

These Playing Conditions must be read in conjunction with the ESCA Administration 2022 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 E.S.C.A. Committee and shall be remitted to the Association together with the annual subscription before the start of the season. The 11 participating teams will be divided into two leagues. The teams in each league 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 from mid-May. Matches that were cancelled or abandoned without a result due to weather are to be replayed as soon as possible when neither team has a fixture on a forthcoming Tuesday or Thursday. Captains will agree within 48 hours of the original match, a replay date to be played as soon as possible after the original match date and will inform the Masterton sub-Committee. Any match cancelled or abandoned due to weather conditions then teams are expected to agree the first available date when neither team has a match. Should agreement not be reached, the Masterton sub-committee will set the date. A week has been set aside at the end of June to replay any cancelled/abandoned matches due to inclement weather during that month if necessary. All matches must be completed by the end of June. At the conclusion of the round robin matches semi-finals will be played between the top team of each league and the second placed team of the other league. The top team of each league will host the semi-final. The winner of each semi-final will play a final at a venue determined by the sub-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:-

the number of overs bowled (complete and incomplete) x 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 the 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 (DL) Method. If the result under DL 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.

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.

In the semi-finals and 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 semi-finals or final be determined under the DL Method to be a tie, then the winner shall be the side with the higher score on the DL 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 entering the scorecard to www.escalive.com.

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 11) 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

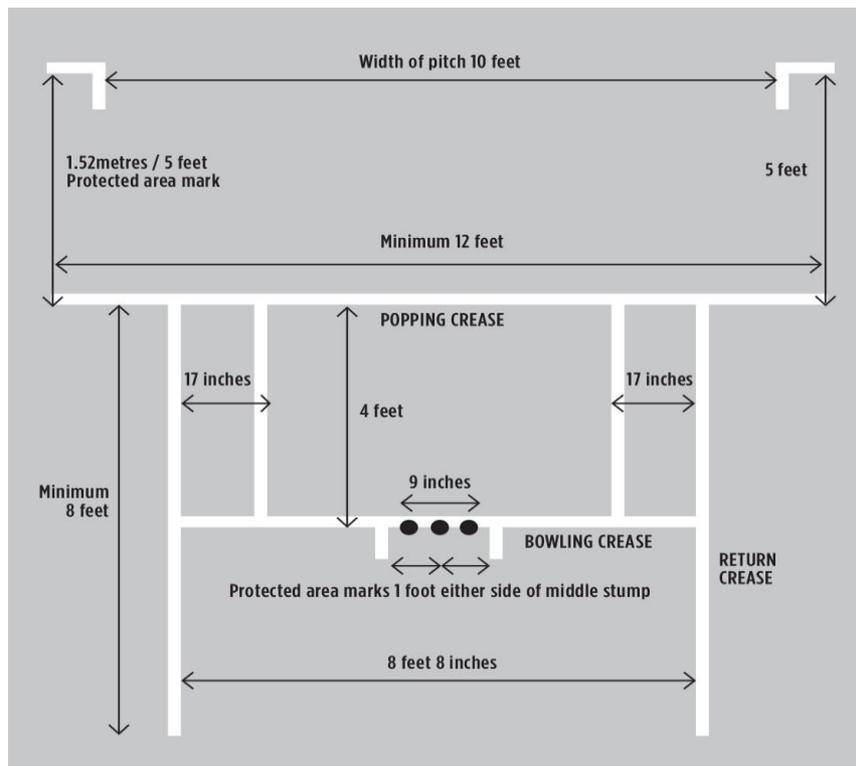
At the instant of delivery no more than 5 fielders are permitted on the leg side. If this restriction is breached, the striker's end umpire shall call and signal no ball. In the event of the striker's end umpire failing to call and signal "no ball" when the fielding restrictions in this playing condition have been breached or when Law 28.4 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. Short Pitched Bowling

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 that bowler will not be allowed to bowl again in the innings.

For the sake of clarity, the first delivery of an over that passes over the head of the striker standing upright at the crease, such a delivery will be called a "wide" and will count as a short-pitched ball in the over. Any subsequent similar delivery bowled in an over then it will be called a "no ball".

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 take 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.

16. **Umpires**

The umpires' fees will be claimed centrally through WTU (Who's the Umpire).

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.

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.

20. **Covid 19**

Exceptionally, due to the COVID 19 situation, the Masterton Sub-Committee or the ESCA Committee may at their discretion add to, amend or remove any of these rules before or during the 2022 season to ensure as far as possible:-

- a) compliance with the Scottish Government or Cricket Scotland rules, directives or guidance;
- b) equitable outcomes for all participating clubs as far as is reasonably practicable, which may include suspension of the competition.

Where there is a conflict between the Masterton rules and the Scottish Government regulations/restrictions and the Cricket Scotland guidance, the Scottish Governments regulations/restrictions and the Cricket Scotland guidance shall take precedence.

Where a match can not be played due to a Covid Occurrence where a club can not fulfil the tie because of an outbreak of Covid at the club requiring players or officials to self-isolate as a result of close contact with the individual who had contracted Covid or where Government travel restrictions mean that the tie cannot be played, both teams should inform the Competition Convenor at the earliest possible opportunity.

All clubs should be aware of the Cricket Scotland Return to Cricket guidelines from 26th April 2021 and any subsequent guidelines.

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