

EAST OF SCOTLAND CRICKET ASSOCIATION
THE EAST LEAGUE RULES
APRIL 2026



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THE EAST LEAGUE RULES - APRIL 2026

1. ADMINISTRATION OF LEAGUE

The League shall be administered by the General Committee of the East of Scotland Cricket Association (ESCA), in accordance with the League Rules and within the terms of the Constitution.

The East of Scotland Cricket Association retains the authority to declare a match 'void' if it becomes apparent that the Spirit of Cricket has been compromised or broken by either of the clubs involved in the match.

The "Spirit of Cricket" underlines that the game should be played with respect, fairness, and camaraderie. It demands integrity, requiring players to respect opponents, umpires, and the game's traditions, while accepting decisions and avoiding cheating or 'sharp practice'.

2. COMPOSITION OF LEAGUE

2.1 The League shall be divided into Divisions. The General Committee shall determine annually the number of Divisions and the number of teams within each Division and shall allocate teams to such Divisions. The top East League Division shall be known as the Championship. A specific sub-set of rules apply only to the Championship - these are included as Appendix C.

2.2 No club may be represented by more than one team in any one Division with the exception of the lowest division.

2.3 The Committee shall have discretion in determining to which Division a team shall be allocated in exceptional circumstances.

2.4 A club who is also a member of another regional cricket body (e.g. SPCU) and playing weekend league cricket, may enter a team in the ESCA leagues, in line with the constitution. If a club's team is accepted into the league, this team shall be considered to be their lowest team and shall be named accordingly. No club shall be able to have two teams of the same name/classification playing in different regional bodies' competitions (e.g. no club can have a 2nd XI playing in ESCA and a 2nd XI playing in SPCU).

3. PROMOTION AND RELEGATION

At the end of each season, subject to the provisions of Rule 2.2, promotion and relegation will take place as follows:

3.1 A minimum of 2 teams shall be promoted from each Division (except the top Division) to the Division above.

3.2 If a team is relegated from Eastern Premier League (EPL) to the top East League Division, and no team promoted from the top East League Division to EPL, the bottom 3 teams in each Division shall be relegated to the Division below.

3.3 If either one team is relegated from EPL to the top East League Division, and one team promoted from the top East League Division to EPL, or no team relegated from EPL to the top East League Division and no team promoted from the top East League Division to EPL the bottom 2 teams in each Division shall be relegated to the Division below.

- 3.4** If no team is relegated from EPL to the top East League Division, and one team promoted from top East League Division to EPL, the bottom team in each Division shall be relegated to the Division below.
- 3.5** Any team failing to fulfil three fixtures will be automatically relegated to the next lowest division.
- 3.6** Any team failing to fulfil more than three fixtures shall be automatically relegated two divisions.
- 3.7** Any team failing to fulfil six or more fixtures shall require to re-apply for admission to the league in accordance with 3.9 below.
- 3.8** To fulfil a fixture a team needs 9 or more players in the Championship and Division 1, 7 or more players in other divisions.
- 3.9** Any team in the lowest Division of the East League failing to fulfil three or more fixtures during the course of the season shall require to apply for readmission to the East League at the next Annual General Meeting of the Association along with any other team seeking admission to the East League.
- 3.10** For each team that has failed to fulfil three or more fixtures in the season, a club must pay a £100 deposit to compete in the League in the following season. The deposit must be paid prior to the 31st March before the start of the following season, or that team will be removed from the League. The deposit will be returned at the end of the following season, provided that the team has fulfilled its fixtures and did not default on more than two occasions.

4. FIXTURES

- 4.1** The General Committee shall arrange fixtures for each Division and shall notify clubs of such fixtures as soon as practicable each year. No alteration to these fixtures shall be made other than with the prior agreement of both clubs concerned and notification in writing to, and consent given by, the Competitions Committee. Fixtures in each Division, other than the lowest, will be arranged on the basis of each team playing one another twice during the season, one at home and the other away. In the lowest Division the fixtures shall be arranged so that each team shall have at least one fixture arranged with each other team.
- 4.2** Clubs may re-arrange fixtures to a different date by obtaining the consent of their opponents and the Competitions Committee. No re-arrangements may take place where a match has been cancelled or abandoned due to bad weather, or where the rescheduled date is after the last scheduled weekend of the East League season.

5. TROPHIES AND PRIZES

The General Committee may award trophies or other prizes for team or individual performance in any Division of the East League. No trophy or prize for individual performance may be awarded to a paid or overseas player.

6. PLAYING CONDITIONS

- 6.1** All matches shall be played in accordance with the current MCC Laws of Cricket (2017 Code 3rd Edition - 2022), except as otherwise provided for in ESCA Rules and the following specific exceptions.

6.1.1 For Laws 18.5 (Deliberate short runs), 24.4 (Player returning without permission), 26.2 (Practice on the outfield), 28.2 (Fielding the ball) and 41 (Unfair Play), the provisions allowing for the award of “Penalty Runs” shall only apply where an umpire appointed by Cricket Scotland Match Officials Association (CSMOA) is standing. For the avoidance of doubt, “Penalty Runs” will continue to be applied under Law 28.3.2 where a ball strikes a fielding helmet on the ground.

6.1.2 Law 42 (Players’ Conduct) shall only apply where an umpire appointed by CSMOA is standing.

6.2 Clubs playing in the Championship and First Division of the East League must recognise their responsibilities for producing a satisfactory playing surface as well as ensuring that their grounds and facilities are up to an appropriate standard as shall be determined by the Competitions Committee in its sole discretion. However, it is recognised that for clubs who rely on a third party (e.g. Local Authority or School) to prepare facilities, this may be outwith their control.

6.3 Although preference should be given to natural turf pitches where possible, an artificial pitch may be used in any Division other than the Championship provided the away team is notified 48 hours before the fixture. If notification is not provided 48 hours in advance, an artificial pitch may be used only with the agreement of both teams.

6.4 The home club in any fixture shall be responsible for the provision of a pitch (and notification of the venue to opponents not less than 48 hours before the fixture), regulation stumps and bails, for the proper marking of the pitch and boundary, and for a scoreboard (Rule 17.9). Each team shall otherwise provide its own equipment, including a ball of a type approved by the General Committee. Each team shall bowl with its own ball. However, it is recognised that for clubs who rely on a third party (e.g. Local Authority or School) to prepare facilities, this may be outwith their control.

6.5 In the event of bad weather the home team is responsible for informing the away team as soon as possible that no play is likely to be possible. The away team has the right to travel (unless an independent groundsman or umpire declares the pitch unplayable), and the home team must then take steps to facilitate the playing of a game. Clubs should bear in mind that shortened games can take place under Rule 11.3 if the weather improves. In the event that a game is called off 24 hours or more prior to the starting time then the away club has the right to host the fixture if the away club can provide a ground and the home team is informed by 6pm on the day prior to the game.

6.6 The General Committee shall prescribe from time to time the type or types of ball which may be used for East League matches and may prescribe different balls for use in different Divisions.

7. PLAYERS

Any Club playing a player who is not eligible to be registered as described below in Rules 7.1, 7.2 and 7.3 will forfeit the game(s) in which the player takes part.

7.1 Except as provided for by rule 8.6 and juniors as covered by rule 8.3, no player may play East League cricket if they have played a competitive game for any other club in the United Kingdom (UK) that season without first obtaining the permission to do so from the Competitions Committee. Such permission is unlikely to be given unless the request is received by 31 July and where the player’s previous club has confirmed that it has no objection to the change of club. The Competitions Committee has the power to overrule the wishes of the previous club. This rule will not apply to midweek competitions or to University or college competitions.

7.2 No player may transfer to another East League club during the season without explicit confirmation from the releasing club to the Competitions Committee through the Divisional Representative of the Division in which the 'new' club's 1st XI plays. Any Club playing a player who has transferred without the above permission will forfeit the game(s) in which the player plays.

7.3 Overseas Player (all Divisions except the Championship)

No club may play more than one Overseas Player in any East League match. An **Overseas Player** is any player not qualifying as a Domestic Player as per 7.4 below.

7.3.1 No Overseas Player who has played 1st Class or List "A" cricket as defined by the Association of Cricket Statisticians, may play in any match below Division 2 of the East League.

7.3.2 If an Overseas Player is to be paid for playing cricket, or employed by the cricket club in any capacity, the club must ensure that work permits and other immigration documentation are in order. The Competitions Committee shall have the right to refuse any registration until sight of such documents, or written confirmation that they are not required has been received.

7.4 Domestic Player (all Divisions except the Championship)

A player shall be defined as a **Domestic Player** provided they meet at least one of the following criteria.

7.4.1 A **Domestic Player** is a player who was born in the UK or a player who is resident and has been resident in the UK for at least 90 out of the 120 days before any match. However, even if this residency criterion is met, no player may play as a Domestic Player if they have been a Paid Player (as defined in Appendix C) at any time in the 36 months preceding any match, except with the special permission of the Competitions Committee.

7.4.2 **Where the above residency criterion is not met**, they have received special permission to play from the Competitions Committee. Such permission shall only be granted where the player has a demonstrable, long-term connection to Scotland, or has moved to Scotland for the purposes of education or full-time employment unconnected with employment by a cricket club or cricket-related employment by a school. It is unlikely that such permission will be granted for any player who, in the last 36 months preceding any match, has played cricket as a Paid Player, Overseas Amateur (both as defined in Appendix C) or Overseas Player.

For the avoidance of doubt, it is the responsibility of clubs to ensure that their players comply with the above requirements. Requests for special permission should be made in sufficient time to allow the committee to make enquiries regarding the circumstances. No player may play while a request for special permission is pending.

7.4.3 If a club chooses not to register an Overseas Player or its Overseas Player is not being paid to play cricket, then it may employ one Domestic Player as a paid player. Apart from this, no player may be paid or receive any monetary or other inducement to play cricket, or to facilitate playing cricket in matches under the jurisdiction of ESCA. Expenses as permitted under Rule 9 shall not be deemed to breach this stipulation.

7.5 Selection of Players

The penalty for any breach of these rules will be decided by the Competitions Committee.

If ESCA consider that the use of higher players (outwith the allowance set out in the rules below) is conduct detrimental to the game of cricket (where it may be considered a team has gained a

significantly unfair advantage), the match shall be awarded to the non-offending team, with league points being allocated 20-0.

7.5.1 No player who has been selected for a representative squad or team at area level or above, at any age group, shall play in any match in any ESCA competition on the day of the scheduled representative match without the written permission of the manager of the relevant representative side.

7.5.2 No club which has more than one team in the East League or any other League shall be entitled to play any player in different teams engaged in a League fixture in the same weekend, unless specific permission has been granted in advance by the Competitions Committee.

7.5.3 On a Saturday when all the club's teams are scheduled to play, players who normally play for a higher team may drop down one team but not two teams.

The Divisional Rep should be informed about such 'dropped' players by 12 noon on the Friday prior to the match. This will negate suspicion if the match for a higher team is later cancelled.

However, in July only two players and in August only one player who normally play for a higher team may drop down one team. If a club wishes to drop more players, permission should be requested from the Divisional Rep by 12 noon on the Friday before the match.

7.5.4 On a weekend when one (or more) of a club's teams is scheduled to play on a Sunday, a player who normally plays for a higher team may drop down one team, but not two. The divisional rep should be informed about such 'dropped' players by 12noon on the Friday prior to the match. This will negate suspicion if the match for the higher team is later cancelled.

7.5.5 On a day on which a club has a higher team with no league fixture, it is not acceptable for a player who normally plays in a higher team to move down even one team, unless covered by 7.5.4. Where doubt exists, the divisional rep should be contacted by 12noon on the Friday prior to the match.

7.5.6 Where a player has initially been selected for a higher team and that game is subsequently cancelled, it is not acceptable for the player to move down even one team. Exception may be made in relation to a player who would normally play in the lower team, if the lower team do not have enough numbers to fulfil the fixture (in line with rule 3.8). Where doubt exists, the divisional rep should be contacted by 12noon on the Friday prior to the match, to seek clarification and/or approval.

7.5.7 "Normally" means that once a player has participated in 4 completed or abandoned matches, more than 50% of these are for the higher team.

8. PLAYER REGISTRATION (ALL DIVISIONS)

8.1 In order that the Competitions Committee may administer the rules relating to player eligibility, clubs should ensure that the majority of players are registered at least 7 days before the first match of the East League Season. Should this not be possible, the club is responsible for contacting the Competitions Committee as soon as possible, but definitely before this deadline. Player registration will be done online using the Cricket Scotland registration system:-

Players must provide, as a minimum, the following information:

- First name and surname
- Date of birth for juniors as specified in Rule 8.3 below

- Indication of overseas status as specified in Rule 7.2 above
- Indication of paid player status as specified in Appendix C

8.5 No player registered as a Paid Player may play in any East League match, other than in the Championship.

8.2 Provided that a Club has complied with Rule 8.1 above, it may register additional players until the end of the Monday following the first match in which they have played. The club is responsible for informing the relevant divisional representative of the player, their registration number, their position in the batting order and any other relevant contributions made in the match (i.e. catches or stumpings) by the same deadline so that they can update the match return should it already have been completed.

8.3 Players younger than age 16 on or after 1 September of the previous season may play for more than one club and may play two games in a weekend provided that one of the games is not an EPL or Scottish Cup match. The player should be registered with all clubs for whom they play as specified by rules 8.1 and 8.2 with their date of birth completed. Under 16 players may not drop down more than three divisions (including EPL) from their normal team without permission from the Competitions Committee.

8.4 The following points deductions will normally be applied where a Club fails to comply with the requirements of rules 8.1, 8.2 and 8.3:

- Failure to complete the preseason registrations as specified in Rule 8.1 - 10 points deduction for all teams within the club.
- Failure to register one player as specified in Rule 8.2 – 5 points deduction for the team.
- Failure to register two or more players as specified in Rule 8.2 – 10 points deduction for the team.

8.5 No player registered on PlayerReg as a Paid Player may play in any East League match, other than in the Championship.

8.6 Players registered with one club may play for a second club provided the agreement is ratified by the ESCA General Committee, and is within the guidance of Appendix D.

9. EXPENSES

A club shall be entitled to pay expenses to any player to defray the cost to that player of travelling to any League match or to a rendezvous point prior to travelling to any League match without that player being deemed to be a paid player, provided the expenses so paid do not exceed a rate per mile of necessary travel at such rate as may be fixed by the General Committee and intimated to clubs from time to time, or the equivalent rail or bus fare. Any club which pays expenses to any player as aforesaid shall maintain a record of all expenses so paid and shall allow access to any person appointed by the General Committee to examine such record and to any other books of account maintained by the club.

10. START AND FINISH TIMES

10.1 All East League Championship matches shall, unless otherwise agreed by both clubs or where the Committee consider it appropriate and reasonable, commence at 12 noon – see Appendix C. Matches

in all other divisions shall commence at 1.00 pm.

Matches shall be concluded by a pre-determined time as follows:

- a) 12 noon or 1pm start, 50 overs. The timings for these Championship matches are defined in Appendix C4.
- b) 1.00pm start, 45 overs, the first innings should be concluded no later than 4.00pm and full game concluded by 7.30pm. This is based on 3 hours per innings (average 4 minutes per over) and a maximum 30 minute interval.
- c) 1.00pm start, 40 overs, the first innings should be concluded no later than 3.40pm and full game concluded by 6.50pm. This is based on 2 hours 40 minutes per innings (average 4 minutes per over) and a maximum 30 minute interval.

These times include allowances for the fall of wickets, but not for delays due to injury or other exceptional circumstances.

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 previously defined. If the match is not concluded by this time the ELC calculation method should be used to determine the result. Note that this is not applicable for matches in the Championship, where timings are as Appendix C4.

In games without neutral umpires, teams should use the Fair Play score to indicate where a team has failed to meet the timings set out as above. Unless there are mitigating circumstances, the fair play should be marked a point lower than would have otherwise been awarded. 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 and applying sanctions for misuse including award of games and/or point deductions.

- 10.2** Matches may start at other times with the agreement of both sides prior to the date of the fixture and confirmed with the Divisional Representative, or where a start time has been defined at the start of the season by the ESCA Competition's Sub-Committee.
- 10.3** The Home team shall ensure that a representative is present, on the ground where the match is to take place, at least 30 minutes before the defined start time.
- 10.4** If a team does not have 7 players ready to start at the defined start time, then that team shall automatically lose the toss.
- 10.5** If a team does not have 7 players ready to start by 30 minutes after the defined start time, there shall be a deduction of 5 points from that team's total points for the season.
- 10.6** If a team does not have 7 players ready to start (9 players in the Championship and Division 1) by 45 minutes after the defined start time, a win shall be awarded to the other team.

Rule	Time after scheduled start	Min. number of players required	Penalty against offending team
10.4	0 minutes	7	Loss of toss.
10.5	30 minutes	7	5 point deduction.

10.6	45 minutes	7 (9 in Championship & Division 1)	Win awarded to non-offending team. 20 points to 0.
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The provisions of rules 10.5 and 10.6 may be waived by the Competitions Committee if it is satisfied that the offending team made every effort to arrive on time, but was prevented from doing so by circumstances beyond its control.

11. DURATION OF MATCHES

11.1 Except as detailed in 11.3 below each team competing in a match shall be entitled to bat for 50 overs in Championship, 45 overs in Division 1 and 40 overs in all divisions below Division 1.

11.2 No points shall be awarded in matches which are not completed, and in which the provisions of Rule 13.1(c) do not apply.

11.3 Where the weather conditions indicate that the full number of overs may not be completed, the umpires have the power, before the call of 'Play', to reduce the number of overs to be played by multiples of 5 overs per side. In games with no appointed umpires, captains can agree to delay the start of the game if there is inclement weather or, if the forecast is poor for later in the day, agree to play a shortened game.

All reductions are subject to a minimum length of 30 overs per innings in the Championship and Division 1, and 20 overs per innings in other Divisions. No reduction in the scheduled number of overs in the first innings is permitted after the start of the match, with the following exception:

If, shortly after the start or toss, there is a significant interruption, sufficient that it becomes unlikely the game can be completed, the match may, with the agreement of both captains or in Championship matches the CSMOA appointed Umpire(s), be restarted. Everything occurring before the interruption will be deemed not to have happened, including the toss.

11.4 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.

11.5 In all leagues, excepting the Championship, the following rules shall be observed for rain affected games:

11.5.1 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.

11.5.2 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.

11.5.3 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 6.50pm, 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.

11.5.4 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 6.50pm, 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%	92.6%	84.1%	74.5%	63.4%
35	n/a	100%	90.8%	80.4%	68.4%
30	n/a	n/a	100%	88.5%	75.4%
25	n/a	n/a	n/a	100%	85.1%
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 4.40pm. For a 1pm scheduled start, that means only 2 hour 10 minutes (130 minutes) are left before 6.50pm. At 4 minutes per over, the 2nd innings will be 30 overs. So the Par Score for the tie is 84.1% of 187 = 157.27 rounded down to 157. The winning target for Team 2 is therefore 158.
- ii. A 40 over match scheduled to start at 1pm is unable to start until 2.10pm. 70 minutes have been lost, this equals 17.5 overs for the game (8.75 per innings). 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 5.10pm, leaving 100 minutes before 6.50pm cut off. The 2nd innings will therefore be 25 overs and the Par Score is 88.5% of 120 rounded down i.e. 106 for the tie. The winning target for Team 2 is 107.

11.6 In games with no appointed umpires, abandonment of a match (whether due to rain, playing conditions, or other) should be agreed by both captains. If the captains cannot agree, then the route to conclusion of the match shall follow the status quo of play at the point of discussion (e.g. if the match was in play at the point of discussion around abandonment, then play will continue and if the match was not in play at the point of discussion around abandonment, then play will remain halted or match abandoned).

11.7 In the event that a game is agreed to be abandoned between the captains, both captains shall sign the home team scorebook to record the decision. No formal complaint will be allowed to be lodged under rule 15.2. If the two captains do not agree on an abandonment, the home team captain shall notify the divisional rep as such. Notification should be provided in the same timescales as the match return. No formal complaint will be allowed to be lodged under rule 15.2 whether the match abandonment was agreed between the captains or not.

12. BOWLING RESTRICTIONS

- 12.1** No bowler may bowl more than one-fifth of the total overs scheduled for that innings. The penalty for infringing this rule is the deduction of 5 points from the team's total for the season for each infringement. Wherever possible, umpires and/or scorers should alert captains when it appears likely that this rule may be infringed.
- 12.2** Captains should be aware of their responsibilities to all their players, and particularly to the directives for young fast bowlers in Appendix A. Infringements shall be penalised as per Rule 12.1.
- 12.3** For the avoidance of doubt, any and all deliveries which, after pitching, pass or would have passed above head height of the striker standing upright at the crease, shall be called and signalled no-ball, as mandated in the Laws of Cricket (Law 21.10).

13. POINTS

13.1 Points known as "result points" and "bonus points" shall be awarded as follows:

- a) **Result Points:** Winning team 20 points. Each team in a tie 15 points. Except in the circumstances governed by 13.1 c), the team scoring the greater number of runs in the match shall be the winners. If the number of runs scored by the teams is equal, or the result under the provisions of 13.1 c) is a tie, the result shall be a tie. No account shall be taken of wickets lost.
- b) **Bonus Points:** No bonus points shall be awarded to the team which wins the match or to either team in the case of a tie.

Batting bonus points shall be awarded as follows:

No. of overs innings scheduled for	1 st batting point awarded at:	2 nd batting point awarded at:	3 rd batting point awarded at:	4 th batting point awarded at:	5 th batting point awarded at:
50	100	125	150	175	200
45	90	110	130	150	170
40	70	90	110	130	150
30/35	50	70	90	110	130
20/25	40	60	80	100	120

One **Bowling bonus point** will be awarded to the fielding team at the fall of the first, third, fifth, seventh, and ninth wickets. If a side is "all out", 5 bowling points shall be awarded to the fielding team, regardless of how many wickets fell.

- c) In the event that a match is abandoned, then, provided at least 20 overs of the second innings have been completed, the result will be decided by the ELC method as defined in Appendix B. This will also indicate the number of winning/tie/bonus points to be awarded to the teams.

14. FORFEITURE OF POINTS

14.1 The Competitions Committee shall have the power to deduct points as deemed appropriate for non-compliance with the Rules of the League.

14.2 Where a team fails to fulfil a fixture on the original date specified by the Competitions Committee or on a substitute date agreed with the Competitions Committee and their opponents, the team responsible shall be deemed to have forfeited the match and their opponents shall be awarded points as if they had won the match.

Where a club cannot fulfil all its fixtures for a given weekend, the first fixture to be cancelled must be that of its lowest team. Where a club's lower team has played, or is scheduled to play, on a Saturday and their higher team are scheduled to play on the Sunday and the higher team's fixture cannot be fulfilled and therefore forfeited, then the lower team's fixture will also be considered to be forfeited, even if this has already been played.

Any Club forfeiting a game will be responsible for any legitimate expenses incurred by the opposition except in exceptional circumstances as determined by the Competitions Committee. Any such expenses should be intimated to the forfeiting team within 1 week of the match and must be paid within 2 weeks of the match. Any club forfeiting a game on the scheduled day of the game will incur an additional 5 point penalty.

14.3 Where member clubs wish to appeal against the penalties arising from sections 14.1 or 14.2 above, they must do so within seven days of the date of the notification of the decision to the ESCA Honorary Secretary. Where member clubs wish to appeal against a decision made by the Competitions Committee, then any such appeal must be received by the ESCA Honorary Secretary within seven days of notification of the Committee's decision. Notification of appeal must include the grounds of appeal with reference to the relevant Rules, and a £100 deposit, which will be returned to the appellant club if the appeal is successful. In the event of an appeal being unsuccessful the appellant club will forfeit the £100 deposit. The appeal will be heard by an independent (non-conflicted) Appeals Sub-Committee, appointed to hear the appeal.

15. MATCH RETURNS AND COMPLAINTS

15.1 Match Returns

The home team in any East League match is responsible for completing the online summary (or full return) by the end of the day following the match and the full return by the end of the Tuesday following the match, including when a match is cancelled or abandoned. In the event of a failure to comply, the Competitions Committee will deduct 5 points for each offence from the total points earned during the season. Should any player not be registered then they should complete the return as far as possible and contact their Divisional Rep to notify of a missing player.

15.2 The away team in any East League match must confirm the full match return online within 7 days of the day of the match (within 5 days for the penultimate match of the season (expected to be week 17)), including when a match is cancelled or abandoned. Any requested revision of the points awarded should be submitted to the Divisional Representative within these 7 (or 5) days. If the away club fails to confirm online or make contact with the Divisional Representative, it will be assumed that they have accepted the match return.

15.3 Complaints

Any complaint, including when behaviour or any action may be considered to be in breach of the Spirit of Cricket, being made should be submitted on the relevant form on the Association's website and submitted no sooner than 24 hours and no later than 72 hours of the matter taking place/the complainer becoming aware of it – the latter part is important in terms of potential complaints about the use of social media. It is acknowledged that there may be cases where it is impracticable to submit full details within 72 hours and in this case an initial intimation of a likely complaint should be made with the formal complaint made within 7 days. The complaint submission should be submitted with sign off / approval from at least one office bearer from the club concerned.

The complaint must be fully detailed and accompanied by a minimum of two WRITTEN witness statements. No complaint will be considered if this documentation is not submitted as specified above. This does not apply where the complaint relates to a possible breach of the Spirit of Cricket.

All players and officials participating in the East League are bound by the Cricket Scotland Code of Conduct and clubs, players and officials are deemed to know the content of the Code. The process for dealing with complaints is set out in Appendix A of the Constitution.

16. LEAGUE PLACINGS

League placings will be determined by expressing the points awarded as a percentage of the results points for a win in all completed matches. In the event that two or more teams have an equal percentage at the end of the season, the team having the greatest ratio of matches won to matches played shall be placed above the other teams. In the event that this does not separate the teams, the points gained in the matches between the sides will determine the final placings; failing which the clubs shall draw lots.

17. UMPIRING AND SCORING

17.1 Wherever possible, umpires to East League games shall be appointed by the CSMOA.

17.2 Where no umpires are appointed under Rule 17.1, each club taking part in a game shall have the right to provide one umpire. Such umpire shall not be one of the 11 players participating in the game, should be registered with CSMOA and hold an umpiring qualification to at least Stage 1 level (as defined by the ECB). Evidence of qualification should be made available on request. These requirements can be waived with the agreement of both captains. A team captain should inform their counterpart that their club has provided an umpire at the earliest opportunity.

17.3 Where only one club chooses to provide an umpire under Rule 17.2, that umpire shall normally stand at one end of the pitch throughout the match (i.e. at square leg and bowler's end for alternate overs). With the agreement of both captains, a single provided umpire may stand at the bowler's end for every over in a game.

17.4 Where fewer than 2 umpires are appointed or provided under Rules 17.1 and 17.2, the match shall be umpired by players or other convenient people operating in shifts.

17.5 **No club shall have a right of objection to any umpire.** All umpires are expected to uphold the Laws and Spirit of the game and make all decisions that are required with strict impartiality.

17.6 Wherever possible, each club shall appoint a scorer for each game, who shall not be one of the 11 players participating in the game. If a scorer is not appointed, the club must provide a standard "box-style" scorebook, score sheet or access to electronic scoring.

- 17.7** If fewer than 2 scorers are appointed under Rule 17.6, the score shall be kept by members of the batting side not currently involved in the game. There must be 2 scorers recording the action at all times.
- 17.8** Where umpires are appointed under Rules 17.1 or 17.2, they shall agree the scores at the conclusion of each innings as mandated in Law 2.15, 3.2 and 16.8. Where no umpires are appointed, the captains shall agree the scores at the conclusion of each innings. Each captain shall have the right to examine each scorebook, and the captains shall jointly resolve any discrepancies within or between the two scorebooks.
- 17.9** A scoreboard, legible from the pitch, must be provided by the home team. The scoreboard shall show, as a minimum, runs scored, wickets fallen, and the number of overs bowled. The scoreboard shall be updated at least at the end of every over.
- 17.10** All clubs are encouraged to support their members in attending training courses and sessions, in order to promote the highest possible standards of umpiring and scoring throughout the Association.
- 17.11** Appointed umpires are each entitled to a match fee. The amount shall be set each year and confirmed pre-season by Cricket Scotland, in conjunction with CSMOA.
- The clubs shall be invoiced by CSMOA through the 'Who's the Umpire' system and payment should be made electronically to CSMOA.
- Teams in the Championship shall be subject to rules on umpire pre-payment as set out in Appendix C, which supersedes the above.

18. LEAGUE RULES

- 18.1** Each East League club shall have a copy of these Rules available at its ground at each League match. The copy can be hard copy or in electronic form.
- 18.2** These Rules shall be capable of amendment, but only as provided for in the Constitution of the Association or as provided for by 18.3.
- 18.3** The General Committee or any club may propose a temporary rule. If the rule is passed by 50% or more of those voting at a General Meeting then it will apply for up to 1 year from the date of the meeting. No temporary rule can be extended by a further temporary rule.

19. FAIRPLAY RULE

1. FairPlay scores should be entered by each team for all matches for the first half of season before the Saturday of week 10. Scores should be entered for the second half of the season no later than 6 days after the Saturday of week 18. The scores should not be entered on the day of the match to allow for a cooling down period. Scores can be entered for incomplete games or marked as N/A if insufficient play has taken place for a score to be reasonably given. Cancelled matches should be marked as N/A. Scores should be based on the provided guidelines.

Any team failing to enter their FairPlay scores by the designated deadline will be penalised 1 point from their total league points for each score not entered, up to a maximum of 5 points for each half-season.

For the avoidance of doubt:

- a. The half-season periods shall be weeks 1-9 and weeks 10-18.
 - b. The Fairplay scores for team withdrawing from the league mid-season for any reason, will remain.
2. A team's **FairPlay average score** for any half-season period is that team's average (mean) score over that half-season period.

The ESCA General Committee will propose the criteria for a team to have 'failed' for a half-season based on 2 factors:

a. **A threshold score for the half-season.**

Should the FairPlay average score for a team fall below this threshold then they will be deemed to have 'failed'.

or

b. **An unacceptable number of low scores.**

Should a team have this number of scores (or more) of 1 or 2 then they will be deemed to have 'failed'

The ESCA General Committee will propose a **points penalty**. This is the penalty that will be applied should it be necessary.

The threshold score, the unacceptable number of low scores and the points penalty will be proposed for approval by a simple majority at a General Meeting of ESCA should there be a change from the previous season. These will not be changed mid-season.

- a. Any team which has been deemed to have 'failed' for that half-season period and are not already on probation shall be placed on probation for the next half-season period.
- b. Any team which has been deemed to have 'failed' for any half-season period and is already on probation shall have a points penalty as defined above applied immediately and will remain on probation.
- c. Any team on probation which has not been deemed to have 'failed' for that half-season period will be removed from probation.

The team involved will be formally notified by ESCA should any of a-c apply to them.

3. At the end of each half-season period an independent panel appointed by the ESCA General Committee will review the scores and comments for all teams on probation who are deemed to have 'failed' to check for anomalies prior to the application of the points

penalty. This panel will have the authority to question the team awarding the points and, if felt appropriate, change or remove the relevant score(s). The panel also has the authority to overrule a team's FairPlay average score should they feel that team has insufficient scores for that half-season.

Experimental Rule for 2026

No player may take a video recording device onto the field of play during the game. For the avoidance of doubt, this includes whilst fielding, batting or umpiring. This includes mobile phones with video capability.

NOTE: Exceptions to this rule may be made for those who need their device as they are on call. However, these should be kept out of sight.

APPENDIX A : MATCH DIRECTIVES FOR YOUNG PLAYERS

Age groups are based on the age of the player at midnight on 31 August in the year preceding the current season. Captains, Team Managers and Umpires are asked to ensure that these Directives are followed at all times.

Fast Bowling Match Directives

Age	Max. overs per spell	Max. overs per day
Up to 13	5 overs per spell	10 overs per day
U14, U15	6 overs per spell	12 overs per day
U16, U17, U18, U19	7 overs per spell	18 overs per day

For the purpose of these Directives a fast bowler should be defined as a bowler to whom a wicket keeper in the same age group would in normal circumstances stand back to take the ball.

Having completed a spell, the bowler cannot bowl again, from either end, until the equivalent of overs to the length of their spell have been bowled from the same end. A bowler can change ends without ending their current spell provided that they bowl the next over that they legally can from the other end. If this does not happen, their spell is deemed to be concluded.

If play is interrupted for any reason, for less than 40 minutes any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of their spell before the interruption have been bowled from the same end. If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.

In matches of 20 overs per team, the provisions requiring an equivalent number of overs from the same end to have elapsed before a subsequent spell can commence shall not apply (i.e. where a maximum of 4 overs per bowler is allowed these may be bowled at any time in the innings irrespective of the number of spells bowled).

Once a bowler covered by these Directives has bowled in a match they cannot exceed the maximum number of overs per day for their age group even if they subsequently bowl spin. They can exceed the maximum overs per spell if bowling spin, but cannot then revert to bowling fast until an equivalent number of overs to the length of their spell have been bowled from the same end. If they bowl spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as they revert to bowling fast. The limits on overs in a day will continue to apply across more than one game if a player plays in multiple games on the same day.

Safety Guidance on the Wearing of Cricket Helmets and Faceguards

A young player should not be allowed to bat or to stand up to the stumps when keeping wicket without a helmet with a faceguard against a hard ball in matches and in practice. Coaches, teachers, managers and umpires should always ensure that a young player wears a helmet.

Players should regard a helmet with a faceguard as a normal item of protective equipment when batting against a hard ball, together with pads, gloves and, for boys, an abdominal protector (box). The faceguard

should be adjusted to ensure that the size of ball being used cannot pass between the peak of the helmet and the top of the faceguard.

There is a British Standard (BS7928:2013) for cricket helmets and it is in the best interests of players to ensure that their helmet and faceguard conforms to this standard. This guidance must be followed by all players up to and including Under 18 age group players. It applies to young players in adult cricket as well as to all junior cricket played with a hard cricket ball.

Fielding Regulations

No young player in the Under 15 age group or younger shall be allowed to field closer than 7.3 metres (8 yards) from the batter's position on the popping crease on a middle stump line, except behind the wicket on the off side, until the batter has played at the ball.

For players in the Under 13 age group and below the distance is 10 metres (11 yards).

These minimum distances apply even if the player is wearing a helmet.

Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.

In addition, any young player in the Under 16 to Under 18 age groups must wear a helmet and, for boys, an abdominal protector (box) when fielding within 7.3 metres (8 yards) from the batter's position on the popping crease on a middle stump line, except behind the wicket on the off side, until the batter has played at the ball. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

APPENDIX B:

ELC METHOD FOR DETERMINING RESULTS IN ABANDONED MATCHES

This uses a combination of the first team's score, the number of overs bowled* and the number of wickets in hand to determine the result and losing bonus points in abandoned matches. The appropriate chart is used depending on the length of the first innings. To determine a team's 'progress' at a particular point in the innings, find the entry for the number of overs bowled and wickets lost. This figure is multiplied by the first innings score and divided by 100 to give a winning score should the match be abandoned at that point. The resultant figure is rounded down to give the score for a tie with one more run the total for a win.

*NOTE: The tables only indicate resources available for complete overs. The online ELC determines resources for overs and balls bowled and will be used to determine results and bonus points. The online calculator can be found at:

<http://www.eastleague.org.uk/other-pages/rain-calculator/>

Calculation of Bonus Points

The online ELC will indicate the number of bonus points for losing teams.

This works in the following way:

ELC not only gives us the winner but 2 useful pieces of information:

1. The winning margin
2. When the team bowling second loses, how many wickets they needed to have taken at that point to have won.

These can be used to calculate bonus points. Below are 2 examples to show this:

A 200 for 6 off 50

B 135 for 7 off 30

ELC: Team A wins by 22 runs

i.e. Team B were 22 runs behind A so award team B bonus points based on 178 : 22 runs behind A
(200-22=178)

A 200 for 6 off 50

B 135 for 3 off 30

ELC: Team B wins by 34 runs

However, had B been 135 for 6 then A would have won

i.e. Team A were 3 wickets short of victory so bonus points awarded for 7 wickets (3 short of 10)

ELC method of determining a result in interrupted one-day cricket matches

Table of resource percentages used, over by over, for matches scheduled for 50 overs.

Wickets lost											
Overs bowled	0	1	2	3	4	5	6	7	8	9	Overs bowled
20	24.9	28.2	32.7	38.4	45.9	55.3	66.4	78.2	88.1	95.3	20
21	26.5	29.7	33.9	39.5	46.6	55.8	66.6	78.2	88.1	95.3	21
22	28.2	31.2	35.2	40.5	47.4	56.2	66.8	78.2	88.1	95.3	22
23	29.9	32.8	36.6	41.6	48.2	56.7	67.0	78.3	88.1	95.3	23
24	31.7	34.4	38.0	42.8	49.1	57.2	67.2	78.3	88.1	95.3	24
25	33.5	36.1	39.5	44.0	50.0	57.8	67.4	78.4	88.1	95.3	25
26	35.4	37.8	41.0	45.3	51.0	58.4	67.7	78.4	88.1	95.3	26
27	37.3	39.6	42.6	46.6	52.0	59.1	68.0	78.5	88.1	95.3	27
28	39.3	41.4	44.2	48.0	53.0	59.8	68.4	78.6	88.1	95.3	28
29	41.3	43.3	45.9	49.4	54.2	60.6	68.8	78.7	88.1	95.3	29
30	43.4	45.2	47.6	50.9	55.4	61.4	69.2	78.8	88.1	95.3	30
31	45.6	47.2	49.5	52.5	56.6	62.3	69.7	78.9	88.1	95.3	31
32	47.8	49.3	51.4	54.1	58.0	63.2	70.2	79.1	88.1	95.3	32
33	50.1	51.5	53.3	55.9	59.4	64.2	70.8	79.3	88.1	95.3	33
34	52.4	53.7	55.3	57.7	60.9	65.3	71.5	79.5	88.2	95.3	34
35	54.8	55.9	57.4	59.5	62.4	66.5	72.2	79.8	88.2	95.3	35
36	57.3	58.3	59.6	61.5	64.1	67.8	73.0	80.1	88.2	95.3	36
37	59.8	60.7	61.9	63.5	65.8	69.2	73.9	80.5	88.3	95.3	37
38	62.4	63.2	64.2	65.7	67.7	70.6	74.9	81.0	88.4	95.3	38
39	65.1	65.8	66.6	67.9	69.6	72.2	76.0	81.5	88.5	95.3	39
40	67.9	68.4	69.2	70.2	71.7	73.9	77.2	82.1	88.6	95.3	40
41	70.7	71.1	71.8	72.6	73.9	75.8	78.6	82.9	88.8	95.3	41
42	73.6	74.0	74.5	75.2	76.2	77.7	80.1	83.8	89.1	95.3	42
43	76.6	76.9	77.3	77.8	78.6	79.9	81.8	84.8	89.5	95.3	43
44	79.7	79.9	80.2	80.6	81.2	82.2	83.6	86.1	89.9	95.4	44
45	82.8	83.0	83.2	83.5	83.9	84.6	85.7	87.5	90.6	95.4	45
46	86.1	86.2	86.3	86.5	86.8	87.3	88.0	89.3	91.6	95.5	46
47	89.4	89.5	89.6	89.7	89.8	90.1	90.5	91.3	92.8	95.8	47
48	92.8	92.9	92.9	93.0	93.0	93.2	93.4	93.8	94.5	96.3	48
49	96.4	96.4	96.4	96.4	96.4	96.5	96.5	96.6	96.8	97.5	49
50	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	100.0	50
Overs bowled	0	1	2	3	4	5	6	7	8	9	Overs bowled
Wickets lost											

Team A – 230 for 8 from 50 overs
 Team B – 39 overs for 5 wickets
 72.2% of 230 = 166.06
 i.e. 166 to tie 167 to win

Table of resource percentages used, over by over, for matches scheduled for 45 overs.

WICKETS LOST											
Overs bowled	0	1	2	3	4	5	6	7	8	9	Overs bowled
20	28.57	31.55	35.51	40.74	47.57	56.31	66.84	78.22	88.10	95.30	20
21	30.50	33.33	37.06	42.00	48.50	56.86	67.06	78.30	88.10	95.30	21
22	32.50	35.15	38.66	43.33	49.50	57.46	67.28	78.34	88.10	95.30	22
23	34.55	37.04	40.33	44.72	50.55	58.13	67.56	78.40	88.10	95.30	23
24	36.66	39.00	42.06	46.16	51.66	58.86	67.90	78.46	88.10	95.30	24
25	38.85	41.00	43.84	47.68	52.77	59.64	68.31	78.57	88.10	95.30	25
26	41.07	43.08	45.71	49.24	54.06	60.51	68.75	78.68	88.10	95.30	26
27	43.40	45.20	47.60	50.90	55.40	61.40	69.20	78.80	88.10	95.30	27
28	45.84	47.43	49.71	52.67	56.75	62.40	69.75	78.92	88.10	95.30	28
29	48.31	49.78	51.82	54.50	58.31	63.42	70.33	79.14	88.10	95.30	29
30	50.86	52.23	53.96	56.49	59.89	64.56	71.03	79.36	88.13	95.30	30
31	53.46	54.67	56.23	58.50	61.56	65.83	71.81	79.63	88.20	95.30	31
32	56.18	57.23	58.62	60.61	63.34	67.22	72.64	79.96	88.20	95.30	32
33	58.96	59.90	61.13	62.83	65.23	68.73	73.59	80.36	88.26	95.30	33
34	61.82	62.64	63.68	65.21	67.27	70.28	74.67	80.88	88.37	95.30	34
35	64.80	65.51	66.33	67.65	69.38	72.02	75.87	81.44	88.48	95.29	35
36	67.90	68.40	69.20	70.20	71.70	73.90	77.20	82.10	88.60	95.30	36
37	71.02	71.42	72.09	72.88	74.15	76.01	78.76	83.00	88.83	95.29	37
38	74.26	74.64	75.12	75.77	76.73	78.18	80.47	84.02	89.18	95.30	38
39	77.63	77.90	78.26	78.73	79.46	80.66	82.40	85.23	89.63	95.33	39
40	81.07	81.27	81.53	81.88	82.40	83.26	84.53	86.72	90.21	95.40	40
41	82.80	83.00	83.20	83.50	83.90	84.60	85.70	87.50	90.60	95.40	41
42	86.10	86.20	86.30	86.50	86.80	87.30	88.00	89.30	91.60	95.50	42
43	89.40	89.50	89.60	89.70	89.80	90.10	90.50	91.30	92.80	95.80	43
44	92.80	92.90	92.90	93.00	93.00	93.20	93.40	93.80	94.50	96.30	44
45	100.00	100.00	100.00	100.00	100.00	100.00	100.00	100.00	100.00	100.00	45
Overs bowled	0	1	2	3	4	5	6	7	8	9	Overs bowled
Wickets lost											

Table of resource percentages used, over by over, for matches scheduled for 40 overs.

Overs bowled	Wickets lost										Overs bowled
	0	1	2	3	4	5	6	7	8	9	
20	33.50	36.10	39.50	44.00	50.00	57.80	67.40	78.40	88.10	95.30	20
21	35.87	38.25	41.40	45.62	51.25	58.57	67.77	78.42	88.10	95.30	21
22	38.30	40.50	43.40	47.30	52.50	59.45	68.20	78.55	88.10	95.30	22
23	40.79	42.82	45.47	49.05	53.89	60.39	68.69	78.67	88.10	95.29	23
24	43.40	45.20	47.60	50.90	55.40	61.40	69.20	78.80	88.10	95.30	24
25	46.15	47.72	49.97	52.90	56.95	62.52	69.82	78.95	88.10	95.30	25
26	48.95	50.40	52.34	55.00	58.70	63.70	70.50	79.19	88.10	95.30	26
27	51.82	53.15	54.80	57.25	60.52	65.02	71.32	79.45	88.17	95.30	27
28	54.80	55.90	57.40	59.50	62.40	66.50	72.20	79.80	88.20	95.30	28
29	57.92	58.89	60.17	62.00	64.52	68.14	73.22	80.19	88.22	95.30	29
30	61.09	61.95	63.05	64.59	66.75	69.90	74.40	80.75	88.35	95.30	30
31	64.42	65.14	66.00	67.35	69.12	71.80	75.72	81.37	88.47	95.30	31
32	67.90	68.40	69.20	70.20	71.70	73.90	77.20	82.10	88.60	95.30	32
33	70.70	71.09	71.80	72.59	73.90	75.80	78.59	82.90	88.80	95.30	33
34	73.59	74.00	74.50	75.20	76.20	77.70	80.09	83.80	89.10	95.30	34
35	76.59	76.90	77.30	77.80	78.59	79.90	81.80	84.80	89.50	95.30	35
36	82.80	83.00	83.20	83.50	83.90	84.60	85.70	87.50	90.60	95.40	36
37	86.10	86.20	86.30	86.50	86.80	87.30	88.00	89.30	91.60	95.50	37
38	89.40	89.50	89.60	89.70	89.80	90.10	90.50	91.30	92.80	95.80	38
39	92.80	92.90	92.90	93.00	93.00	93.20	93.40	93.80	94.50	96.30	39
40	100.00	100.00	100.00	100.00	100.00	100.00	100.00	100.00	100.00	100.00	40
Overs bowled	0	1	2	3	4	5	6	7	8	9	Overs bowled
Wickets lost											

Team A – 195 for 8 from 40 overs
 Team B – 35 overs for 3 wickets
 77.80% of 195 = 151.71
 i.e. 151 to tie 152 to win

Other tables available for 35,30 etc. overs.

APPENDIX C: ESCA CHAMPIONSHIP

The Rules in this Appendix apply to the ESCA Championship and take precedence over any general ESCA League Rule that could overlap.

C1. PLAYERS

For a player to be registered to play in an ESCA Championship match, they must fulfil the requirements of one (or more) of the following categories of players.

- (a) Scottish Qualified Player
- (b) Resident Player
- (c) Paid Player
- (d) Overseas Amateur

The above categories are defined as follows:

- (a) **“Scottish Qualified Player”** shall mean a player who
 - was born in Scotland or
 - holds a UK passport and has a parent who was born in Scotland or
 - has been resident in Scotland for at least 10 months, on aggregate, for each of the immediately preceding three years, save for exceptional circumstances, as agreed by the Competitions Committee. The ‘immediately preceding three year’ period shall mean the three-year period that immediately precedes the date when the player registration was submitted.

Clubs will be permitted to register Scottish Qualified Players, currently playing outside Scotland, but they may only be registered by the club with which they were last registered and for which they last played. Registration of such players must take place prior to the current season in order for the player to be granted permission to play.

- (b) **“Resident Player”** is a player who is resident and has been resident in the United Kingdom (UK) for at least 90 days out of the 120 days before any match.

Consideration may be given by the Competitions Committee to waive some or all of the requirements for a Resident Player in suitable cases where the player has moved to Scotland through work or study or marriage or other acceptable reason.

No player may play as a Resident Player or Overseas Amateur if they have been a Paid Player or professional cricketer at any time in the 36 months preceding any match. However, in the spirit of encouraging participation and where it is clear that the player is no longer a Paid Player and has moved to Scotland as above, this provision may be waived if the permission of the Committee is obtained prior to such a player taking part in any match.

- (c) **“Paid Player”** is a player who receives any of the following as a fee for playing, or as an inducement to play, or to facilitate their playing cricket in the ESCA Championship:
 - payment in cash or in kind;
 - accommodation whether free, subsidised, or otherwise assisted;
 - employment, whether full-time or part-time;
 - payment in whole or in part of fares to the United Kingdom from that player’s place of abode.

For the purposes of these rules, the payment of reasonable travelling expenses is permitted without any player being deemed a Paid Player.

A cricket coach is not deemed to be a Paid Player for a member club unless they are paid directly or indirectly for playing cricket for that member club.

Any payment made to a player by Cricket Scotland, or to a player contracted by Cricket Scotland for playing in a match organised by Cricket Scotland, will not render that player as a Paid Player.

Any payment made to a Scottish Qualified player when playing in a trial or an occasional match for an English County will not render that player as a Paid Player.

Each club may register and play only one Paid Player. Where a Paid Player is unable to play for whatever reason, e.g. injury, national call-up or termination of contract, the registration of a substitute or replacement Paid Player may be approved by the Committee.

A Paid Player must possess a Certificate in Coaching Young People and Adults (formerly UKCC 2) or an acceptable overseas equivalent. There shall be no residency requirements for the one permitted Paid Player, but if sourced from outwith the UK, then UK Home Office Immigration Rules must be satisfied.

- (d) **“Overseas Amateur”** is a player who is seeking to come to Scotland but does not qualify as a Scottish Qualified Player, Resident Player or Paid Player as defined above.

Clubs need to have read the Home Office Immigration Rules and determined whether their proposed Overseas Amateur is actually treated as a “Professional Sportsman” as defined by the Home Office.

<https://www.gov.uk/guidance/immigration-rules/immigration-rules-introduction>

- scroll down to find the broad definition of a Professional Sportsman. If a player meets any of the criteria listed, many types of visa, such as a Standard Visitor Visa, will not permit such a player to play cricket at all in the UK.

Liability for any breach of Home Office legislation lies solely with the player’s club.

All players with a UK passport or an Ancestry Visa can play cricket and work in the UK.

But to be an ESCA Overseas Amateur :

- An Overseas Amateur must not have played first class cricket or List A cricket in the 24 months preceding any match.
- Work directly relating to the cricket club or paid by the cricket club shall not be permitted. This includes payment for coaching at the cricket club.
- Clubs must not provide financial assistance towards air fares nor the cost of accommodation.

Clubs may help an Overseas Amateur by providing accommodation with a member. The club may also help in identifying suitable rented accommodation.

If an Overseas Amateur is entitled to work in the UK, clubs may help in obtaining employment for an Overseas Amateur, subject to the restrictions in 2. above.

Clubs must, within the approved registration form, disclose full details relating to the player’s airfares, accommodation, and any employment. The Committee may request further information before considering the registration for approval.

Each club may register one Overseas Amateur. However, a second Overseas Amateur may be registered if a club has no registered Paid Player provided that at least one of the two Overseas Amateurs possesses a Certificate in Coaching Young People and Adults (or an acceptable overseas equivalent).

Where the original Overseas Amateur is unable to play for exceptional reasons acceptable to the Committee, the registration of a substitute Overseas Amateur may be approved by the Committee.

An Overseas Amateur must be registered and available to play by 30 June. This deadline does not apply to a substitute Overseas Amateur that may be approved as above.

C2. PLAYER REGISTRATION

- (a) The Committee will provide clubs with access to the registration system in which details of all players must be recorded.
- (b) In normal circumstances, all players must be registered before playing in any Championship match. Details of players to be registered must be entered no later than 12 noon on the Thursday ('48 hour' rule) prior to that player playing in their first match.
- (c) The Committee may require to see the passport of any player. Possession of a UK passport shall not of itself satisfy the requirements for any of the four playing categories above and shall not give an automatic entitlement for a player who possesses such a passport to be registered to play in any Championship match.
- (d) No club will be allowed to play their Paid Player or Overseas Amateur until it has received confirmation that all required documentation has been received and meets the requirements for registration. The relevant registration forms for a Paid Player and an Overseas Amateur are available from the Championship divisional representative.
- (e) In exceptional circumstances, a player (other than a Paid Player or Overseas Amateur) may be registered before the end of Monday after the match. Away clubs must immediately inform the home club when this has been done. This timetable is to allow the home side to submit the full online match return on time. Clubs will be sanctioned if it transpires that a player registered after a match does not satisfy the requirements for a 'Scottish Qualified Player' or a 'Resident Player'.
- (f) No player may play in a Championship match, without the prior approval of the Committee, if they have played for any other club in any league or cup competition on a scheduled Championship match day in the same season. This restriction does not apply to students returning to their 'home club' nor to Scottish Qualified Players, who are currently playing outside Scotland and who have been registered by the club with which they were last registered and for which they last played. Registration of such players must take place prior to the current season in order for the returning player to play without prior approval.
- (g) Players wishing to transfer during the season to an ESCA Championship club from another club must provide the Committee with a written statement from the club for whom they wish to play detailing the player's change of circumstances, together with a written statement from their previous club

confirming that they have no objection to the change of club. The Committee has the power to overrule the wishes of the previous club. Such transfer requests after 31 July are unlikely to be approved.

- (h) Team sheets must be exchanged by the captains and a signed copy handed to the umpires before the toss can take place. Another copy must be handed to the scorers.

C3. GROUND FACILITIES

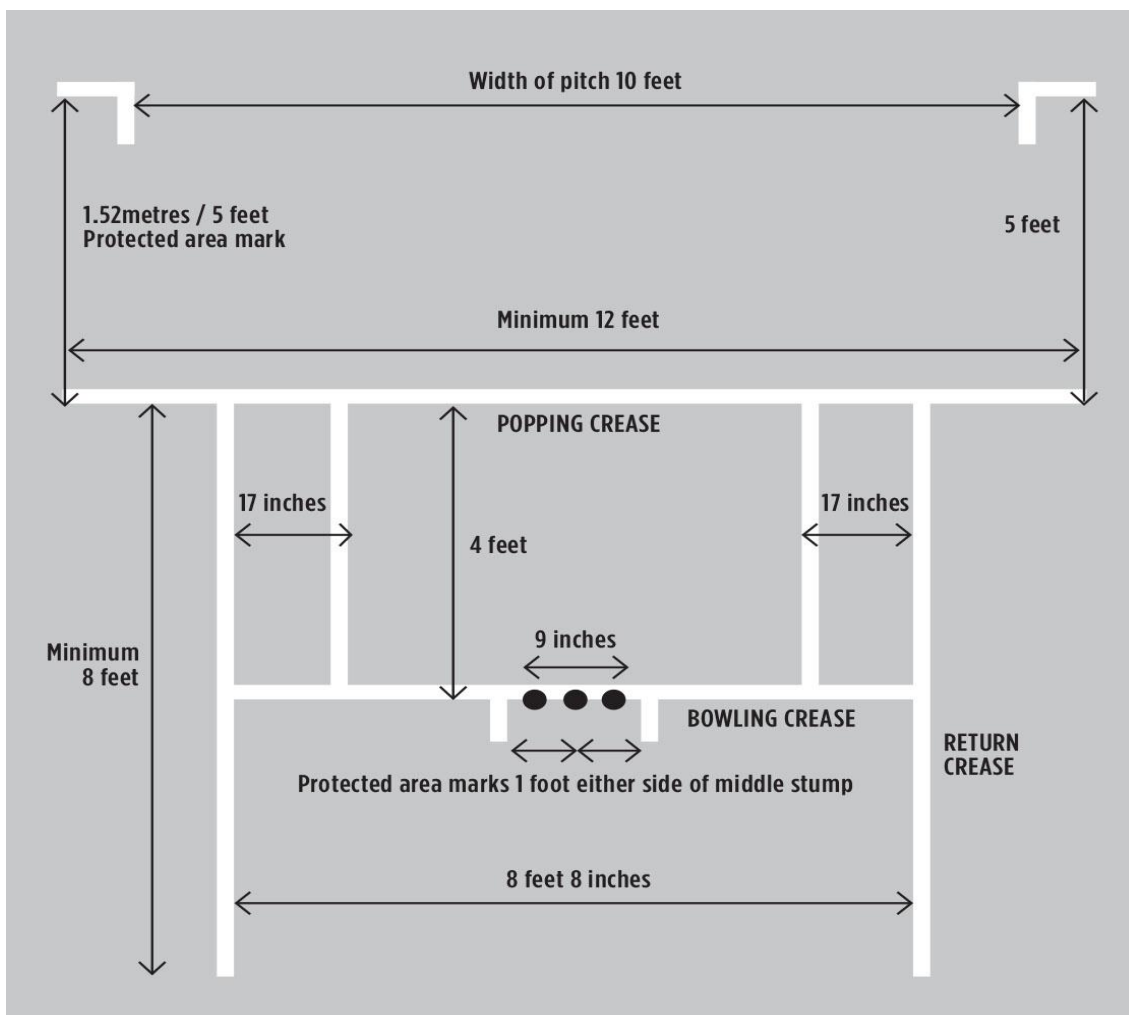
Clubs playing in the Championship must recognise their responsibilities for producing a satisfactory playing surface as well as ensuring that their grounds and facilities are up to an appropriate standard as shall be determined by the Competitions Sub-Committee. Any new ground must be approved by ESCA not less than three months prior to the start of the season.

All Championship matches will be played on grass pitches unless in exceptional circumstances and only with the agreement of **both** teams.

The Match / Pitch Report (Appendix C1) submitted online by the umpires via the WTU website will be used to determine compliance with these ground requirements and to assess whether the quality of the pitch meets Championship standards.

C3.1 Pitch Markings

The pitch diagram below includes the offside wide lines (as required under 6. Bowling Restrictions). It is recommended that these offside wide 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 bisects the stumps. Creases shall be re-marked during the interval between innings.



C3.2 Covers

- a) Covers must be used to protect the pitch from rain, both during the match and in the preceding days as required. Arrangements should be made for ground staff or other helpers to put the covers in place as quickly as possible. Covers must not allow water to seep through and clubs will be required to show that their covering arrangements are adequate to protect the pitch, taking into account the contours and draining characteristics of the ground.
- b) Wheeled covers are recommended. However, plastic sheets/tarpaulins can be used provided they are well maintained. Whichever covers are used they must protect an area of at least 22.56 metres x 3.66 metres (74 feet x 12 feet).
- c) In addition to the match pitch, clubs are encouraged to make every effort to ensure that bowlers' run-ups are covered protecting an area of 5 metres (length) x 3 metres (width) as a minimum behind each set of stumps.
- d) In addition, clubs are encouraged to make every effort to ensure that an area adjacent to each side of the match pitch to a size of 25 metres (length) and 3 metres (width) is covered (including wicket ends).

C3.3 Sightscreens

The structure and non-reflective surface of the sightscreens must be in good condition. They must be provided at both ends and must measure a minimum of 4 metres (13 feet) wide and 3.65 metres (12 Feet) high and must be completely outside the playing area.

Sightscreens are recommended.

C3.4 Scorebox

- a) The numbers on the board should show, at least, Total, Wickets, Overs bowled and First Innings Total. They should be of adequate size to be seen from the far side of the playing area.
- b) The scorebox must be clean, tidy and reasonably comfortable, with adequate table and chairs and full protection from the weather. A temporary structure will be acceptable. Umpires should be able to see the scorers' signals clearly, and the scorers should be able to see at least 90% of the playing area.

C3.5 Scorers

Each club must provide a scorer for every match and this scorer shall not be a player in the match. A failure to provide such a scorer shall give rise to a 2 point penalty on every occurrence after the second failure to do so in that season.

C3.6 Rollers

At least one light roller (75 to 100 kg, 1.5 to 2 cwt) must be available for use during the tea interval to the captain of the side batting second.

C4. MATCH DAYS (see Appendix C3)

Championship matches shall, unless otherwise agreed by both clubs or where the Committee consider it necessary, commence at 12 noon. The scheduled hours of play will be from 12 noon to 7.10pm or from 1.00pm to 8.10pm. There will be two sessions of play, normally of 3 hours 20 minutes each, separated by an interval of 30 minutes. In all matches which are scheduled to start at 12 noon and where the start of play is delayed or play is suspended due to inclement weather, the scheduled close of play may be extended to 7.40pm. This extension will not apply to matches which are scheduled to start after 12 noon.

Slow Play – In matches with appointed umpires, 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 C5 c)). Based on an allowance of 4 minutes per over, 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. Teams are also reminded of Laws 41.9 and 41.10. These Laws cover Time Wasting by either the fielding side or the batters and include the awarding of Penalty Runs and a bowler being potentially suspended.

Where the weather conditions indicate that the full number of overs may not be completed, the umpires (or the captains when there are no appointed umpires) have the power, before the call of 'Play', to reduce the number of scheduled overs to be played by multiples of 5 overs per side. All reductions are subject to a minimum length of 30 overs per innings in the Championship.

If, shortly after the start, there is a significant interruption, sufficient that it becomes unlikely the game can be completed, the umpires (or the captains when there are no appointed umpires) can decide to restart the match. Everything occurring before the interruption will be deemed not to have happened, including the toss.

If a ball has not been bowled by 3.30pm (4.00pm for a 1.00pm start) the umpires will abandon the match.

In matches when playing time has been lost before the start of the second innings and, as a result, it is not possible for the team batting second to receive its full allocation by the finishing time of 7.40pm (or 8.10pm), the number of scheduled overs for the second innings shall be reduced in the interval by 5 over blocks at the rate of 5 overs per 20 minutes (4 minutes per over) down to 30 overs minimum. The second innings in a Championship match must therefore start no later than 5.40pm to ensure a 7.40pm finish for a match scheduled to start at 12 noon or start no later than 6.10pm for a match scheduled to start at 1pm.

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 to 45,40,35 or 30 overs and are then further interrupted.

Scheduled 1 st innings overs	2 nd innings 45 overs	2 nd innings 40 overs	2 nd innings 35 overs	2 nd innings 30 overs
50	95.0%	89.3%	82.7%	75.1%
45	100%	94.0%	87.1%	79.1%
40	n/a	100%	92.6%	84.1%

35	n/a	n/a	100%	90.8%
30	n/a	n/a	n/a	100%

Once the second innings has commenced, there can be no further reduction in the scheduled number of overs.

Should time be lost after the start of the 2nd innings, then, so long as the scheduled cessation time (7.40pm or 8.10pm), has been reached, then the result, assuming that 20 overs have been completed, will be decided by the ELC method as defined in Appendix B. Time allowances in the second innings e.g. for injury, lost ball, slow play, may result in a re-scheduled later cessation time. Similarly, if it is agreed to abandon the match, then the result, assuming that 20 overs have been completed in the second innings, will also be decided by the ELC method as defined in Appendix B.

Examples of weather affected matches, including use of the above table:-

1. *Team 1 scores 187. Because of rain interruptions, the 2nd innings after the tea interval is due to start at 5.15pm. For a 12 noon, scheduled start, that means only 2 hours 25 minutes (145 minutes) are left before 7.40pm. At 4 minutes per over, the 2nd innings will be 35 overs. So the Par Score for the tie is 82.7% of 187 = 154.6 rounded down to 154. The winning target for Team 2 is therefore 155.*
2. *A match scheduled to start at 1pm is unable to start until 2.30pm. 90 minutes have been lost, this equals 23 overs, so the match is reduced to 35 overs per side. After further rain interruptions Team 1 scores 160. The 2nd innings is due to start at 6pm, leaving 130 minutes before 8.10pm. The 2nd innings will therefore be 30 overs and the Par Score is 90.8% of 160 rounded down i.e. 145 for the tie. The winning target for Team 2 is 146.*
3. *A match starts on schedule at 12 noon. After 10 overs, an unexpected heavy shower means no play is possible until 3.15pm by when tea has been taken. With only 4 hours 25 minutes remaining until the latest finishing time of 7.40pm, there is insufficient time to continue even with a 50 overs + 30 overs match which would take 70 overs x 4 minutes plus 10 minutes between innings = 4 hours 50 minutes. The only alternative is to re-do the toss and start a new 30 over match lasting 60 x 4 minutes plus 10 minutes = 4 hours 10 minutes. At 6.53pm, after 22 overs of the 2nd innings, rain returns meaning no further play is possible until 7.24pm. Although 22 overs have been completed, and the ELC is available to determine a result, there is still 16 minutes or 4 overs of playing time available during which the ELC result and/or the losing bonus points may change. Play therefore re-commences at 7.24pm and finishes at 7.40pm after 26 overs of the 2nd innings. The ELC is then used to determine the result.*

C5. FIELDING RESTRICTIONS

- a) At the instant of delivery, there must not be more than 5 fielders on the leg side. In the event of infringement, the striker's end umpire shall call and signal 'No Ball'.
- b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two straight lines parallel to the pitch. This fielding restriction area shall be marked by a continuous painted white line or white dots at 5 yard (4.57 metres) intervals, covered by circular white plastic or rubber (but not metal) discs 7 inches (18 cm) in diameter.
- c) In addition to the above restrictions, further fielding restrictions (hereinafter referred to as the Powerplays) shall apply to certain overs in each innings.

Powerplay 1 – no more than 2 fielder shall be permitted outside the 30 yards fielding restriction area at the instant of delivery. In an innings of 50 overs, these are overs 1 to 10 inclusive.

Powerplay 2 – no more than 4 fielder shall be permitted outside the 30 yards fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

Powerplay 3 – no more than 5 fielder shall be permitted outside the 30 yards fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

Scheduled innings	Overs - Powerplay 1	Overs - Powerplay 2	Overs - Powerplay 3
50 overs	1 - 10	11 - 40	41 - 50
45 overs	1 - 9	10 - 36	37 - 45
40 overs	1 - 8	9 - 32	33 - 40
35 overs	1 - 7	8 - 28	29 - 35
30 overs	1 - 6	7 - 24	25 - 30

At the commencement of Powerplay 2 and Powerplay 3, the umpire shall signal to the scorers by rotating their arm in a large circle.

In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal 'No Ball'.

C6. BOWLING RESTRICTIONS

No bowler may bowl more than one-fifth of the total overs scheduled for that innings. The penalty for infringing this rule is the deduction of 5 points for each infringement. Wherever possible, umpires and/or scorers should alert captains when it appears likely that this rule may be infringed.

Profile Wides will be adopted for use in all ESCA Championship games and are defined as :-

A ball will be judged as Wide if it passes the striker behind their legs when standing in a normal guard position. If the striker moves across to the off side to play the ball and the ball passes behind their legs the umpire will have to imagine the profile of the striker standing in a normal guard position, and only provided that the ball would have passed behind this profile, will it be called and signalled 'Wide ball' by the bowler's end umpire. If the ball would have hit this profile it will not be a Wide.

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 ball' 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.

C6.1 Short Pitched Bowling

A bowler shall be limited to two fast short-pitched deliveries per over. A fast 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 each fast short-pitched delivery has been bowled.

In addition, a ball that passes above head height of the batter, standing upright at the popping crease, that prevents him 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 fast 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.

In the event of a bowler bowling more than two fast short-pitched deliveries in an over, the umpire at the bowler's end shall call and signal 'No Ball' on each occasion. A differential 'No Ball' signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal 'No Ball' and then tap the head with the other hand.

The first time a bowler delivers a third fast short-pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short-pitched deliveries in an over, the umpire shall advise the bowler that this is their final warning for the innings.

Should there be any further instance by the same bowler in that innings, the umpire shall call and signal 'No Ball'. When the ball is dead, the umpire shall direct the captain of the fielding side to suspend the bowler immediately from bowling. and inform the other umpire for the reason for this action. The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side. The umpires may then report the matter to ESCA who shall take such action as is considered appropriate against the bowler concerned.

C7. 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 breach of the Fielding Restrictions (Rule C5).
- 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.

C8. UMPIRES

- a) Appointed umpires are each entitled to a match fee. The amount shall be set each year and confirmed pre-season by Cricket Scotland, in conjunction with CSMOA. The clubs shall be invoiced by CSMOA through the 'Who's the Umpire' system and payment should be made electronically to CSMOA. Clubs will be invoiced in advance of the season for an amount that CSMOA will use to reimburse the umpires' match fees and expenses. Any monies due/overpaid will be adjusted upon completion of the season. ESCA reserves the right to impose sanctions on any club that fails to provide CSMOA with their monies in good time. Championship umpires will be paid their match fee and travelling expenses by CSMOA through WTU.
- b) Umpires will submit a Match / Pitch Report – online via the WTU website (Appendix C1).
- c) The captain of each team must complete the 'Captain's Report on Umpires' via their WTU login – see Appendix C2. These reports are essential to improve the standards of umpiring. Observations and constructive suggestions are encouraged. Failure to comply with this requirement, by the end of Tuesday following the match, may result in penalties being imposed.

C9. AUDIT OF A CLUB'S COMPLIANCE WITH CHAMPIONSHIP REQUIREMENTS

At the end of each season the ESCA Committee will audit each club's compliance with the requirements of the Championship. In the event that a Club has not met the requirements listed in this Appendix then the ESCA Committee may impose sanctions up to and including automatic relegation to Division 1.

Sub-appendix C1 - ESCA CHAMPIONSHIP: MATCH / PITCH UMPIRES' REPORT (see actual form on WTU)

Fixture:		Date:	
Official:			
Colleagues:			
Form completed by NOT FINAL VERSION			
First Innings		Second Innings	
Team 1	<input type="text"/>	Team 2	<input type="text"/>
Actual Start Time	<input type="text"/>	Actual Start Time	<input type="text"/>
End Time	<input type="text"/>	End Time	<input type="text"/>
Duration of Innings (mins)	<input type="text"/>	Duration of Innings (mins)	<input type="text"/>
Deductions (mins) See Below	<input type="text"/>	Deductions (mins) See Below	<input type="text"/>
Net Duration (mins)	<input type="text"/>	Net Duration (mins)	<input type="text"/>
Scheduled Overs	<input type="text"/>	Scheduled Overs	<input type="text"/>
Actual Overs	<input type="text"/>	Actual Overs	<input type="text"/>
Score (Actual & Par if Applicable)	<input type="text"/>	Score (Actual)	<input type="text"/>
Scorer	<input type="button" value="Yes"/> <input type="button" value="No"/>	Scorer	<input type="button" value="Yes"/> <input type="button" value="No"/>
PITCH REPORT			
Was the pitch dry at the start of the match?		<input type="button" value="Yes"/> <input type="button" value="No"/>	
Was the grass covering uniform? If not give details		<input type="button" value="Yes"/> <input type="button" value="No"/>	
Please rate the performance of the pitch.			
Unevenness of Bounce	5 – None, 4 - Hardly ever, 3 – Occasional, 2 - More than Ideal, 1 - Excessive		
Seam Movement	5 - Some – consistent, 4 - Some Occasional, 3 – None, 2 - More than Ideal 1 - Excessive		
Spin from protected area	5 - Some – consistent, 4 - Some Occasional, 3 – None, 2 - More than Ideal 1 - Excessive		
Carry	5 – Good, 4 - Just Lacking, 3 – Lacking, 2 – Minimal, 1 - Very Minimal		
Give details if the pitch and ground facilities did not comply with ESCA Championship rules. You are welcome to comment on the pitch/outfield/weather and their effect on the quality of the match.			
<p>The online version of this form on WTU should be submitted by the end of Wednesday following the match. By submitting this form, you agree that the opinions are those of both umpires</p> <p>You may save the report as a draft and return later for additional editing. To do this, click the SAVE button below (disc with green tick) without ticking Final Version. To continue editing, follow the same procedure as you used for getting to this stage.</p> <p>Final version: (no more updates) <input type="checkbox"/></p> <p>IMPORTANT: You only need to single click the Save icon below. Please do not double-click.</p>			

Sub-appendix C2 - CAPTAIN'S REPORT ON APPOINTED UMPIRES

Competition:
Fixture:
Fixture level:
Official:
Colleagues:

Form completed by **NOT FINAL VERSION**

Please rate the performance of the umpire

(Please refer to the scoring matrix below)

	Challenging	Quite Chall'	Average	Easy
Excellent	10.0	9.5	8.8	8.1
Very Good	9.9	9.4	8.7	8.0
Good	9.7 or 9.8	9.1 to 9.3	8.4 to 8.6	7.8 or 7.9
Satisfactory	9.6	8.9 or 9.0	8.2 or 8.3	7.7
Not Satisfactory	7.6	7.5	7.4	7.3
Poor	6.8 or 7.2	6.8 or 7.1	6.8 or 7.0	6.8 or 6.9

Degree of the difficulty	<input type="radio"/> Challenging <input type="radio"/> Quite Challenging <input type="radio"/> Average <input type="radio"/> Easy
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Overall Performance	<input type="radio"/> Excellent <input type="radio"/> Very Good <input type="radio"/> Good <input type="radio"/> Satisfactory <input type="radio"/> Not Satisfactory <input type="radio"/> Poor
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Score	
Quality of the Match Ball?	<input type="radio"/> Good <input type="radio"/> Satisfactory <input type="radio"/> Poor

Was the match played on a difficult pitch or in adverse weather conditions?	<input type="radio"/> Yes <input type="radio"/> No
--	--

If "No", please provide details

The content of this report is subject to CSMOA's Privacy Notice, please view this at www.csmoa.org.uk/privacy

This form (one for each umpire) must be submitted online via a Captain's WTU login by the end of Tuesday following the match.

Sub-appendix C3 – ESCA CHAMPIONSHIP CALCULATION SHEET FOR WHEN DELAYS OCCUR.

Delay before the Start of the 1st Innings

Net playing time available at the scheduled start time (100 overs x 4 mins).	400 mins (A)
Playing time lost.	_____ (B)
Extra time available (30 mins for scheduled 12 noon start, none for later scheduled start).	_____ (C)
Extra time available (15 minutes) from reduced interval if tea taken early during delay.	_____ (D)
Remaining net playing time available (A – B + C + D).	_____ (E)

Overs and Fielding Restrictions

Overs in match (E/4) (round down to nearest multiple of 10).	_____ overs (F)
Max. overs per team (F/2) (minimum 30 overs).	_____ overs (G)
Max. overs per bowler – (G/5).	_____ overs
PowerPlay Overs – (see table in Rule C5 c)	

Rule C4 (paragraph four): If, shortly after the toss or start, there is a significant interruption, sufficient that it becomes unlikely the scheduled game can be completed, the umpires (or the captains when there are no appointed umpires) can decide to restart the match. Everything occurring before the interruption will be deemed not to have happened, including the toss. Except in this circumstance there can be no further reduction in the number of overs in the first innings once the first innings has started.

Interruptions before the Start of the 2nd Innings

Playing time available before the latest finishing time (7.40pm or 8.10pm).	_____ mins (H)
Overs in 2nd innings (H/4) (round down to nearest 5 overs, minimum 30 overs).	_____ overs (I)
Max. overs per bowler – (I/5).	_____ overs
PowerPlay Overs – (see table in Rule C5 c)	

Should time be lost after the start of the 2nd innings, then, so long as the scheduled cessation time (7.40pm or 8.10pm), has been reached, then the result, assuming that 20 overs have been completed, will be decided by the ELC method as defined in Appendix B. Time allowances in the second innings e.g. for injury, lost ball, slow play, may result in a re-scheduled later cessation time. Similarly, if it is agreed to abandon the match, then the result, assuming that 20 overs have been completed in the second innings, will also be decided by the ELC method as defined in Appendix B.

APPENDIX D: DUAL REGISTRATION

1. **Dual Registration - Joint Teams :**

An agreement can be made between two clubs allowing the lowest team players from one club to play for the lowest team in the second club. This agreement for 'Dual Registration' must be in accordance with the following:

- a) To maximise participation and to minimise the call-off of games.
- b) Not to assist teams push for promotion or avoid relegation.
- c) Clubs wishing to apply for dual registration must contact the ESCA General Committee clearly stating their reason(s) for applying.
- d) Application should be made at least 7 days before the first match of the East League Season (in line with registrations rule 8.1) in which the dual registration is to be in force. In exceptional circumstances, the ESCA General Committee shall have the right to review and approve applications made during the season.
- e) In instances where a joint team is created it shall be deemed to be the lowest team for each club when considering the rules.

2. **Dual Registration - Players Playing for Other Clubs :**

- a) Any player ("guest") not required by their own club may make themselves available to any team not more than 3 divisions below that of the team they normally (as defined under 7.4.6) play for.
- b) The guest player must have written permission (including electronic communication) from their own club and the Divisional Representative of the team for which the guest is playing must be informed prior to the start of the match. The guest must be registered by that team in the normal way with "(G)" appended to the player surname, or by using the Player Transfer function in Results Vault.
- c) A player may not play for more than one club in the same weekend.
- d) The Guest Player must play in the lowest team in the host club.