shall be from MCCA Championship matches only.
- 11.5.2.** Suspensions for level 2 breaches shall start from the first Championship match to be played by the offending player's County 8 days after the date of the last scheduled day for the match in which the suspension was triggered (whether or not there was any play on that last scheduled day).
- 11.5.3.** Suspensions for level 3 breaches shall start from the first Championship match to be played by the offending player's County 8 days after the date of the imposition of the suspension by the MCCA.
- 11.5.4.** A player who commits a level 4 breach shall not be permitted to play in any Championship match until the MCCA decide the penalty for the breach and any suspension imposed by the MCCA shall take immediate effect from the date of the decision made by the MCCA.
- 11.5.5.** If a player shall be suspended at the same time for more than one breach such suspensions shall be served consecutively.
- 11.5.6.** If a player commits a level 3 or level 4 breach then the MCCA Disciplinary Committee may, if it thinks it appropriate, report the player to the ECB Disciplinary Committee and if that Committee shall impose a longer suspension than that imposed by the MCCA Disciplinary Committee then the suspension imposed by the ECB Disciplinary Committee shall replace the suspension imposed by the MCCA Disciplinary Committee. The ECB shall have power to impose or extend a suspension to any other cricket matches or competitions.

### **11.6. Disciplinary Hearings and Appeals**

- 11.6.1.** The powers of the MCCA shall be exercised by a Disciplinary Committee or an ad hoc Committee of not less than three persons appointed by the Management Committee of the MCCA. Any two out of the Chairman, the Chairman of Cricket and the Secretary of the MCCA shall have the power to make such appointments on behalf of the Management Committee of the MCCA.
- 11.6.2.** A player may make written representations to the MCCA Secretary not later than 7 days after the last scheduled day for the match in which the breach occurred (whether or not there was any play on that last scheduled day) on the question of the level of the penalty to be imposed for a level 3 or a level 4 breach,
- 11.6.3.** A player who wishes to appeal against a decision by an Umpire that he has committed a level 2, 3, or 4 breach or to appeal against a sentence imposed for a level 3 or level 4 breach shall give written notice of such appeal to be received by the MCCA Secretary in an appeal against a decision that a breach has been committed not later than 7 days after the last scheduled day for the match in which the suspension was triggered (whether or not there was any play on that last scheduled day) and in an appeal against a sentence not later than 7 days after the date when the sentence was decided and shall in either case at the same time pay a deposit of £150 to the MCCA Secretary who will then arrange a personal hearing. At the hearing the MCCA Disciplinary Committee may allow the appeal in the whole, in which event the deposit will be returned, or may allow the appeal in part, in which event the MCCA Disciplinary Committee may order that the whole or part of the deposit be returned as it thinks appropriate, but if the appeal fails the deposit shall be forfeited to the MCCA unless the MCCA Disciplinary Committee considers that there are exceptional circumstances justifying the return of part or whole of the deposit. If the suspension imposed by the MCCA Disciplinary Committee for a level 3 or level 4 breach is less than the maximum applicable to that breach then on any appeal the MCCA Disciplinary Committee shall have power to increase the suspension up to the maximum applicable to that breach.

### **11.7 Conflict of Conditions.**

The Code of Conduct and the Spirit of Cricket contained in playing condition 10 shall apply but if there is any conflict between the provisions contained in playing condition 11 and the Code of Conduct and the Spirit of Cricket contained in playing condition 10 then the provisions contained in playing condition 11 shall prevail and these conditions shall be interpreted and applied accordingly.

### **11.8. Interpretation**

The terms "Umpire" and "Umpires" in these conditions shall be deemed in each case to include the singular and the plural and these conditions shall apply whether decisions are made by one Umpire or by the two Umpires jointly.

## **12. DEDUCTION OF POINTS**

**12.1** Any action in the playing of the game which shall be considered by the Management Committee to have brought the game into disrepute shall result in the deduction of sixteen points from the offending County without the right of appeal. The deliberate bowling of wides or no balls is an example of such conduct.

**12.2** In addition to the provisions of Law 42.3 paragraphs (d) and (e) the following shall apply; In the event of a team tampering with the ball there shall be a five point deduction for a first breach. For a subsequent breach by the same team in the same season the penalty shall be increased to ten points in the second instance, fifteen in the third and so on in like manner. Should such breach occur in the Championship Final (for which no match points apply) the deduction shall take place in the following season.

## **13. RESIDUAL POWERS**

The Management Committee of the MCCA shall have power in its absolute discretion (without any right of appeal) to impose such penalty or penalties (if any) as it considers appropriate for any breach of the laws of cricket, rules, regulations, or these playing conditions where the laws of cricket, rules, regulations, the ECB, or these playing conditions do not provide any express penalty.

## **14. POWERS OF DELEGATION**

**14.1** The MCCA and the MCCA Management Committee shall both have powers to delegate the exercise of their powers and functions under these conditions to any Disciplinary Committee, ad hoc Committee or Sub-Committee of not less than three persons appointed for the exercise of such powers and functions.

**14.2** Any two out of the Chairman, the Chairman of Cricket and the Secretary of the MCCA shall have the power to appoint any Disciplinary Committee, ad hoc Committee or Sub-Committee to exercise the delegated powers and may serve thereon.

### **Clarification of Playing Condition 4.23 on Page 3.**

#### **Law 42: Dangerous and unfair bowling:**

i) A bowler shall be limited to 2 fast short pitched deliveries per over. (The Umpire at the bowler's end shall make it clear to both the bowler and the batsman when such a delivery has been bowled).

ii) A fast short pitched ball is defined as a ball which passes or would have passed above the shoulder of the batsman standing upright in the crease.

iii) If this limit is exceeded the Umpire at the bowler's end shall call and signal "No Ball" on each occasion.

iv) The penalty for a fast short pitched "No Ball" shall be 2 runs in addition to any other runs which are scored or awarded (as provided for in Condition 4.18).

v) A different signal shall be used to signify a fast short pitched "No Ball". The Umpire shall call and signal "No Ball" then raise the other arm across his chest. If the bowler exceeds his limit of short pitched deliveries in an over not only must the Umpire call "No Ball" but he must invoke the procedures of Law 42.7 (a) in regard to cautioning the bowler. If a bowler is "No Balled" a second time in the innings for the same offence the Umpire shall advise the bowler that this is his final warning as provided for in that innings.

vi) A third such offence in the same innings shall cause the Umpire to invoke Law 42.7 (c), i.e. the bowler shall be removed forthwith and shall not be allowed to bowl again in that innings.

**NOTE: the above regulation is a supplement to and not a substitute for Law 42.7 which the Umpires are able to apply at any time.**

**In addition to the above Law 42.6 (a) (ii) shall apply.**

## APPENDIX T0 MCCA PLAYING CONDITIONS

### BREACHES

Certain conduct whether on or off the field of play amounting to a breach of the Laws of Cricket and/or the Spirit of Cricket has been categorised within 4 levels. Details of the breaches within each of these levels are set out below:

#### Level 1

- (a) time wasting by either the fielding side or the batting side;
- (b) abuse of cricket ground, equipment or fixtures;
- (c) showing dissent at an Umpire's decision by word or action;
- (d) using language that is obscene, offensive or insulting and/or the making of an obscene gesture.
- (e) excessive appealing.

#### Level 2

- (a) showing serious dissent at an Umpire's decision by word or action;
- (b) inappropriate and deliberate physical contact between players in the course of play;
- (c) charging or advancing towards an Umpire in an aggressive manner when appealing;
- (d) deliberate and malicious distraction or obstruction on the field of play, regardless as to whether such conduct is deemed unfair under Law 42.5;
- (e) throwing the ball at or near a player, Umpire or Official in an inappropriate and dangerous manner;
- (f) using language or gesture that is obscene or of a serious insulting nature to another player, Umpire, Referee, Team Official or spectator; (It is acknowledged that there will be verbal exchanges between players in the course of play. Rather than seeking to eliminate these exchanges entirely, Umpires will look to act under Directive 2.6 when this falls below an acceptable standard).
- (g) changing the condition of the ball other than as permitted by Law 42.3;
- (h) the bowling of fast short pitched balls that results in the bowler being disallowed from bowling further in that innings.
- (i) causing avoidable damage to the pitch contrary to Laws 42.13 and/or 42.14 that results in a five-run penalty being awarded.

#### Level 3

- (a) intimidating an Umpire or Referee;
- (b) threatening to assault another player, Team Official or spectator;
- (c) using language or gesture that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, sexual orientation, colour, descent or national or ethnic origin;
- (d) the deliberate bowling of any high full- pitched ball contrary to Law 42.8.

#### Level 4

- (a) threatening an Umpire or Referee;
- (b) physical assault of another player, Umpire, Referee, Official or spectator;
- (c) any act of violence on the field of play;
- (d) using language or gestures that seriously offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, sexual orientation, colour, descent or national or ethnic origin.