

CRICKET SCOTLAND CHALLENGE CUP RULES 2024

1. The Competition shall be known as the **Cricket Scotland Challenge Cup** and will be played for by clubs entered through Cricket Scotland (CS).
2. The Competition shall be run by the Competitions Management Group (CMG) of Cricket Scotland.
3. In all matches, the current Laws of the Marylebone Cricket Club shall apply except as amended in these Rules. **This includes the Law relating to a Wide Ball (Law 22).** Law 42 will apply only when at least one umpire appointed by Cricket Scotland Match Officials Association (CSMOA) is in attendance.
4. **Clubs** who compete in the ESCA Championship, Western Premiership 2 and the Strathmore and Perthshire Cricket Union NE Championship have the option to play in the CS Challenge Cup or the Scottish Cup. A club cannot compete in the Scottish Cup and the CS Challenge Cup in the same season.

All other clubs, except those who compete in the Eastern Premier League and the Western Premiership 1, are eligible to take part in the CS Challenge Cup.

Any club failing to fulfil a fixture, without an acceptable reason, may be subject to sanctions by the CMG as per Rule 23 below. In addition, any Away Club who withdraws from the Competition may be liable for any legitimate expenses, as determined by the CMG, incurred by the Home Club.

5. All participating Clubs must be **paid-up members** of Cricket Scotland in the current year of the Competition and have paid the agreed entry fee before their first match.
6. **Competition Final**
This will be played on a stipulated date at a ground selected by the CMG and shall start at 12.00pm. A reserve date will be fixed for the Final.

The draw for the Competition shall be made by the CMG which shall also select a ground for the Final.

7. All other matches shall be played on stipulated dates subject to the provision of Rule 12. Matches shall start at **1pm** or earlier if both sides agree. The tea interval shall normally be held between innings, although in certain circumstances, such as weather interruption or a shortened first innings, it may be held outwith that time, provided both Captains are in agreement. The duration of this interval shall be 30 minutes and the umpires shall inform both Captains at the beginning of the interval as to the time when play shall recommence.

It will be up to each home club to advise the visiting club and the umpires by the Tuesday preceding the match whether, or not, it will be providing teas.

Hybrid or artificial pitches may be used for ties. Where an artificial pitch is to be used, the Home Club must advise the Away Club seven days before the tie or as soon as the Home Club is known if there are less than seven days before the tie. LED stumps and bails are also permitted.

8. (a) **Players** in the Competition must be eligible and registered to play in the current season for their Club in Saturday league matches.
- (b) Scottish Qualified Players, who are currently playing outside Scotland are also eligible to play. Registration of such players must take place by 1st April in the current season in order for the player to play without prior approval of the CMG.
- (c) No player may participate in the Competition in any one season for more than one Club.
- (d) No player, even if transferred, may play for a club in the Competition in any one season if they have already played in a competitive league match or Scottish Cup tie for another club in that season.
- (e) All Paid Players must be registered and only one Paid Player may ordinarily be registered by a club to play in the competition. Exceptionally, the registration of a substitute Paid Player may be approved by Cricket Scotland, but only where a Paid Player is unable to complete the season through injury, or other acceptable reason. The relevant League Management Committee responsible for the League in which the club plays must also approve the replacement of the Paid Player before Cricket Scotland will consider any request.
- (f) Either paper or electronic team sheets must be exchanged by the Captains and a version given to the umpires before the toss can take place. Another copy must be given to the scorers.

9. Umpires

CSMOA shall, where possible, appoint Umpires for all matches. Umpires will be paid via Who's The Umpire (WTU) with both Home and Away clubs being invoiced by WTU. The amount of the umpiring match fee will be set each year and confirmed pre-season by CS. Each club will be responsible for one umpire's match fee.

Clubs must refund CSMOA promptly as required by its invoice Terms & Conditions, or sanctions may be imposed under Rule 23.

In matches where only one umpire is available, that umpire will be paid one and a half the match fee shared between both clubs. The payment of umpires' travelling expenses will be made by CSMOA upon receipt of a claim from the umpire(s) using WTU.

10. Duration of Matches

In all matches in the Competition, each team shall be allowed a maximum of 40 six ball overs or until the batting side is dismissed. Based on 4 minutes per over, there will be two sessions of play, normally of 2 hour 40 minutes each, and separated by an interval of 30 minutes.

Umpires shall be empowered to delay the start of a match for reasons other than bad weather but only if some emergency situation arises.

If the start of the match is delayed for more than half an hour due to inclement weather, the Umpires, in consultation with the Captains, shall have the option of reducing the number of overs to be played, but never to less than 10 overs per side. The interval between innings for tea may not be reduced to less than 30 minutes.

In the event of a game being seriously delayed or interrupted, then tea should be taken, where possible, to allow as much cricket as possible to be played. The interval between innings, where tea has been taken during a stoppage in play, shall be no less than 15 minutes.

If a ball has not been bowled by 5.45pm for a 1.00pm start, the umpires will then abandon the match. It will always be possible that, with the agreement of both Captains and the umpires, a game can be abandoned before that time, if it is apparent that the pitch or outfield would not recover to allow a match to be played. The umpires, however, shall be the final arbiters of the fitness of the ground for play.

Umpires shall have the power to suspend play in the event of an emergency situation occurring once play has commenced. It is intended that an emergency situation will only be declared where an extremely serious occurrence has arisen which involves players, officials, spectators, the ground or pavilion or which may adversely affect the completion of the game.

One drinks interval per innings is allowed, but no time allowance shall be provided for it. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided no playing time is wasted. No other drinks shall be taken without the permission of the umpires.

If the match remains unfinished, then, provided at least 10 overs of the second innings have been completed, the result will be decided by the rain calculator :-

<http://www.cricketstats.org.uk/raincalc.html>

Note: Once a match has started umpires have no discretion to authorise a reduced overs match.

11. No result – All rounds up to and including the semi-finals

In the event of 'no result' being achieved, clubs will play on the scheduled reserve date. If the Away Club has reached the ground on the original date and no play is possible, or if the match is abandoned with "No Result", the Away Club will automatically become the Home Club for the match on the scheduled reserve date. This change of venue will not apply if the Away Club has been advised under Rule 12 below that the ground is unfit for play but, nevertheless, decided to travel.

Should "No Result" be obtained on the scheduled reserve date, another date may be permitted, where considered practicable by the CMG, up to the Wednesday before the next round of the competition, subject to both teams being in agreement. If both clubs agree, a reduced match (minimum 10 overs per side) can take place on that 'third' date.

The venue for the agreed 'third' date will again be automatically reversed if the criteria described above are met on the scheduled reserve date.

N.B. If a match on the reserve date or the 'third date' is interrupted and 'no result' is possible, it is permissible (if both teams agree) to abandon that match and start a 'new' match of 10 overs per side on that day. This option is permitted to avoid, if possible, the requirement for a bowl out.

If it is considered impracticable to agree on a 'third' date or if 'no result' is obtained on the 'third' date, the Captains should, if circumstances (outdoors or indoors) permit, agree (in the case of disagreement the Umpires shall decide) to the following form of contest to achieve a result.

Five players from each team, alternately, will bowl overarm two consecutive deliveries each at three stumps at a distance of 22 yards. The team scoring the greater number of 'hits' shall be the winner. A 'hit' is scored only if the ball removes completely either bail from the top of the stumps i.e., the wicket is down (Law 29). If the scores are equal the same cricketers will bowl one ball each alternately to achieve a result on a 'sudden death' basis.

If circumstances make the above impossible, the match will be decided by the toss of a coin.

No result – Final

In the event of 'no result' being achieved, clubs will play on the scheduled reserve date.

If a match on the reserve date is interrupted and 'no result' is possible, it is permissible (if both teams agree) to abandon that match and start a 'new' match of 10 overs per side on that day. This option is permitted to avoid, if possible, the requirement for a bowl out.

If 'no result' is obtained on the scheduled reserve date, the Captains should, if circumstances (outdoors or indoors) permit, agree (in the case of disagreement the Umpires shall decide) to the following form of contest to achieve a result.

Five players from each team, alternately, will bowl overarm two consecutive deliveries each at three stumps at a distance of 22 yards. The team scoring the greater number of 'hits' shall be the winner. A 'hit' is scored only if the ball removes completely either bail from the top of the stumps i.e., the wicket is down (Law 29). If the scores are equal the same cricketers will bowl one ball each alternately to achieve a result on a 'sudden death' basis.

If circumstances make the above impossible, the trophy will be shared.

12. Fielding Restrictions

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 the semi-circles shall be 30 yards (27.43 metres). The ends of the semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by painted white 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.

At the instant of delivery there must be not more than five fielders on the leg side.

For the duration of the innings a maximum of five fielders are permitted to be outside the field restriction area at the instant of delivery.

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

13. Free Hit after No Ball

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

14. On any occasion when the Home Ground Authority considers that **weather conditions** have made the ground unfit for play, it must advise the Away Club. If it is possible, the home club may call in a member of the CSMOA umpiring panel to give an independent assessment of the likelihood of play being possible. The Away Club then has the option of agreeing to the cancellation of the fixture or of travelling. If it decides to travel, both teams and Umpires must appear at the ground. In no event may the Home Club cancel the fixture without the agreement of the Away Club.

In the event of inclement weather in the week leading up to a match causing damage to either the pitch or its surrounds, the home side shall advise the visiting side as early as possible that the match may be in doubt. However, no game shall be called off until the morning of the match unless it is agreed by the CMG or by a member of the CSMOA umpiring panel that an earlier cancellation is correct.

15. **A Tie.** In the event of a tie, i.e., the scores are equal, the following shall apply:
 (a) the side taking the greater number of wickets shall be the winner
 (b) if both sides are all out, the side with the higher overall scoring rate shall be the winner
 (c) if the result cannot be decided by (a) or (b) the winner shall be the side with the higher score after 30 overs, or if still equal after 20 overs, or if still equal after 10 overs.
16. **Number of Overs per Bowler** In a 40-overs match no bowler may bowl more than 8 overs in an innings. In a delayed or interrupted match when the overs for both teams are restricted from the start to fewer than 40, no bowler may bowl more than one-fifth of the total overs allowed. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
17. **Declaration.** The Captain of the batting side may **not** declare the innings closed at any time.
18. **Thanks to sponsorship in 2024 from Lords Cricket Balls,** the pink ball to be used in the Competition will be provided free of charge by Cricket Scotland. A new ball must be used for each innings. Either white or non-white clothing may be worn.

19. **Match Returns**

- (a) A failure by a club to provide a competent scorer may give rise to sanctions under Rule 23.
 (b) Returns will be made by the home side using the prescribed scorecard submission form via its CS Live login. In all cases, the form should be completed for every fixture where any play has taken place and submitted no later than 5pm on the Wednesday immediately following the match.
 (c) The home club should provide summary details of a game immediately following its end or cancellation, and no later than 12 noon on the day following the game via CS Live as above.
 (d) The captain of each team must complete the 'Captain's Report on Umpires' and submit it via <https://www.whostheumpire.com> within 7 days of each game where any play has taken place. This form should be completed to ensure that any comments made are meaningful.
 (e) An Umpires Report form and Pitch Report form must be completed by the umpires on WTU by the end of Monday night following the match.

20. **Any complaint** by one club against another club must be notified to the CMG by email, to georgeburns@cricketscotland.com by midnight on Tuesday following the match. The CMG retains the right to investigate any matters which come to its attention outwith this period. The CMG will determine the process to be followed. Any decision of the CMG can be subject to appeal to the CS Appeals Committee.

21. **Discipline**

All clubs, players and team officials are expected to maintain a high standard of behaviour as laid down by the current CS Code of Conduct - <http://www.cricketscotland.com/wp-content/uploads/2023/04/Cricket-Scotland-Code-of-Conduct-2023.pdf>

Any club or player or team official found in breach of the Code may be liable to such action as deemed appropriate and necessary by the CS Disciplinary Committee, in accordance with the CS disciplinary process. The latter also includes an appeals procedure which does not apply to Level 1 offences.

22. **Safety Guidelines**

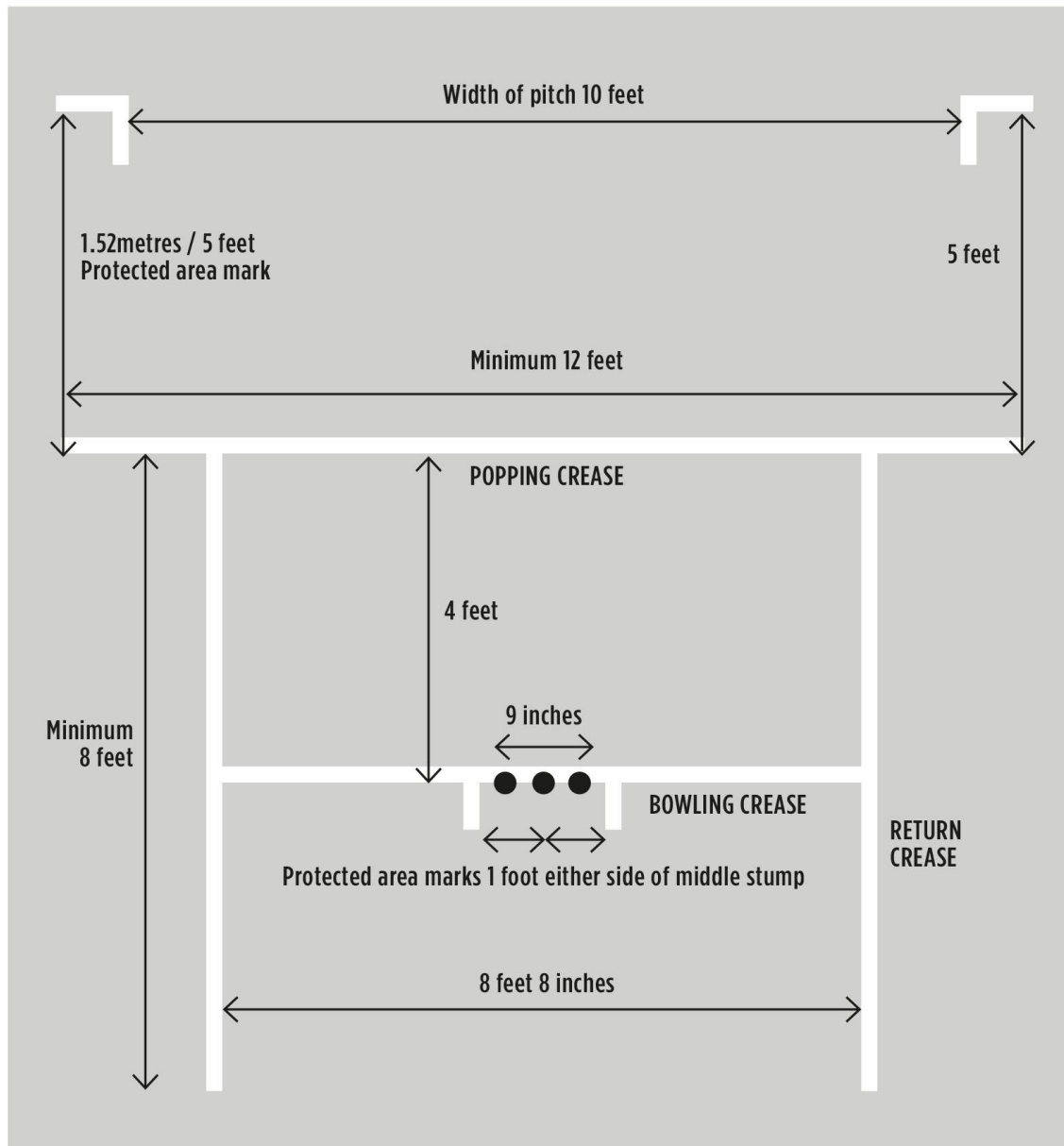
All clubs participating in the competition must comply with the safety guidelines issued by CS in respect of the wearing of helmets and fielding restrictions by young players, as well as the fast-bowling directives. The home club is responsible for the provision of a first-aid kit at all CS Challenge Cup matches.

23. **Sanctions**

The CMG shall have the power to impose sanctions on any club and / or player and / or team official in breach of the provisions of these rules. Without prejudice to the foregoing generality, the CMG shall have the power (i) to suspend a club's participation in the competition or the Scottish Cup for a specified number of seasons, and / or (ii) to order that, for a specified period of time, a club must play all its matches in the competition at the grounds of its opponents.

PITCH MARKINGS

APPENDIX 1



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

APRIL 2024