

ABERDEEN EVENING CRICKET LEAGUE

RULES 2012

(Changes from previous year are highlighted in red)

1. Local Rules

All matches shall be played according to the general laws of cricket but subject to the following restrictions:

- (a) Matches shall be a maximum of 40 overs, 20 overs per side.
- (b) A bowler can bowl at most 4 overs in a match (i.e. 20% of the allotted overs)
- (c) A batsperson must retire as soon as his/her score has reached 30 or more runs. This batsperson cannot be re-instated.
- (d) If the start of a fixture is delayed by the weather conditions or the prospects of completing a match in reasonable light are bleak (e.g. during early May), then the captains can agree, before play commences, to restrict the number of overs to not less than 15 overs per team (a bowler can bowl at most 3 overs in such a match). Teams are encouraged to reduce the number of overs rather than complete 20 over matches in very poor light.

Please refer to the AECL 'Spirit of the Game' for further clarification on dangerous / unfair bowling and wides.

2. Starting times

- (a) All matches shall commence no later than 6.30 pm. The toss should be made by 6.20 pm to ensure the match starts on time.
- (b) If by 6.30 pm a team of eleven players is present and the opposing team is not ready to play, the team with eleven players may elect to bat without the toss of a coin.
- (c) If by 7.00 pm one team is ready to play and the other team is not prepared to play, the team which is ready to play may claim the points (walkover) subject to a right of appeal by the other team to the Committee.

3. Adverse Weather

- (a) If, during the day of a fixture, it is clear that the weather conditions exclude any possibility of play, then the captains can agree to abandon the fixture. The Secretary and the Bookings Clerk must be informed as soon as the decision is taken. If there is any disagreement then **both** teams must arrive at the ground prepared to play.
- (b) If the captains agree that the weather or the ground conditions exclude the possibility of completing a fixture in reasonable light then they can decide to abandon the fixture. If the captains fail to agree whether play should continue or not, then they must toss a coin and the captain winning the toss will make **all** further decisions concerning play. If such a dispute occurs, all relevant facts must be reported to the secretary. The Committee will award points (or order a replay) on the basis of the information provided.
- (c) Sport Aberdeen or their agents have the final right of say as to whether a match may be played or not at Duthie Park, the Links and Sheddocksley in regard to the condition of the ground.

4. Abandoned Fixtures

If a fixture is abandoned by mutual consent of the captains due to adverse weather, either before or during the course of the match, one point will be awarded to each team (zero margin) unless both teams agree to reschedule the match before the end of the season. The last date to play a rescheduled league match is **Wednesday 8th** August inclusive.

The onus is on individual teams to agree a date for rescheduled matches and inform the Secretary. Matches can be played on any evening. All AECL teams are expected to make themselves available to play rescheduled matches on all Tuesdays between the start of the season and **Wednesday 8th** August. No team is expected to have to play more than one match each week.

5. Results

The result of each match must be communicated to the Secretary / Results Secretary at results@aecl.org.uk within 48 hours of the completion of a match by the captain of the winning side. Failure to report the result within 48 hours may result in no points being awarded.

6. Points

The secretary will award 2 points for a win (or a walkover), 1 point for a tie and 1 point for a match abandoned by mutual consent (if not replayed before the end of the season).

7. Margin

If two or more clubs are equal on points at the end of the season, their final position in the league will be based on the margin by which each club has won and lost it's respective matches. The margin will be calculated as follows:

- (i) Calculate the total runs scored in all matches won.
- (ii) Deduct from this the total runs conceded in all matches won.
- (iii) Add to the figure obtained in (ii) 10 runs for each wicket by which any match has been won where the result was determined by 'wickets'.
- (iv) Calculate the total runs conceded in all matches lost.
- (v) Deduct from this the total runs scored in all matches lost.
- (vi) Add to the figure obtained in (v) 10 runs for each wicket by which any match has been lost where the result was determined by 'wickets'.
- (vii) Prom the figure obtained in (iii) deduct the figure obtained in (vi).

NOTE: Abandoned fixtures contribute zero to the margin. A batsperson retiring on 30 will not count as either a wicket taken or lost, unless the team are all out before the completion of their allotted overs. In calculating the margin, a walkover will count as a ten wicket victory; 100 runs will be added to the margin of the team awarded the walkover and 100 runs deducted from the other team.

8. Leagues

The composition of the league(s) will be confirmed by the Committee prior to the start of the season. If there is more than one league, individual clubs initially have the opportunity to identify their preferred league (and therefore the standard of cricket) and the Committee will endeavour to ensure as far as possible the wishes of clubs are met.

The Committee will ensure an appropriate balance of teams is maintained between the leagues. Priority will be given to the top two teams in League 2 who will be given the opportunity to enter League 1. If this happens, the bottom two teams in League 1 may be demoted. New clubs, or clubs returning to the leagues, will be assigned to the League 2 unless the Committee deems otherwise.

9. Knockout Competitions

The same rules of play apply to matches played as part of knock-out competitions of the leagues (e.g: the Oxy Cup competition). Fixtures abandoned because of bad weather conditions or unplayable ground conditions must be replayed as soon as possible after the original date of the fixture. The captains are responsible for making arrangements for the replay and for informing the secretary of the arrangements made. If any match has not been resolved before the date of the next round of the competition, then the secretary will decide which team proceeds to the next round by the toss of a coin.

10. Ground Fees

The League no longer identifies a 'Home Team' responsible for paying the full pitch fee directly to Sport Aberdeen. Each team is responsible for paying 50% of the pitch fee directly to Sport Aberdeen prior to the match. Duthie Park, the Links and Sheddocksley are covered by this new procedure.

- ❑ Each team is responsible for paying 50% of the pitch fee to Sport Aberdeen prior to the match (for season 2012, this is £10.65 per match per team).
- ❑ It is the responsibility of each team to remain 'in credit' with Sport Aberdeen during the course of the season. The AECL Secretary shall be notified should any team fall behind in the payment of pitches.
- ❑ Payment will be by cheque only (no cash payments). Teams should consider paying for pitches in advance (e.g. in blocks of four) to avoid the need to write /send multiple cheques.
- ❑ Cheques to be made payable to 'Sport Aberdeen' (with the name of your club and 'AECL' on the back) and sent to:

Bookings Officer,
Beach Leisure Centre
Beach Promenade
Aberdeen
AB24 5NR

Tel: 0845 601 3611

- ❑ Any match that is cancelled due to bad weather, a credit will be granted by Sport Aberdeen and carried forward to the next match. Contact the Bookings Officer directly if in doubt as to the number of credits remaining.

11. Players

If a player plays more than one match for a team, that player is considered to belong to that team and is restricted from playing matches for any other team in the AECL (all divisions) in that season. There are no restrictions as to the standard of cricketer that can participate in the AECL. A player can only play for one team in the Oxy Cup competition during a season.

12. Tied Matches

In the event that both teams finish up on the same number of runs scored, the match is deemed a tie (1 point each). No credit is taken for the number of wickets lost. If a Cup match ends in a tie, a bowl out must take place to ensure a result is achieved on the night. The bowl out will consist of 10 balls per side; 2 balls per bowler.

13. Match Balls

A four piece ball must be used. If both Captains are in full agreement, teams have the option to use a white ball if preferred. **Should the quality / condition of the match ball be questioned by the batting team, the batting team have the opportunity to supply the match ball to the bowling team.**

14. Clothing

No bowler shall be allowed to bowl in dark clothes in any of the competitions without the consent of the Captain of the opposing team.