



## **ARMY CRICKET ASSOCIATION**

### **RULES AND REGULATIONS OF THE MUJV INTER CORPS CRICKET COMPETITION 2017 (THE POWER CUP)**

#### **GENERAL**

1. The Inter Corps Cricket Competition is administered by the Army Cricket Association (ACA). In 2017 the competition will be sponsored by MUJV, a subsidiary of UK Power Networks Services but will still be known as the Inter Corps Cricket 'Power Cup'.
2. The competition template has been refined so that the initial stages have two leagues, each of 5 teams, with 5 dates allocated to enable each team to play each other in their league. This will then lead into the knock out stage with the two top teams from each of the two leagues going forward to the semi-finals. The teams placed 3<sup>rd</sup> and 4<sup>th</sup> in each league will compete in the 'plate' semi-finals. The winners of each semi-final will then compete in the main and plate final in Aldershot on Wed 12 Jul 17.

#### **PLAYING CONDITIONS**

3. Except as otherwise stated in these rules, matches shall be conducted in accordance with the MCC Laws of Cricket (2000 Code 6<sup>th</sup> Edition – Oct 2016) together with any subsequent amendments.
4. The England and Wales Cricket Board (ECB) Directives for junior players regarding helmets, fielding and fast bowling will apply in all matches (further details can be obtained from the ECB website). The Captains of each side shall inform the umpires prior to the toss of any player under the age of 19.
5. Team Captains/Managers shall ensure completed team sheets are handed to the Umpires prior to the toss, after which no changes will be allowed without the consent of the other Captain. At least one of the umpires **MUST** be present at the toss.

#### **ELIGIBILITY**

6. The eligibility criteria for Regular and Reserve personnel are contained in AGAI Volume 1 Chapter 5, Sport; AEL 86 – March 2017.

#### **DURATION**

7. The matches will consist of one innings per side, each innings being limited to a maximum of 50 overs. All matches will be completed in one day. The Captain of the batting side may not declare his innings closed at any time during the course of a match.
8. The only exception to rule 7 is if due to unforeseen circumstances, both Captains agree on the day for an appropriate reduction – which must then be ratified by the appointed Officials.

## **HOURS OF PLAY**

9. Hours of play will be 1100 to 1825 hrs. Each session will be 3 hrs 20 mins, based on 4 mins an over, and will be separated by an interval of 45 mins. Umpires are not empowered to order extra time, but play may extend beyond 1825 hrs if the game has overs still to be bowled and playing conditions allow completion of the match.

10. If the innings of a team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. There is no tea interval.

11. Up to two drinks intervals (each deemed to be 5 minutes) per innings are permitted, but no time allowance shall be provided for them. Drinks must be agreed prior to the start of play and the Umpires informed. Additionally, an individual player may be given a drink either on the boundary edge or at a fall of wicket, on the field, provided no playing time is wasted. No other drinks or equipment shall be taken onto the field of play without the permission of the umpires.

12. Team arriving short of players. Teams should make every effort to field a full side of eleven (11) players to warrant a game for the good and benefit of service cricket. However it is accepted that on rare occasions this may not always be possible. Nevertheless no match shall continue with less than seven (7) players in a Team. The 7 must be nominated players on the Team Sheet in accordance with Law 1. Failure to achieve this will result in the match being forfeited.

## **GROUND AND FACILITIES**

13. The home Club is responsible for provision of a suitable ground and associated facilities. Whilst it is acknowledged that most military grounds are maintained by a third party contractor, it remains the responsibility of the home Club to ensure that suitable playing conditions are provided.

14. All matches are to be played on a grass pitch, however, in exceptional circumstances a non-turf pitch can be used. In the event of rain the pitch should be fully covered, and if possible this should also include the bowlers' run-ups.

## **CANCELLING A MATCH BEFORE THE START TIME**

15. Due to weather, ground and light conditions. No match shall be cancelled before the start time, on account of the weather, ground and light conditions, without the agreement of both Club Secretaries (or appointed representatives). Once agreed the match shall be deemed to have been abandoned. The home Club Secretary (or appointed representative) is to contact the appointed match Officials and inform them that the game has been cancelled.

16. Reasons other than weather, ground and light conditions. Any club cancelling a fixture for reasons other than weather, ground and light conditions shall be deemed to have conceded the match. In the event of a Club conceding a match, the Club Secretary (or appointed representative) is to immediately inform the following of the decision:

- a. Secretary ACA.
- b. Opposition Club Secretary (or appointed representative).
- c. Appointed match Officials.

## **INTERRUPTIONS TO PLAY**

17. After the appointed start time and prior to the commencement of the match. If for any reason a match starts up to 30 minutes late, it shall remain a match of 50 overs. In the event that the match commences more than 30 minutes late, for any reason whatsoever, then one over shall be deducted from each innings for every 8 minutes lost. Should the loss of time result in less than 20 overs being available per side, then the match shall be abandoned.

18. After commencement of the match.

- a. In the event of time being lost during the innings **of the team batting first**, then one over shall be deducted from each innings for every 8 minutes lost. So, if a team is off the ground for 40 mins, then each side will have their innings reduced by 5 overs.
- b. For play lost during the innings **of the team batting second**, the number of overs which that team would have been entitled to receive shall be reduced by one over for each 4 minutes of playing time lost. A revised total must then be set by the Officials, based on the calculation at Paragraph 34. Should the loss of time result in less than 20 overs being available to the side batting second, then the match must be abandoned.

## **RESCHEDULING ABANDONED MATCHES**

19. All abandoned matches shall be replayed and will be rescheduled under the direction of the ACA, in consultation with the Secretary ACA. Where a 'spare day' is available the match will automatically be allocated to that date, unless both clubs can agree an alternative. If that match is abandoned and it is not possible to re-arrange another fixture within the date and times allocated then 10 points shall be awarded to each team.

## **LIMITATION OF OVERS BY ANY ONE PLAYER**

20. No bowler shall bowl more than one fifth of the total number of overs available at the beginning of an innings. Where the total overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the remaining overs – e.g. in a 33 over match ( $33/5 = 6 + 3$  remaining overs), 3 bowlers may bowl a maximum of 7 overs and no other bowler more than 6 overs.

21. Both Umpires and the Scorers from the commencement of an innings shall maintain a record of the number of overs bowled by each individual bowler.

22. Interruption to Play. In the event of revised overs due to weather once a match has started; the bowler's allocation must be adjusted accordingly as agreed by the Umpires.

## **NO BALL**

23. Law 24.12 will apply in that the penalty for a No Ball will be 1 run plus any additional runs scored.

## **WIDE BALL**

24. The penalty for a wide will be 1 run plus any additional runs scored.

25. In addition to Law 25, all Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. The following criteria should be adopted as a guide to Umpires:

- a. If the ball passes either side of the wicket sufficiently wide to make it impossible for the striker to play “a normal cricket stroke” both from where he is standing and from where he should normally be standing at the crease, the umpire should call and signal ‘wide ball’.
- b. A leg side wide shall be called if a ball passes outside the leg side line of the batsman and leg stump despite and irrespective of the batsman’s movements.

### **RESTRICTION ON PLACEMENT OF FIELDERS**

26. At the instant of delivery there may be no more than 5 fieldsmen on the leg side. In the event of an infringement the umpire at the striker’s end shall call and signal “No Ball”. This restriction shall apply throughout the duration of both innings.

27. At the instant of delivery a minimum of four fieldsmen (plus the bowler and wicket keeper) must be within an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch. In the event of an infringement, the umpire at the striker’s end shall call and signal ‘No Ball’. This restriction will apply throughout the duration of both innings.

28. The fielding circle should, where possible be marked by painted white “dots” at 5 yard intervals, each “dot” to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches in diameter. The Umpires and Captains are to agree before the toss a suitable method of policing this rule should the discs be unavailable.

### **MATCH BALLS**

29. Match balls will be provided by the ACA, which will be Dukes County International, branded with the MUJV logo. A new ball will be used for each Innings. The home team are also to provide sufficient suitable spare balls for the duration of the match as required. Match balls will be given to the Umpires before the toss and shall remain under their control throughout the match. Umpires are responsible for retaining balls on completion of the match.

### **OFFICIALS**

30. Umpires. Umpires shall be appointed by the UKAFCOA for all Inter Corps Cricket Competition matches. In the unlikely event that the UKAFCOA are unable to appoint an umpire, it is the responsibility of the home Club to appoint an appropriate umpire and advise the away Club of the appointment.

31. Scorers. It is the responsibility of each team to provide a Scorer.

32. Payment of expenses. The Home Club Secretary (or appointed representative) must ensure that any Civilian officials appointed are paid on the day of the match. The rates are set annually by the UKAFCA.

### **RESULTS**

33. Uninterrupted match. When there is no interruption after the commencement of the match, and both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

34. Interrupted Match. Where the side batting first has had its innings closed, the side batting second shall have a target score which they must exceed to win the match. It shall be calculated by multiplying the number of overs available to the team batting second by the run rate of the side batting first, rounded up to a whole number:

Target score = 1st innings run rate x number of overs available to the team batting 2nd

Where:

1st innings run rate = 1st Innings Score / Number of overs allocated to the team batting 1<sup>st</sup>

35. To constitute a match, a minimum of 20 overs has to be available to be bowled to the side batting second, subject to the innings not being completed earlier.

36. Tie. If the scores are level at the end of a match, the team losing the lesser number of wickets shall be the winner. If the scores are level and both teams have lost the same number of wickets, the result shall be a tie.

37. Notification. The home team is to notify the ACA of the result within 3 working days of the match, using the results sheet at Annex A.

38. Group Stage. At the end of the group stage, should 2 or more sides have equal points the positions shall be decided by:

- a. Group games won (this includes conceded group games).
- b. The points gained during the match(es) between them.
- c. Should this still be level, the higher run rate (runs scored / completed overs faced) over all the group matches.

## **POINTS – GROUP STAGE**

39. Win. 10 points will be awarded to the winner of a match.

40. Lose. 0 points will be awarded to the loser of a match.

41. Tie. 5 points will be awarded to both sides for a tie.

42. Bonus points. Up to a further 6 bonus points may be awarded as follows (except in conceded matches):

- a. Batting (maximum 3 points). A batting point is earned at the triggers of 175, 200 and 225 runs. Should the side batting second win the match they may earn a batting point for every 3 wickets left intact at the end of the innings. If the total required by the side batting second is reduced and falls below a batting point trigger, then no bonus points will be forfeited.
- b. Bowling (maximum 3 points). A bowling point is earned for every 3 wickets taken. To gain maximum bowling points against a side with less than 9 wickets, the opposition must take all of the available wickets e.g. 9 players, 8 wickets available, 8 wickets taken (all out) = 3 bowling points to the opposition.

43. Batting Bonus Points – Reduced Target Table. On the rare occasions that a match is reduced from 50 overs, revised triggers for batting bonus points will be agreed by the Match officials in accordance with the Table at Annex B.

44. Conceded match. 14 points will be awarded to the opponents of a team who concede a match.

45. Notification of result. Any home team failing to notify the ACA of a result within 5 working days shall receive an official warning. If the ACA are not notified within a further 3 working days then the team shall be deducted 3 points from the relevant fixture.

### **SEMI FINAL STAGE**

46. The semi final stage will be in the format of a knock out. The winning teams from each semi final will progress to the main and plate final.

### **UMPIRE REPORT FORMS**

47. Both Clubs/Captains are to ensure that after every match a report form for each umpire is completed and returned. Forms are to be returned to the UKAFCOA within 5 working days of the match. Failure to do so will result in 1 point deducted from the relevant fixture.

Annexes:

- A. Results Sheet.
- B. Reduced Target Table.

**INTER CORPS CRICKET COMPETITION**  
**RESULTS SHEET**

PLEASE RETURN COMPLETED SHEET TO:

Col (Retd) PR Sharland CBE  
 Army Cricket Association  
 Army Sports Control Board  
 Fox Lines  
 Aldershot GU11 2LB

Fax: 94222 7079  
 Email: [aca@ascb.uk.com](mailto:aca@ascb.uk.com)

**RESULTS SHEET**

**MATCH:** v  
**DATE:** **VENUE:**  
**UMPIRES: 1:** **2:**  
**TOSS WON BY:** who elected to Bat / Field\*

Innings of:	Innings of:
TOTAL (For .....wkts) .....	TOTAL (For.....wkts) .....
From ..... overs	From ..... overs

**RESULT:** .....Won / Lost by Runs/Wickets\*

**Match:** Tied / Abandoned / Conceded\*

\*Delete as required

**Remarks / Notable performances:**

<b>HOME TEAM</b>	<b>AWAY TEAM</b>
<b>POINTS CLAIMED:</b>	<b>POINTS CLAIMED:</b>
<b>WIN:</b>	<b>WIN:</b>
<b>TIE:</b>	<b>TIE:</b>
<b>BATTING;</b>	<b>BATTING:</b>
<b>BOWLING:</b>	<b>BOWLING:</b>
<b>TOTAL:</b>	<b>TOTAL:</b>

**SIGNED:**

**APPOINTMENT:**

**DATE:**

**BATTING BONUS POINTS  
REDUCED TARGET TABLE**

<b>Overs Bowled</b>	<b>1st Point Runs Scored</b>	<b>2<sup>nd</sup> Point Runs Scored</b>	<b>3<sup>rd</sup> Point Runs Scored</b>
50	175	200	225
49	172	196	221
48	168	192	217
47	165	188	213
45	161	184	209
45	158	180	205
44	154	176	201
43	151	172	197
42	147	168	193
41	144	164	189
40	140	160	185
39	137	156	181
38	133	152	177
37	130	148	173
36	126	144	169
35	123	140	165
34	119	136	161
33	116	132	157
32	112	128	153
31	109	124	149
30	105	120	145
29	102	116	141
28	98	112	137
27	95	108	133
26	91	104	129
25	88	100	125
24	84	96	121
23	81	92	117
22	77	88	113
21	74	84	109
20	70	80	105