

MASTERTON TROPHY RULES 2024

1. Title

The Competition will be known as the **Masterton Trophy**. The current 'MCC The Laws of Cricket' (2017 Code, 3rd edition - 2022) shall apply except as modified below. These Rules must be read in conjunction with The East League Rules - April 2024.

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 Masterton Committee of ESCA to participate therein. The competition entrance fee shall be determined by the Masterton Committee and shall be remitted to ESCA together with the annual subscription before the start of the season.

The participating teams will be divided into two Groups. The teams in each Group will play each other once only on a round-robin basis. The fixtures will be determined by the Committee and will take place on Tuesday & Thursday evenings from mid-May.

Matches that have been 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. Within 48 hours of the original match, the Captains must agree a replay date to be played as soon as possible after the original match date and will inform the Masterton Committee. If a match is 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 Committee will set the date. A week has been set aside, if necessary, to replay any cancelled/abandoned matches due to inclement weather. All **Group** matches must be completed by Thursday 20 June 2024.

At the conclusion of the **Group** matches the lower placed second team in the Groups (see Appendix 2) will play off against the eligible qualifier team from the Borders. The winner of that play-off will gain a place in the semi-finals.

The semi-finals will be:

Winner Group 1 v Second placed in Group 2 or Borders qualifier

Winner Group 2 v Second placed in Group 1 or Borders qualifier.

The semi-finals and final will be played on the same day at a venue determined by the Masterton-Committee in consultation with any sponsor.

3. Player Registration

Only players eligible to play for a club 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) or ESCA. 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 or ESCA. 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**

Group 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.

Before the call of 'Play' the Umpires may agree to reduce the scheduled 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. After the call of 'Play' there can be no reduction in the scheduled 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 has to be bowled to the side batting second, subject to a result not being achieved earlier.

Slow Play - The fielding side shall be in a position to bowl the first ball of the final over of the innings by the scheduled or re-scheduled cessation time for the innings. Where this requirement is not met, and from the start of the next over after the cessation time has been reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the Fielding Restriction area (Rule 9). The bowler's end umpire shall inform the captain of the fielding side, the batters and the other umpire of the scheduled cessation time for the innings prior to the start of the innings, and of any re-scheduled cessation time following any subsequent interruption to play and any time allowances as and when they arise.

On the fall of a wicket the incoming batter must cross on the field with the dismissed batter.

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 Group 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 the 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.cricketstats.org.uk/t20_raincalc_2023.html - and verified by the Umpire(s).

During the Group 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 Group placings will be decided by the result of the match between the two sides. Should the match have been voided, 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 Group 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 the 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

In the Group matches, the home club will be responsible for the provision of regulation stumps and bails and for the correct marking of the pitch (see Appendix 1) 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 for use should the original ball be lost during the innings.

8 Bowling restrictions

- (a) No player may bowl more than 4 overs in a normal innings of 20 overs. However, in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second no bowler may bowl more than one-fifth of the total overs allowed,
- unless such a number has been exceeded before any interruption
 - 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.
- (b) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, the bowler will be allowed to finish the incomplete over.
- (c) In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- (d) **Wide Ball - Judging a Wide**
- (i) Leg side

If the ball is bowled down the leg side and behind the body of the striker, and the striker makes no contact with it, then the delivery will be interpreted as a form of negative bowling and the Bowler's End Umpire will call and signal 'wide'.

There are two exceptions to this Rule :

- It is not a wide when the striker moves across to the off stump from their original stance and the ball just misses the leg stump. "Just misses" is to be interpreted as the width of a bat (approximately 4 inches).
- It is not a leg side wide, as defined in (d) (i) above, when the striker plays or attempts to play or aborts playing a reverse sweep or switch hit. In these circumstances, the wide lines (see Appendix 1) shall apply to both the off side and the leg side.

For the sake of clarity, a ball that passes down the leg side, but in between the striker and

the leg stump, shall not be deemed a wide for the purposes of this Rule.

(ii) Off side

Any delivery that passes outside or crosses the off side wide line, provided it is not hit by the striker, shall be called and signalled 'wide' by the Bowler's End Umpire.

There is one exception to this Rule.

The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

(iii) Short Pitched Bowling

A bowler shall be limited to one short-pitched delivery per over. A short-pitched delivery is defined as a ball, which passes or would have passed above shoulder height of the striker standing upright at the popping crease. The umpire at the bowler's end shall advise the bowler and the batter on strike when such a delivery has been bowled.

In addition, a ball that passes above head height of the striker, standing upright at the popping crease, that prevents the striker from being able to hit it with their bat by means of a normal cricket stroke, shall be called a wide.

For the avoidance of doubt any short-pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.

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 their colleague, the captain of the fielding side and the batters. A second occurrence of this **in the innings** will result in a final warning and a third occurrence will result in the captain being instructed to take the bowler off forthwith and they will not be allowed to bowl again in the innings.

9. Fielding Restrictions / Powerplays

- (a) Two semi-circles shall be drawn on the field of play. The fielding semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 27.45 metres (30 yards). The semi-circles shall be linked by two straight lines parallel to the pitch. The fielding circle shall be marked by white dots 4.5 metres (5 yards) apart, covered by circular white plastic or rubber (but not metal) discs 180 millimetres (7 inches) in diameter.
- (a) At the instant of delivery, there may not be more than 5 fielders on the leg side. If this restriction is breached, the striker's end umpire shall call and signal No Ball.
- (b) At the instant of delivery, no more than 2 fielders may be outside the area described above during the first 6 overs or 30% of the scheduled overs in a reduced over innings. 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.

10. Free Hit after No Ball

- (a) The delivery following a no ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.
- (b) 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 wide ball.
- (c) Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless there is a change of striker, or the no ball was due to a fielding breach, in which case the field is to be changed to the extent of correcting the breach.
- (d) A bowler may change the mode of delivery for a free hit.
- (e) The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

11. 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, presents an obvious and foreseeable risk to the safety of any player, or is considered unreasonable.

12. 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.

13. Umpires

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

14. Coloured Clothing

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

15. 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.

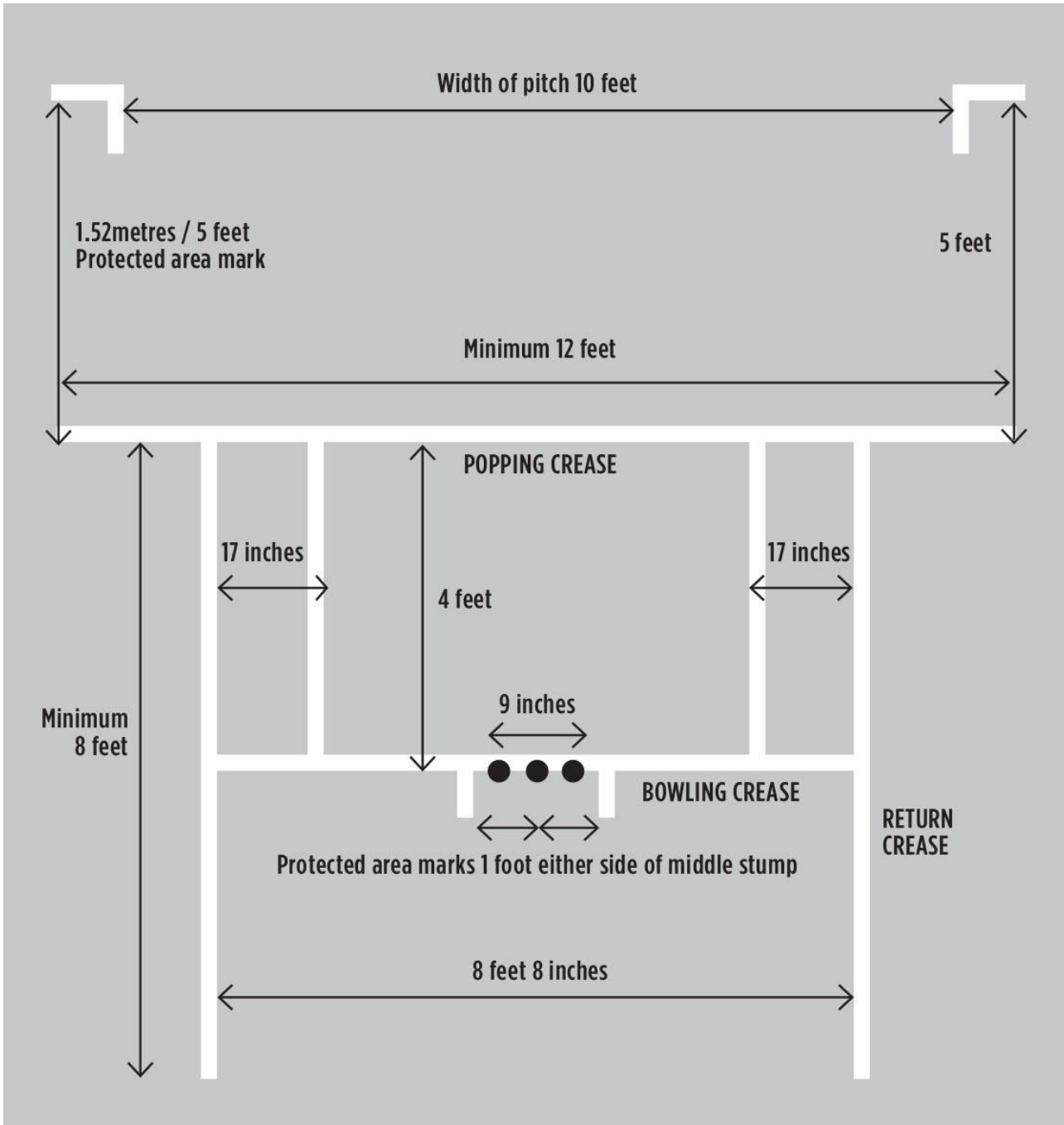
All clubs participating in the competition must comply with the safety guidelines issued by Cricket Scotland in respect of the wearing of helmets and fielding restrictions by young players.

16. Control

The control and management of the competition shall be vested solely in the East of Scotland Cricket Association, or its recognised Masterton Committee, whose decision in all matters relating to the competition, including these Rules, shall be final.

APPENDIX 1

As a guideline to the umpires for the calling of wides on the offside (Rule 8(d)(ii)) the crease markings, as detailed below, shall be marked at each end of the pitch. It is recommended that such lines, especially on pitches lying east/west, be marked in a dark colour, e.g. dark blue or black.



Please note that the back edge of the bowling crease should bisect the stumps.

APPENDIX 2

The lower second placed team at the end of the Group matches will be determined as follows:

The team with the fewer points.

That failing, the team with the fewer wins.

That failing, the team with the lower run rate over the Group matches.

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April 2024