



British Tamils Cricket League

Creating a vibrant cricketing community

LEAGUE PLAYING CONDITIONS – Match Day Extract

Players and officials encouraged to read & understand the BTCL Playing Conditions in full.



British Tamils Cricket League

Document history

This document has been issued and amended as follows:

Version	Date	Description	Created by	Approved by
1.0	2011	First Issue	BTCL-COM	BTCL- Member Clubs
2.0	21/04/2012	Modified in accordance with AGM decisions	BTCL-COM	BTCL-Member Clubs
3.0	22/04/2013	Accepted at Special AGM on 13/04/2013	BTCL-COM	BTCL-Member Clubs
3.1	23/04/2013	Umpire fee update as agreed in 2012 but mistakenly left (8.15 Section e), Section 8.8 order changed for clarity	BTCL-COM	BTCL-Member Clubs
4.0	06/04/2014	Discussed at SGM & Updated based on BTCL-COM decisions	BTCL-COM	BTCL-Member Clubs
5.0	20/04/2015	Modified in accordance with AGM/SGM decisions	BTCL-COM	BTCL-Member Clubs



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Key Facts

A. General

- No promotion to clubs in 2015. This is due to divisional restructure. Typical restructure model explained below for example

Premier	Div 1	Div 2	Div 3	Div 4
P1	P9	S7	CH5	C3
P2	P10	S8	CH6	C4
P3	S1	S9	CH7	C5
P4	S2	S10	CH8	C6
P5	S3	CH1	CH9	C7
P6	S4	CH2	CH10	C8
P7	S5	CH3	C1	C9
P8	S6	CH4	C2	C10

- Generally all matches starts at 13:00 hrs except in September where all matches start at 12:30hrs
- Member clubs responsibility to register legible players in their team. Breach of player registration is subject to disciplinary action. BTCL accept the player's registration in good faith. If the illegible player's contribution to the match is proven then maximum 40 points deducted otherwise violation of registration rule will be the deduction of 20 points.
- Clubs to update the registered player with current legible photos.
- A team can register maximum of 25 players and any Member Club have more than one team would be able to register up to 25 players per team. Only 15 players chosen by the team will be listed for awards.
- A team can register up to TWO "non home "players BUT only **ONE** "non home"player allowed to play in a match.
- Any clubs field two or more teams are only allowed maximum of two interchangeable players. Under 19 Home players can be move within their club teams without any restrictions. THIS IS NOT APPLICABLE TO "non home" PLAYERS
- "Non home" players registration is allowed only in the first registration period (ie 01 March to 31 March)



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- Update and upload score sheet before Wednesday 23:59 hrs (following the match on Sunday) or points deducted up to a maximum of 5 points. Home team update the score sheet on the web and away team send signed score sheet using BTCL official website.
- If a walk over occurs during last 5 matches of the season then the points reduction accumulated in last 5 matches will be carried over to next season.
- Umpire could cancel the match by considering the safety and pitch condition. The teams must play minimum 10 overs before taking any decision based on the pitch condition. If umpire deems unsafe pitch before 10 overs he can stop the play. It is the responsibility of the home team to make sure pitch is prepared for the play. Match will be regarded as **forfeited** and away team will receive winning points and home team will receive no points. If this occurs for second time the home team will be deducted 20 points.
- Home team responsibility to make sure all markings is clearly visible for the game to begin. Otherwise Match will be regarded as forfeited and away team will receive winning points and home team will receive no points. If this occurs for second time the home team will be deducted 20 points.
- No match can be cancelled due to adverse weather or ground conditions within the **THREE HOURS** before the scheduled start time.
- If play cannot begin within **TWO HOURS** of the scheduled start time then match will be regarded abandoned as a draw.
- Each captain shall provide a list of the names containing 11 players and the nominated 12th man in writing to the opposing team captain before the toss. No players (including the nominated 12th man) may be changed after the toss without the consent of the opposing team captain.
- If a team is unable to present **7 players** after the scheduled start time they will lose one over for every 4 minutes of the delayed start. And if it continues for 60 minutes from the scheduled start then the match will be regarded as walkover.
- While uploading scorecard electronically the team must enter correct number of players played from both teams. Failure to do so result in points reduction.
- Fair play assessment updated by umpires; this may lead to deduction in points.
- Unless otherwise specified Infringement of any of the League playing condition renders the Member Club responsible liable to a minimum of 2 points reduction



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- Teams with players under the age of 18 should notify League Welfare Officer (LWO). Captains of those teams require cricket specific DBS check. For more details check county websites or contact LWO.
 - Interrupted matches: BTCL recommends DL calculator app from Taram inc. This is free of charge and downloadable both Android (Samsung or similar phones) & iOS (iphones, ipads) operating system. If the recommended app facility is not available BTCL recommends to use the online calculator as in the following link. <https://www.easycalculation.com/sports/duckworth-lewis-calculator.php>.
 - Teams from same clubs allowed playing in the same division but they should be treated as 2 separate clubs, therefore player transfers not allowed. Their fixtures should be played at the beginning of the season
 - A runner for batsman is not permitted.
 - 15 Yards rules not applied.
 - No No-Ball free hit.
- B. Premier Division
- 40 overs each side
 - **12 overs power play** each side for an un-interrupted match. First 8 overs mandatory match power play and 4 over batting power play. No power play overs taken in the last 5 overs in the un interrupted match
 - Excellent grounds condition (mandatory). Grounds with Side screen, 30 yards circle marked and score boards are mandatory. Play shall commence without the criteria but points deducted by BTCL-COM based on fair play assessment uploaded by umpire officiating the match.
- C. Super Division (Division I)
- 40 overs each side
 - **12 overs power play** each side for an un-interrupted match. First 8 overs mandatory match power play and 4 over batting power play. No power play overs taken in the last 5 overs in the un interrupted match
 - Excellent ground condition expected with score board, 30 yards circle and changing facilities. Play shall commence without the criteria but points deducted by BTCL-COM based on fair play assessment uploaded by umpire officiating the match.
- D. Champions Division (Division II)
- 40 overs each side
 - Good ground condition expected. Play shall commence without the criteria but points deducted by BTCL-COM based on fair play assessment uploaded by umpire officiating the match.
- E. Legend Division (Division III)
- 40 overs each side
 - Good ground condition expected. Play shall commence without the criteria but points deducted by BTCL-COM based on fair play assessment uploaded by umpire officiating the match.
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F. Community Division (Division 1V)

- overs each side
- Good ground condition expected. Play shall commence without the criteria but points deducted by BTCL-COM based on fair play assessment uploaded by umpire officiating the match

G. UMPIRES' DECISION IS FINAL.



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8. MATCH DAY

8.1 NOMINATION OF PLAYERS

- a) Each captain shall provide a list of the names containing 11 players and the nominated 12th man in writing to the opposing captain before the toss. No players (including the nominated 12th man) may be changed after the toss without the consent of the opposing captain.
- b) Captains/Managers are encouraged to check the BTCL website and make print out of players and identify their team for the match day. A player not registered with BTCL shall not play in the game. (See section 7 for player registration).
- c) A runner for batsman not permitted.

8.2 DURATION OF MATCH (see section 8.8 for interrupted matches due to weather)

- a) All divisions shall play a match of 80 overs maximum and 40 overs minimum.
- b) Minimum 20 overs must be played by each team. Otherwise the match shall be deemed as draw by abandoned.
- c) The side batting first will take up a maximum of half the allotted overs.
- d) A tea interval, not exceeding 30 minutes, will normally be taken between innings. It can be taken earlier or later, if circumstances make either a sensible option, but only at the umpires' discretion.
- e) The maximum number of overs bowled by any bowler [England and Wales Cricket Board (ECB) rules apply for players under 18] may not exceed one fifth of the total to be bowled by his side, assuming the innings runs its full length. If a bowler is breaks down and is unable to complete an over, another bowler shall bowl the remaining balls of that particular over. Such part of an over shall count as a full over to both bowlers but only one in a total number bowled in the innings.

8.3 START TIMES

- Generally all matches starts at 13:00 hrs all time. But in September matches start at 12:30 hrs. Teams must notify to fixture secretary regarding the late start. This is only allowed if the ground authorities scheduled afternoon ground handover time is different from BTCL scheduled start time. If the starting time (or re-scheduled time) is different from scheduled starting time then this will be displayed on the website grounds venue.
- A team unable to be present 7 players for the toss of the coin 15 minutes before the scheduled start will lose the toss.

8.3.1 LATE STARTS

- Punctuality is essential. A Member Club responsible for a late start or delay in restarting after tea will incur the minimum reduction in points. This is also a 'totting up' offence.
- If a team is unable to present 7 players after the scheduled start time they will lose one over for every 4 minutes of the delayed start. And if it continues for 60 minutes from the scheduled start then the match will be regarded as walkover.

8.3.2 WALK OVER

- a) If a team fails to present 7 players after 60 minutes from the start of the scheduled time then the opponent team is awarded the game and the match is considered as walk over.
- b) The winning team is awarded the 20 points and the other team will get a further 20 points reduction in case of walkover.



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- c) BTCL considers walkover at the end of the season very seriously and will implement tighter control to avoid such events.
- d) If a walk over occurs during last 5 matches of the season then the points reduction accumulated in last 5 matches will be carried over to next season.

8.4 LATE ARRIVAL OF A PLAYER

- a) A player who arrives 60 minutes after the scheduled start of the game can only take part as a substitute
- b) When a player arrives after the match has started but within the 60 min cut off time the following will apply: -
 - i. **Fielding Side**
Player will not be allowed to bowl until he has been on the field of play for an equivalent number of completed overs to that which had been bowled prior to him appearing on the field of play.
 - ii. **Batting Side**
Player will not be allowed to bat until he has been present at the ground for an equivalent number of completed overs to that which had been bowled prior to his arrival (except on the fall of the 5th wicket).
The onus is on the captain of the batting side to show the umpires that the player has arrived.

8.5 LESS THAN 11 PLAYERS

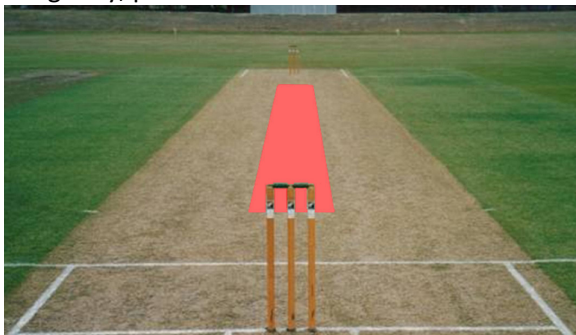
- a) A minimum of 7 players constitutes a team; however Member Clubs playing less than 11 players will incur the minimum reduction in points. This is also a totting up offence.

8.6 OVER RATES

- a) Premier and Division 1 Member Clubs must bowl their allotted overs within 3 hours and all other Member Clubs must bowl their allotted overs within 2 hours 50 minutes, except where either team declares or an innings is completed in fewer than the allotted overs. The penalty for failure to do so will be the minimum reduction in points. Umpires will be the judges of any extenuating circumstances.

8.7 PITCH - "AREA TO BE PROTECTED"

- a) The area of the pitch, which must be protected from the bowler, will be regarded by the umpires as the rectangle formed by two imaginary lines 5ft in front of and parallel to each popping crease and two more imaginary, parallel lines drawn one foot either side of the centre of the middle stumps.



- b) Bowler running onto the protected area after delivering the ball, batsman running between wickets using the protected area and fielders entering the protected area are contravene to the law. Two cautions will



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be issued to involved parties and third time the bowler will be asked to stop bowling and for batting side this will be regarded as no runs. Penalty runs may be awarded by the officiating umpires.

8.8 MATCHES AFFECTED BY ADVERSE WEATHER OR GROUND CONDITIONS

- a) No match can be cancelled due to adverse weather or ground conditions within the **THREE HOURS** before the scheduled start time.
- b) If the away team chooses this option and there is no play, they must pay both umpires' expenses and at least half the cost of the tea.
- c) Away team can insist on all parties being available to start at the scheduled time if they feel cancellation is unreasonable.
- d) If play cannot begin within **TWO HOURS** of the scheduled start time then match will be regarded abandoned as a draw.
- e) In these circumstances the umpires are the sole judges as to whether or not conditions are fit for play.
- f) If grounds man or grounds authority cancels the grounds reasoning safety and pitch condition, then BTCL requires and email confirming the cancellation from ground man or authority manages the grounds.
- g) If adverse weather delays the start of a match or during the innings for more than 15 minutes umpires will deduct overs as follows:
Up to 21 minutes - 3 overs each side
28 minutes - 4 overs each side
35 minutes - 5 overs each side
and so on (i.e. further deductions of one over per side for every seven minutes or part thereof) down to a minimum of 20 overs per side. This applies to all divisions. However see the point (d) above.
- h) Weather affected match results shall be determined based on Duckworth-Lewis method (as directed by BTCL – See point J below) provided that the teams played minimum 20 overs.
- i) If bad light stops play under any circumstances DL method applies to adjudicate the winner, provided that the teams played minimum overs criteria.
- j) Interrupted matches: BTCL recommends DL calculator app from Taram inc. This is free of charge and downloadable both Android (Samsung or similar phones) & iOS (iphones, ipads) operating system. If the recommended app facility is not available BTCL recommends using the online calculator as in the following link. <https://www.easycalculation.com/sports/duckworth-lewis-calculator.php>

8.9 FACILITIES

- a) **COVERS**
 - i. Member Clubs must use covers to completely or partially protect the pitch during inclement weather, in order to allow play to start and/or resume.
 - ii. Member Clubs must use covers if adverse weather causes a delayed start to a match or immediately there is an interruption of play. Umpires must report any Member Club failing to do so.
- b) **SIGHTSCREENS**
 - i. Unless otherwise dispensed from league all Member Clubs must have a sightscreen at each end. Where any screen is on the field of play it must be roped off so that it is completely beyond the boundary.
 - ii. The batting side captain must delegate people to move sightscreens as required during that innings if requested to do so by the fielding side captain.



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c) LOCAL CONDITIONS

- i. Member Clubs must post clear notices in the away team and umpires' changing rooms, detailing any local conditions under which matches are to be played. The captain of the home team is responsible for explaining these in the pre-toss discussion with the umpires and the away team captain.
- ii. Members of the batting side must search for any lost balls during play.

d) PITCHES

- i. Must have strong grass roots, be free from weeds, moss, stones or other foreign bodies, flat and even and have evidence of rolling.
- ii. Home team responsibility to make sure all markings is clearly visible for the game to begin. Otherwise Match will be regarded as forfeited and away team will receive winning points and home team will receive no points. If this occurs for second time the home team will be deducted 20 points
- iii. Umpire could cancel the match by considering the safety and pitch condition. The teams must play minimum 10 overs before taking any decision based on the pitch condition. If umpire deems unsafe pitch before 10 overs he can stop the play. It is the responsibility of the home team to make sure pitch is prepared for the play. Match will be regarded as forfeited and away team will receive winning points and home team will receive no points. If this occurs for second time the home team will be deducted 20 points.

e) OUTFIELD

- i. Must be free from stones, glass or other foreign bodies, free from bare patches and evenly cut without excessive grass cuttings.
- ii. There must also be a clearly defined boundary. Minimum 65 yards and maximum 90 yards measured from centre of the pitch
- iii. For power play divisions 30 yards circle apply (see 8.12 section C).
- iv. If a ground is permitted by BTCL to have less than 65 yards then the 30 yards circle shall be reduced proportionally with the agreement of two captains and umpires before the start of the match.

f) SCORE BOX

- i. Must be covered and protected from the weather with easy accessible numbers (electronic or manual).
- ii. The score-box must be easily seen from the field of play and adequate visibility available to the scorers.
- iii. The score-box must be kept in a clean and tidy condition and be safe in all aspects.
- iv. Drinks are to be provided to scorers during the drinks interval in each innings.
- v. A scorer from both teams must be available at all matches and given reasonable training to carry out his tasks.
- vi. Power installed and adequate toilet facilities if possible.
- vii. The home club is responsible to ensure distraction is avoided from both players and spectators.

8.10 FAIR PLAY ASSESSMENT

- a) To encourage and reward fair play, BTCL has introduced fair play assessment system; umpires will be evaluating each team on match by match basis on following criteria;
 - k) Punctuality
 - ii) Players behaviour
 - iii) facilities
- b) Points deducted on match by match basis, based on fair play card uploaded by umpire officiating the match.



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8.11 MATCH BALLS

All Division Member Clubs must use the cricket balls provided by the British Tamils Cricket League.

8.12 FIELDING RESTRICTIONS

- a) At anytime, at the instant of delivery only two fielders allowed behind the leg side popping crease
- b) At any time, at the instant of the delivery minimum 5 fielders (excluding wicket keeper and bowler) should be inside the 30 yard circle (see 8.9 (e) outfield criteria). Divisions that will not require a 30 yards circle have been excluded from the playing condition.
- c) In addition to the restriction contained in “a)” above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out below.
- d) Two semi-circles shall be drawn on the field of play by home teams. The 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 30 yards (see 8.9 (e) outfield criteria). The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The fielding restriction area should be marked by 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.
- e) The following fielding restrictions shall apply:

Fielding restriction – Power Play and Non Power Play overs

No of players	Mandatory Power play		Batting Power play		Non power play	
	Inside 30 yards	Outside 30 yards	Inside 30 yards	Outside 30 yards	Inside 30 yards	Outside 30 yards
11	9	2	8	3	7	4
10	9	1	8	2	7	3
9	9	0	8	1	7	2
8	8	0	8	0	7	1
7	7	0	7	0	7	0

- f) Subject to the provisions of (h) below, the Powerplay Overs shall apply for 12 overs per innings to be taken as follows:
 - i. The first block of Powerplay Overs (mandatory) shall be at the commencement of the innings.



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- ii. For the remaining Powerplay Overs (batting power play), at the discretion of either batsman at the wicket, subject to provisions of [h] below.
- iii. A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. Once a side has nominated a Powerplay, the decision cannot be reversed.
- iv. Should batting team choose not to exercise their discretion, their Powerplay Overs will **automatically** commence at the latest available point in the innings (i.e. in an uninterrupted innings). [See (g) below]
- g) If the batting power play not taken before the 31st over then in automatically starts from 32nd over. This means for an uninterrupted match last five overs shall not be taken as power play. However the interrupted match reduces the number of overs as follows;

Overs	36 to 40	31 – 35	26 – 30	20 – 25
Overs where no power play condition apply (ie final overs)	5	4	3	2

- h) In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. For the sake of clarity it should be noted that the table shall apply to both the 1st and 2nd innings of the match Where the number of overs of either team is reduced, the number of overs in regard to the restrictions in (g) above shall be in accordance with the following table. If on resumption after a delay the number of overs has been exceeded, this shall take effect immediately.

Numbers of Overs for Field Restrictions

Innings duration	Mandatory Power play	Batting Power play	Power play total
36 - 40	8	4	12
31 – 35	7	3	10
26– 30	6	2	8
20 – 25	4	2	6



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8.13 GROUND & FACILITIES REPORTING AND INSPECTION

- a) Team captains, scorers, or a club official deputised for that purpose, will be responsible for advising the League through a questionnaire provided whether the required standards are met on grounds visited under match day conditions.
- b) Member Clubs which fail to meet acceptable standards, when all such reports are considered, will be required to improve their ground to the required standard, within a time specified by the BTCL-COM
- c) The Member Club or Member Clubs concerned will also be subject to a minimum of two spot checks by at least two members of BTCL-COM to ensure the improvements have been made.

8.14 GENERAL

- a) In the event of rain delaying or interrupting a match the HOME team is responsible for making every effort to make play possible.
- b) Teams must not take the field before the Umpires at the start of the match or after any interval.
- c) All players, including substitutes must wear conventional cricket clothing when taking part in the game. Captains are wholly responsible for enforcing this.

8.15 UMPIRES AND SCORERS

- a) Umpires must wear appropriate dress code to maintain the standard of the game. (umpire coat)
- b) Member Clubs should pay one umpire each.
- c) If only one umpire is present he will officiate at the bowling end throughout, receive normal fee the Member Clubs will share the cost.
- d) Umpires must be paid before or during the tea interval and should not resume play unless they have been paid.
- e) If an Umpire travels to the ground and play does not take place then full fee must be paid by the teams.
- f) If both Member Clubs agree that a match is to be cancelled due to inclement weather the home club must inform both umpires of the cancellation no later than three hours before the scheduled start.
- g) The Umpire must advise the Secretary within 48 hours from the match concerned of:
 - i. A delay in resuming play after tea because of non-payment of an umpire.
 - ii. All late starts and unusual incidents not in the best interests of the league
 - iii. Teams taking longer than the permitted time for the innings.
 - iv. Member Clubs with less than two sightscreens, unless they have dispensation from the league
 - v. Teams who do not provide a scorer for the whole game.
 - vi. Teams who have less than 11 players
 - vii. A copy of any disciplinary report must be sent **secretary@btcluk.com**.
- h) Umpires shall arrive at the ground no less than 30 minutes before the scheduled start of the match.
- i) If a player umpire officiate (ie from batting side) as a leg umpire then he can only provide his verdict on following instances;
 - i. Run out
 - ii. Stumped out
- j) Player umpire may assist the main umpire at all-time but not to interfere with the decision of the main umpire at any circumstances (except see above).



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- k) Umpires shall not allow persistence interference from batting team members (including playing umpire) as advisors or refreshment providers. Umpires shall call for maximum TWO drinks breaks unless otherwise agreed based on weather condition or player's condition.
- l) Umpires to complete the checklist provided by BTCL. This includes but not limited to; number of players, starting time, tea time, when play completed, whether ID cards checked by captains etc.
- m) Umpires shall NOT check player IDs but provides evidence in player registration issue.

8.16 NO BALL/WIDE BALL:

No Ball – bowling of high full pitched balls

- a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker, and shall be called No Ball.

See other No ball interpretation on Laws of Cricket

Note: Medical definition of waist - The part of the human trunk between the bottom of the rib cage and the pelvis.

A penalty of one run shall be awarded instantly on the call of no Ball. A no ball shall not count as one of the over

Wide Ball

- b) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if according to the definition in (c) below, in his opinion, the ball passes wide of him standing in a normal guard position.
- c) The ball will be considered as passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal cricket stroke.
- d) BTCL umpires are instructed to apply very strict and consistent interpretation in regard to this law in order to prevent negative bowling wide of the wicket. Any offside delivery shall be judged in accordance with (b) and (c) above. Any leg side delivery which passes leg side of the striker and misses leg stump shall be called a Wide.
- e) The umpire *shall not* adjudge a delivery as being a Wide:
 - (i) If the striker by moving, either
 - (1) causes the ball to pass wide of him, as defined in (c) above, or
 - (2) brings the ball sufficiently within his reach to be able to hit it with his bat by means of a normal cricket stroke.
 - (ii) If the ball touches the striker's bat or person.
- f) The ball does not become dead on the call of Wide Ball.
- g) A penalty of one run shall be awarded instantly on the call of Wide Ball.
- h) A Wide shall not count as one of the over

9. SCORE SHEET UPDATE

The score cards must be update by using BTCL website by both teams on or before the following Wednesday 23:59 hrs after the Sunday match.

Home team – Enter score sheet on BTCL website **and** email signed sheet to scorecard@btcluk.com

Away team – Upload Signed score sheets using BTCL official website and send signed sheet to scorecard@btcluk.com



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Umpire(s) and both teams' captain must sign the score sheet.

If the teams fail to send or enter score sheet details is regarded as offence, penalty points will be deducted as follows;

Wednesday 23:59 hrs following the Sunday match 2 points will be deducted and thereafter daily 1 point will be deducted up to a maximum of 5 accumulated points.

10. POINTS SYSTEM

(a) GENERAL

Points will be awarded considering the whole season games played by the teams as follows:

- i. The winning team shall receive 20 points
- ii. The losing team shall receive 1 batting point for every 40 runs scored with a maximum of 5 batting points. *(For interrupted matches the calculation is based on number of overs played. For example if the team play 32 overs then every 32 runs 1 point will be provided as losing point up to a maximum of 5 points)*
- iii. The losing team shall receive 1 bowling point for every 2 wickets taken (maximum of 5 points).
- iv. In the event of a tied match where both sides have scored the same number of runs then each side shall be awarded 10 points.
- v. In the event of two or more sides finishing with an equal number of points then, their final positions will be decided on net run rate basis. (See appendix A)
- vi. The walk over team will be penalised by deduction of 20 points and opposition team will gain 20 points.
- vii. If a walk over occurs during last 5 matches of the season then the points reduction accumulated in last 5 matches will be carried over to next season
- viii. If the match is abandoned as draw then both teams receive 10 points

(b) PENALTIES

- i. Both sides are required to completed scorecard on to the leagues website before Wednesday 23:59 hrs after the game on Sunday. Failing that will incur penalty points. BTCL-COM's Score & results secretary's decisions will be final on any issues regarding the results and scores.
- ii. Home team is responsible for entering the data onto BTCL website score sheet. Away team is responsible for uploading signed score sheet to BTCL website. Both teams must send the umpire signed score sheet to scorecard@btcluk.com.

(c) PROMOTION AND RELEGATION

- i. Generally Two Member Clubs will be promoted and relegated throughout the divisions each season. This is based on the **accumulated points published on League website**.
- ii. BTCL-COM has the right the change the promotion and relegation criteria if it feels necessary to keep the maximum clubs playing in any division. **(In order to restructure the divisions, no promotions in 2015 season)**
- iii. If a club withdraws from the league before the start of a new season (before 31 March), club next on the line from the previous year league table will be promoted.



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- iv. If a club withdraws from the league during an active season, every match the club played and to be played will be made void. The points of those matches will be made zero either in advance or retrospectively.
- v. A team should play 50% of their scheduled matches, if not they will be disqualified and they have to start from the bottom of the league in the following year
- vi. If any clubs failed to pay the grounds fee, umpire fees or any other fees shall not be considered for promotion or other league awards. These clubs will be relegated to lower division or removed from the league.

12. ECB SAFE HANDS POLICY

The League has adopted the ECB Safe Hands Policy in total in order to pursue safe environments for young and disadvantage people within the League's Member Clubs.

<http://www.ecb.co.uk/ecb/safeguarding-children-and-child-protection/safe-hands/>

13. LAWS OF CRICKET

Unless otherwise specified in the BTCL playing condition the generally accepted laws of cricket shall apply.

<http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/>



British Tamils Cricket League

Appendix A – Run rate

Run Rate.

Total Runs /Total number of overs, e.g. a team batted first and all out in 25 overs in a 35 overs match then, total number of overs is 35 not 25

For teams batting second and reaching their target in 26 overs, then total number of overs is 26

Net Run Rate

If the team batting first scored 210 runs in 35 overs, the run rate is 6, suppose the second team scored 175 all out in 32.4, their run rate is 5.4

The NET RUNRATE for the team that batted first is +0.6, and the second team is -0.6

Should the team batting second managed to reach their target (211 runs) in 34.4 overs, and then their run rate would be 6.134.

Net run rate in this instance would be, team batted first is -0.134 and the second team get +0.134

Final RUN Rate

Total net run rate /number of matches (abandoned and un-played or walkovers will not be counted)

Eg. If a team total net run rate is 28.07 and played 12 matches

The final run rate is $28.07/12=2.2558$

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