

These Playing Conditions must be read in conjunction with the ESCA Administration 2019 Regulations.

1. **Title**

The Competition will be known as the **Masterton Trophy**. The current MCC The Laws of Cricket (**2017 Code and amendments**) shall apply except as modified below.

2. **Participation**

The competition is open to qualifying ESCA clubs located south of the River Forth and any other club which may be invited by the Committee of the Association to participate therein. The competition entrance fee shall be determined by the Committee and shall be remitted to the Association **together with the annual subscription before the start of the season**. The 8 participating teams will play each other once only on a round-robin basis. The fixtures will be determined by the Committee and will be centred on Tuesday & Thursday evenings. Matches will take place over an 11 week period with break days in the season to enable clubs to replay matches that were cancelled or abandoned without a result due to weather. Captains will agree a replay date as soon as possible after the original match date (not necessarily in the “catch up” weeks) and will inform the Masterton Committee. Should agreement not be reached, the Masterton committee will set the date. All matches must be completed by end of July. The final will be played at a venue determined by the Committee in consultation with the sponsor.

3. **Player Registration**

Only players eligible to play for a club's 1st XI in Saturday league matches can participate. A Paid Player or Overseas Amateur recruited by a club to play for a team other than the Club's 1st XI is ineligible to play in Masterton matches.

Each club may register and play only one Paid Player, as defined by the East League Management Group (ELMG - see EPL Rules). Where a Paid Player is unable to play for whatever reason, e.g. long-term injury, national call-up or termination of contract, the registration of a substitute or replacement Paid Player may be approved by the Masterton Committee.

Each club may register one Overseas Amateur, as defined by the ELMG. Where the original Overseas Amateur is unable to play for exceptional reasons, the registration of a substitute Overseas Amateur may be approved by the Masterton Committee.

No player can play for more than one club in this competition in any season.

4. **Start Times**

Matches will commence by 6:15pm unless by agreement of the Masterton Committee.

5. **Duration of Matches**

Matches will consist of one innings per side. Each innings will consist of 20 overs. The minimum over rate to be achieved will be 15 overs per hour. Should this rate fall to 13.333 overs per hour or lower, then, subject to Umpires' Discretion, a penalty of 6 runs will be enforced against the fielding side. In a reduced overs match the Penalty will be:-

$$\frac{\text{the number of overs bowled (complete and incomplete)} \times 6}{20}$$

rounded down to the nearest whole number, again subject to Umpires' Discretion.

Before the toss the Captains, subject to agreement of the umpire(s), may agree to reduce the number of overs played subject to a minimum of 10 overs per innings. The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.

On the fall of a wicket the incoming batsman should cross on the field with the dismissed batsman.

The Captain of the batting side may not declare his innings closed at any time during the course of a match.

6. Results

During the league stages, in a completed match, the side with the higher total of runs in the match will be the winner. Should the sides finish with the same number of runs, irrespective of the number wickets lost then the match shall be deemed a tie. Should any match be abandoned after 5 overs of the second innings have been completed the result shall be decided on the Duckworth Lewis Stern (DLS) Method. If the result under DLS Method is a tie the points shall be shared.

The system to be used is available on smart phones and found at:- <https://www.easycalculation.com/sports/duckworth-lewis-calculator.php> and verified by the Umpire(s) .

During the league stages of the competition the winning team will be awarded 2 points and the losing team 0 points. If there is a tie, or abandoned match without a result, then each team will be awarded 1 point.

The side gaining final top position in the league will be a Masterton Finalist. Should two teams be equal on points then the league placings will be decided by the result of the match between the two sides. Should the match have been void, a tie, or there being more than two teams with the same number of points, then the placings will be decided by the higher average runs scored per balls faced by each team in league matches played. Should these still be equal then placings will be decided by the higher average runs scored per wickets lost for each team. The teams in 3rd and 4th place will play off against each other, the team in 3rd place being the host club. The winner of that match will play against the team in 2nd place, the team in 2nd place being the host club. The winner of that match will play against the team in 1st place at a location determined by the Committee for the Masterton Trophy. The winner of the Masterton Trophy will represent the East in the Murgitroyd Finals for the same year.

In the play-offs or final, if the teams have scored the same number of runs in a completed match then the team having lost fewer wickets will be the winner. Should both sides have lost the same number of wickets then the winner shall be the side with the higher number of runs at the end of the 19th over and so on back to the end of the first over. Should the result in the play-offs or final determined under the DLS Method be a tie, then the winner shall be the side

with the higher score on the DLS Method at the end of previous completed over and so on back to the end of the first over until a result is produced.

It is the home team's responsibility to advise the result of each match as soon as possible but, in any event, no later than 10 pm on the day following the match. This should be done by email to mastertontrophy@gmail.com. The results section of the ESCA website must also be completed within 48 hours of the end of the match. The facility to upload the full scorecard for the match is also available.

7. **Equipment**

The home club will be responsible for the provision of regulation stumps and bails and for the correct marking of the pitch (see Rule 10) and boundary. Each team shall provide its own equipment, including a new ball. Pink balls as approved by the Committee, must be used and spare (used) pink balls should be available where possible for use should the original ball be lost during the innings.

8. **Fielding Circle**

For all matches two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at the end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.45 metres). The semi-circles shall be linked by two straight lines parallel to the pitch. The fielding "circle" shall be marked by white dots 5 yards (4.5 metres) apart, covered by circular white plastic or rubber (but not metal) discs 7 inches (18 cms) in diameter.

At the instant of delivery no more than 2 fielders may be outside the area described above during the first 6 overs (power play) of a 20 overs match. Thereafter, no more than 5 fielders may be outside the area described. If this restriction is breached, the striker's end umpire shall call and signal no ball.

In a reduced overs match the power play will be 30% of the overs to be bowled. Should calculations regarding number of overs result in a fraction of an over, the fraction shall be ignored.

9. **Fielding Restrictions**

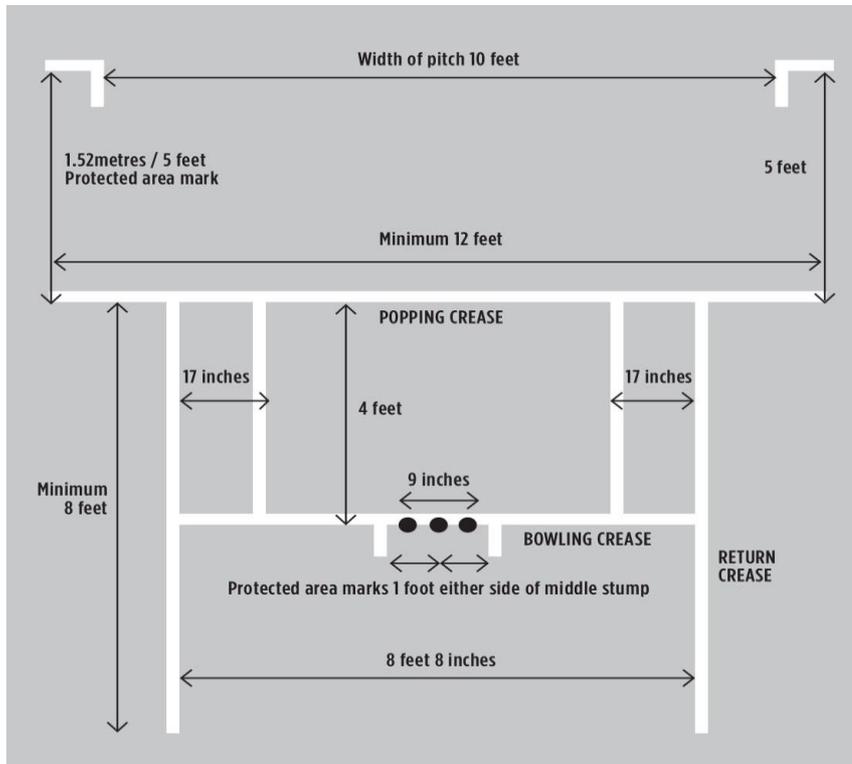
At the instant of delivery no more than 5 fielders are permitted on the leg side. If this restriction is breached, the striker's end umpire shall call and signal no ball. In the event of the striker's end umpire failing to call and signal "no ball" when the fielding restrictions in this playing condition have been breached or when Law 41.5 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to that Umpire's attention. If the striker's end Umpire is able to verify the breach he shall call and signal "No Ball". If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

10. **Bowling Restrictions**

No bowler can bowl more than 4 overs or 20% of available overs in a reduced overs match. Should calculations regarding number of overs result in a fraction of an over, the fraction shall be ignored, except that, where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. Any over abandoned for any cause must be completed by another bowler from the same end. This broken over will count as one over for the batting side but a complete over for each of the bowlers concerned.

11. Wide Ball

A line, known as the “wide line” shall be marked 17 inches in from each return crease, between the popping and bowling creases, as shown in the diagram below.



Any delivery that passes outside, or crosses, the offside wide line as it crosses the bowling crease, then the bowler's end umpire will call and signal a wide. It does not matter if the batsman has moved across to cover the ball. Provided he does not hit the ball, such a delivery must be called a wide.

If the ball passes outside the leg stump and behind the striker and the striker makes no contact with it, then the bowler's end umpire will call and signal wide.

It is not a leg side wide, as defined above, when the batsman plays, or attempts to play or aborts playing, a reverse sweep or switch hit. In these circumstances, the wide lines shall apply to both the offside and the leg side.

12. No Ball

A bowler may bowl one short-pitched ball in each over, such a delivery being defined as having passed or would have passed above the shoulder of the striker standing upright at the crease. The umpire at the bowler's end shall advise the bowler and the batsman on strike when such a delivery has been bowled. If another short-pitched ball is bowled in the same over, the umpire at the bowler's end shall call and signal no ball, and when the ball is dead, caution the bowler and inform his colleague, the captain of the fielding side and the batsmen. A second occurrence of this will result in a final warning and a third offence will

result in the captain being instructed to take the bowler off forthwith and he will not be allowed to bowl again in the innings.

For the sake of clarity, the laws of cricket will apply to any ball that passes over the head of the striker standing upright at the crease. Such a delivery will be called a “no ball” and will count as a short-pitched ball in the over.

13. **Free Hit**

The delivery following a no ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide ball) , then the next delivery will become a free hit for whichever batsman is facing it. The bowler’s end umpire will signal a free hit.

For any free hit, the striker can be dismissed only under the circumstances that apply to a no ball, even if the delivery for the free hit is called a wide.

Field changes are not permitted for the free hit deliveries unless there is a change of striker (the provisions of Rule 11 will still apply) or the no ball was due to a fielding breach.

14. **Adverse Conditions**

Where a match is in progress, clubs are strongly encouraged to continue play in less than ideal conditions. However, no play may take place in conditions which, in the opinion of the umpires, present an obvious and foreseeable risk to the safety of any player or considered unreasonable.

15. **Drinks**

No drinks intervals shall be permitted.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

16. **Umpires**

The umpires’ fees (currently £15.00 each or £22.50 if only one official umpire standing alone) are to be shared between the two teams and should be paid no later than the interval between innings. Should umpires’ travel expenses (£0.35 per mile) also be payable then this cost will also be shared between the teams.

17. **Coloured Clothing**

Teams are encouraged to wear coloured clothing but this is not compulsory.

18. **Discipline & Safety Guidelines**

All clubs are expected to maintain a high standard of behaviour as laid down by the CS Code of Conduct. Any club or player found in breach of the Code may be liable to such action as deemed appropriate and necessary by the ESCA Disciplinary Officer. Any club or player has the right of appeal to the ESCA Appeals Committee.

All clubs participating in the competition must comply with the safety guidelines issued by Cricket Scotland in respect of the wearing of helmets and fielding restrictions by young players.

19. **Control**

The control and management of the competition shall be vested solely in the East of Scotland Cricket Association, or their recognised sub-committee, whose decision in all matters relating to the competition, including these Rules and regulations, shall be final.

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