

APPENDIX F:

PROPOSED EXPERIMENTAL RULES FOR 2018

It is proposed that the following rules will be implemented in an experimental manner in ESCA Division 5 for the 2018 season. These rules are considered to be mandatory in all games in that league, as will reporting feedback on the implemented rules (including of start and end time of all innings) through the existing match return portal.

1. Hard time limit on innings
 - a. Matches commencing at 1pm shall be concluded by a pre-determined time as follows: 40 overs – First Innings concluded no later than 3.40pm. Second innings concluded no later than 6.40pm. This is based on 2 hours 40 minutes per innings and a 20 minute interval). The option to extend by 30 minutes by agreement of both captains is available if a completed game is probable within the following half an hour with both outcomes still possible. Failure to agree will revert the end time to 6.40pm. If the match is not concluded by this time the ELC calculation method should be used to determine the result.
 - b. This rule does not overrule ESCA rules 14.1 and 14.2, with the Competitions Committee retaining the power to deduct points as deemed appropriate for non-compliance with the Rules of the League. This includes the ability to review the outcome of games that have been decided by ELC method as 1a and applying sanctions for misuse including award of games and/or point deductions.
2. Innings break
 - a. The interval between innings shall be restricted to 20 minutes.
 - b. A formal tea may be provided during this interval. The home team shall liaise with the away team 48 hours in advance to confirm that tea will be provided or to offer the opportunity to waive the provision for tea.
3. Drinks breaks
 - a. Except under exceptional circumstances (conditions that would be deemed detrimental to the health and safety of a player(s)), no breaks in play in either innings shall be allowed for the purpose of a 'drinks break'. The home team shall ensure that water is available for consumption by both teams, for players to help themselves, however consumption should not cause any delay or interruption to the game.
4. Bowl in blocks of 10 overs from one end.
 - a. Bowling of overs in each innings shall be divided into 4 equal blocks (10 overs per block for a standard game, with proportionally reduction for rain affected games). Each block of overs shall be bowled continuously from one end of the ground, swapping to the other end after 10 overs. In these circumstances, batsmen and (if required) umpires should swap ends after each over.
 - b. The bowling team will have the option of selecting the end from which the first over of each innings shall be bowled.
5. Rain affected games
 - a. If a game has been affected by weather and a ball has not been bowled by 2.30pm, the match will be abandoned unless both captains agree to extend this by a maximum

of 1 hour. No game, irrespective of number of overs the game has been reduced to, shall start the first innings any later than 3.30pm.

- b. If a game has been affected by weather and a ball has not been bowled in the second innings by 5.10pm, the match will be abandoned unless both captains agree to extend this by a maximum of 40 minutes. No game, irrespective of number of overs the game has been reduced to, shall start the second innings any later than 5.50pm.
- c. When playing time has been lost prior to the first innings and, as a result, it may not be possible to provide a full allocation of overs by the finishing time of 6.40pm, the number of overs for both innings shall be reduced in the interval by five over blocks at the rate of 5 overs per 40 minutes (4 minutes per over, per innings) down to 20 overs minimum. Bonus points will be calculated using the ELC method for a reduced overs game.
- d. When playing time has been lost during the first innings, and, as a result, it is not possible for the team batting second to receive its full allocation by the finishing time of 6.40pm, the number of overs for the second innings shall be reduced in the interval by five over blocks at the rate of 5 overs per 20 minutes (4 minutes per over) down to 20 overs minimum. In these matches when it is impossible for the team batting second to receive its full allocation, its target score will be calculated as a % of the actual score achieved by the team batting first. The table below provides these percentages and it can also be used for matches that have been reduced from the start of the match, under Rule 11.3, to 35, 30, 25 or 20 overs and are then further interrupted.

Scheduled 1 st Innings Overs	2 nd Innings 40 overs	2 nd Innings 35 overs	2 nd Innings 30 overs	2 nd Innings 25 overs	2 nd Innings 20 overs
40	100%	94%	87%	78%	67%
35	n/a	100%	93%	84%	73%
30	n/a	n/a	100%	92%	81%
25	n/a	n/a	n/a	100%	90%
20	n/a	n/a	n/a	n/a	100%

Examples:

- i. In a scheduled 40 overs game, Team 1 scores 187. Because of rain interruptions, the 2nd innings after the innings break is due to start at 4.20pm. For a 1pm scheduled start, that means only 2 hours 20 minutes (140 minutes) are left before 6.40pm. At 4 minutes per over, the 2nd innings will be 35 overs. So the Par Score for the tie is 94% of 187 = 175.78 rounded down to 175. The winning target for Team 2 is therefore 176.
- ii. A 40 over match scheduled to start at 1pm is unable to start until 2pm. 60 minutes have been lost, this equals 15 overs for the game (7.5 per innings, rounded up to 10). Therefore the match is reduced to 30 overs per side. After further rain interruptions Team 1 scores 120. The 2nd innings is due to start at 5.00pm, leaving 100 minutes before 6.40pm cut off. The 2nd innings will therefore be 25 overs and the Par Score is 92% of 120 rounded down i.e. 110 for the tie. The winning target for Team 2 is 111.

6. Other Amendments

- a. Other amendments to allow for a quicker completion of the game can be made with prior agreement of both clubs 48 hours in the advance of a game, so long as they do not materially impact the ESCA conditions of the game. A record of all non-standard arrangements must be available on the match day for signing by both captains prior

to the start of play and recorded in the match return. Agreements relating to amendments for rain affected matches remain as noted in the ESCA rules.

Feedback on rules

As part of the normal ESCA match returns, the home team shall also record the start and end times of both innings, whether tea was taken during the 20 minute interval and whether there were any reason for delays. If the home team is unsure of the correct time of each innings, then this should be noted on the return, rather than including a potentially incorrect time. ESCA will undertake spot checks with away teams to ensure correct times are being recorded.

ESCA will seek to get feedback on the suitability and use of the experimental rules throughout the season. There will be a formal review of the rules with all division 5 clubs between weeks 9 and 10 of the season. At this time, ESCA may amend or remove rules depending on their success, or otherwise. ESCA will then undertake a feedback exercise post-season to determine suitability of the rules for inclusion for 2019.