

# **RULES OF THE SURREY DOWNS LEAGUE**

England - UK



***“Cricket at its Best”***

**WWW.SURREYDOWNS.ORG**  
**This revision February 2016**



## Front Cover Photo

Nutfield Cricket Club  
Nutfield Marsh, NUTFIELD, Surrey  
Courtesy of Paul Griffiths: [www.paulgriffiths.info](http://www.paulgriffiths.info)

# RULES & CONSTITUTION

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# THE SURREY DOWNS LEAGUE

[www.surreydowns.org](http://www.surreydowns.org) / [sdl.play-cricket.com](http://sdl.play-cricket.com) / [sdl.surreydowns.org](http://sdl.surreydowns.org)

## RULES & CONSTITUTION

February 2016

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### 1 TITLE.

The name shall be "Surrey Downs League" (possibly prefixed by a sponsor's name if one exists), hereinafter referred to as "the League".

### 2. OBJECTS.

The objects of the League are to promote an annual cricket competition between its member Clubs, together with such social or other activities as may be ancillary thereto; to improve the facilities of the member Clubs, the standard of play, and of umpiring; to preserve, foster and improve the enjoyment of the game, the fellowship, and the sportsmanlike behaviour of those taking part.

### 3. COMPOSITION

- (a) The League shall consist of 4 Divisions with 10 teams in each Division, with 2 teams promoted/relegated from each Division. From the end of the 2010 season two teams from the same club will be able to compete in the same division. Where this occurs the two teams from the same club shall play the first match in each half of the season (i.e. Matches 1 and 10 in a league comprising ten teams) thereby minimising the risk of collusion to secure a particular final league position. The Management Committee shall have the power in General Meeting to revise the number and size of divisions should the number of teams available for the following season be insufficient to run four divisions. Any such revision must be ratified at an annual general or extraordinary meeting.
- (b) When two or more teams are tied for positions then, for the purposes of promotion and relegation, league positions will be decided by applying the following rules sequentially:
- a) highest proportion of wins in completed games.
  - b) highest points total in the two (or more) matches between the two (or more) sides involved.
  - c) where a) and b) above fail to separate teams the final placings will be decided by the Officers of the League.

#### **4. ADMINISTRATION**

- (a) The affairs of the League shall be governed by a Management Committee comprising a League Representative from each member Club, together with the Officers.
- (b) Each League Representative shall have at all time in relation to League matters power to commit and speak for their Club.
- (c) The Officers, who shall be elected annually, and comprise Chairman, Secretary, Treasurer, League Fixture Secretary, and Results Secretaries, shall be responsible for the day to day running of the League.
- (d) It shall be the duty of the Officers and other members of the Management Committee at all times to enforce and preserve the objectives of the League.
- (e) Each member club is required to exercise control over its website and is responsible for the security and content of its website. It may also be held responsible for any press comment, based on the content of their website that may be deemed by the Management Committee to have brought the League, or its name, into disrepute.
- (f) In any instance where the Management Committee considers that the League, or its name, has been brought into disrepute they have power to sanction the club concerned.

#### **5. MEETINGS**

- (a) There will be no fewer than four Management Committee Meetings held annually together with an Annual General Meeting to be held before 28th February each year.
- (b) A Special General Meeting can be called at any time by the Officers of the League, or at the request of five or more member Clubs in writing to the Secretary clearly stating the object of the meeting.
- (c) The Secretary shall be required to give 28 days' notice in writing of all meetings, and any motions to be put forward at the meeting shall be submitted in writing to the Secretary no less than 14 days before the set date. Copies of any motion shall then be sent to all Officers and League Committee members not less than 10 days before the date of the meeting.
- (d) Each Member Club shall appoint a Representative to attend Management Committee Meetings and Annual General Meetings. Any member Club may upon giving notification to the League Secretary appoint a substitute to attend and vote at any meeting, should its League representative be unable for any reason to attend.
- (e) No business may be transacted at any Management Committee Meeting or General Meeting of the League at which less than half of the Member Clubs are represented. The next such Meeting held and for which the required notice has been given shall automatically be deemed to be quorate.
- (f) Any Club failing to be represented at two successive League meetings will forfeit ten League points for all the teams they have playing in the League.

## **6. VOTING.**

(a) At all Management Committee Meetings and at a General Meeting of the League voting shall take place on the basis of one vote per Club, irrespective of the number of persons present.

(b) The Chairman shall have a casting vote in the event of equality of votes.

(c) Voting shall be taken by poll of those present, and entitled to vote, and no vote shall be accepted by proxy, post or any other manner from any Club not represented at the meeting.

(d) All decisions at Management Committee Meetings or General Meetings shall be determined by a simple majority vote including those relating to Match Rules and Points System (Sections 10 and 11 of the League Rules). A two-thirds majority shall be necessary in order to alter the objects or constitution and whether by way of election or expulsion, the membership of Clubs to the League. Alterations of Rules and Constitution can only take place at an Annual General Meeting and thus are subject to the required period of notice.

## **7. FINANCE.**

(a) Each member Club shall be required to contribute towards the funds of the League such annual amount as the Management Committee shall propose at an Annual General Meeting.

(b) The Treasurer shall present the annual accounts for approval at the Annual General Meeting.

(c) Each member Club shall pay an appropriate fee (to be decided at the AGM), at the commencement of each season with a proportion of the fee to be given to the host Club to cover the cost of hosting the League Presentation Evening.

(d) Member clubs who fail to pay their annual subscriptions and payment for match balls by the due date requested will lose any discount which may have been offered by the League for the purchase of match balls. If full payment is still outstanding at the time that the League season starts clubs will not earn any points for matches played before full payment is received.

## **8. APPLICATIONS AND RESIGNATIONS.**

(a) Application for Membership of the League shall be considered at any time by a General Meeting. For admission for the following season applications must be approved by the August 31st. Once approved by a General Meeting the Management Committee shall have no right of veto without reference back to the member Clubs.

(b) Any Club wishing to resign from the League must do so in writing to the League Secretary giving a season's notice, the resignation to be received by April 1st.

## 9. DISPUTES.

- (a) All complaints, disputes, and protests must be submitted **by the club's officially appointed League Representative or, failing him/her, the Club Secretary only** in writing to the League Secretary not later than seven days after the incident.

The Officers of the League have the authority to impose a penalty on any Club or individual.

The penalty may consist of either of, or a combination of, loss of points or monetary fine.

A Club shall only be expelled from the League at an AGM or at any EGM requested as per rule 5b.

Any Club or individual against whom a penalty is made shall have the right of appeal to the Annual General Meeting or Special General Meeting of the League. In arriving at its decision the Officers shall have regard to the Code of Conduct appended to these Rules.

- (b) The League abides by decisions made by all County Boards, and Cricket Leagues regarding the eligibility of players.

- (c). Any disputes in the playing season will be dealt with by the League Officers within the following prescribed times: -

Playing disputes within 5 days or as soon as possible after the report of the occurrence.

Administrative disputes at the next Management Committee Meeting, or sooner if the Officers believe that to be in the best interests of the League.

- (d). All disciplinary matters will be dealt with in accordance with the ECB Discipline Regulations Code of Conduct.

## 10. MATCH RULES.

- (a). In each Division, fixtures will be played on a home and away basis on the date set by the League Fixture list. *In divisions of more than ten teams home and away matches will be evenly split insofar as possible.* Any request to change the date or venue of a fixture must be submitted in writing prior to the last League Meeting before the start of the Season. No change in venue is allowed following the start of the season without the prior approval of a League Official. All member clubs must confirm the exact location where their Surrey Downs League fixtures will be played (on which pitch if clubs have more than one) and in accordance with the current League Rules would have to apply for permission to move a fixture or face a penalty.

- (b). In May, June, July and August each game shall start no later than 1.30pm and from the first Saturday in September 1.00 pm. The toss shall take place 15 minutes before the due start, and any Club not available at this time will forfeit the toss.'

- (c). Only balls approved by the League for the season shall be used. One new ball shall be used for each innings except as in (10j.3), although the Captain of the side fielding second

has the option to continue with the ball used in the first innings, and may take the second new ball at any time. A new ball must be used at the commencement of each innings in a win/lose match.

(d). Each Club shall provide one Umpire and one Scorer, and at the commencement of each season each Club shall submit to the League Secretary the names of up to three prospective Umpires for its matches, and it shall in all League matches use its utmost endeavours to see that one such nominated Umpire officiates.

(e). Every player in the competition shall be a bona fide member of his Club, and shall not play for more than one member Club in any one season. An exception to this will be for teams in Division 4 where players eligible to play under 18 cricket (under 18 at midnight on 31<sup>st</sup> August in the year preceding the current season) would be allowed to play for a second Club's team in Division 4. This is to promote involvement in club cricket, to allow the opportunity for fixtures to be completed and to be played with full sides.'

(f). There shall be a restriction on the number of overs bowled by an individual bowler with the maximum allowed being 10 overs per bowler irrespective of the length of the game. For young cricketers, captains must adhere to the restriction on the number of overs bowled as per the ECB/County Board Directive. In the event of a transgression the executive committee have decided that a 5 point penalty will be charged in each instance.

(g). Tea shall be taken between innings, unless the captains agree otherwise, and will be of 20 minutes duration.

(h). In the event of inclement weather only, a curtailed game by reducing the number of overs may be played. Both captains must agree or the game is abandoned as a "cancelled" game (see 11a), and a cancelled game shall not be replayed. In the event of a reduced game:-

- (1). the planned number of overs shall be not less than 40;
- (2). In win/lose games both innings shall have the same number of overs; in win/lose/draw games there shall be a 5 over differential; e.g. in a 65 over match the side batting first will be limited to a maximum of 35 overs, in a 75 over match to 40 overs;
- (3). one ball shall be used for the game, unless agreed otherwise by the captains.
- (4). no match should start after 4.00pm.

(i). The following principles are to be observed in determining whether or not play takes place in inclement weather, including bad light:

- (1). prior to the toss the sole decision as to the fitness of the ground shall rest with the home Club.
- (2). once the toss has been made the game is deemed to have started: whether or not play shall commence or stop or resume after interruption shall be determined by the Umpires in accordance with the Laws of Cricket.

(j). In all other respects the current Laws of Cricket shall apply.

(k). The number of overs in a game shall be calculated by rounding up any part of an over not completed. (i.e. 45.2 overs = 46 overs).



(l). Any Club failing to fulfil a fixture without reasonable notice shall be liable to defray any reasonable expenses or £20 whichever is the lower amount incurred by the opposition.

(m). All Clubs shall abide by the Code of Conduct appended hereto.

(n). Any player who receives any kind of benefit to play cricket, by way of cash, kind or any form of expenses will be ineligible to play in the Surrey Downs League. A club playing an ineligible player will forfeit all points gained in matches in which that player played.

(o). A player who does not arrive or is not ready to play within 90 minutes of the advertised start time will only be able to play as a substitute unless this is waived and agreed by both captains before the toss takes place.

(p). The rule with regard to games being cancelled due to a Club being unable to field a side has a two tier value of penalties. To ensure that incorrect marks are not deducted, the following procedure must be adhered to.

**Verbal contact (not answer phone) must be made with the opposition.** Contact the Captain, League Representative or Club Secretary, followed by a message to the relevant Results Secretary with the date and time of the call confirming that the opposition knows the game has been cancelled.

The home Captain is still responsible for the procedure under Rule 11c.

A team cancelling a game before 10.00 pm on the Thursday before a Saturday game would incur a 5 point penalty for the first offence and 10 points for second and subsequent offences.

However, if the game was cancelled after the time specified above, penalty points will be doubled to 10 points for the first offence and 20 points for the second and subsequent offences.

(q). In divisions 1 and 2 50 % of the season will be played under win/lose/draw match rules (rules 10(s)-(t), the other 50 % will be played under win/lose match rules (rule 10 (u)). All other rules will apply to both formats.

**All division 3 matches will be played on a win/lose basis.**

(r). In divisions 1 and 2 matches in weeks 1 – 4 and weeks 14 - 18 will be played under win/lose rules. Matches in weeks 5 – 13 will be played under win/lose/draw rules.

### **Win/lose/draw matches**

(s). The match shall consist of 90 overs and the Captains shall have no power to vary this except in the event of inclement weather (see 10(h)).

(t). The side batting first shall be entitled to bat through a maximum of 48 overs: if for any reason it does not do so then the unexpended overs shall be available to the side batting second.

### **Win/lose matches**

(u) The match shall consist of 40 overs per innings and the Captains shall have no power

to vary this except in the event of inclement weather (see 10(h)).

## 11 POINTS SYSTEM

(a) In win/lose/draw games points shall be awarded as follows:

Win	20 points	+ Bonus points
Tie	10 points	+ Bonus points
“winning Draw”	8 points	+ Bonus points
“Losing Draw”	4 points will be awarded to the team if they achieved a minimum of 80% of the oppositions scoring rate (i.e. runs per over). If 80% is not achieved then the additional 4 points will go to the team that earned the winning draw. i.e. there are 12 points available for a drawn game (+ bonus points)	+ Bonus points
Draw with run rate equal	12 points	+ Bonus points
Cancelled game	12 points	
Walkover	30 points	
Abandoned Game under 65 completed overs	12 points	
Abandoned Game over 65 overs and above	As drawn game.	

A tie shall be determined as when both sides have scored the same number of runs at the fall of the last wicket of the side batting second. (The last wicket shall be determined as when there remains no further batsman present and eligible to bat). This rule supersedes any consideration of run rate relating to a draw.

### Bonus Points:

1 Batting point for reaching 100 runs, and then 1 batting point for every 25 runs over 100 to a maximum of 5 points (200 runs).

100 Runs	1 Point
125 runs	2
150 runs	3
175	4
200	5
<i>Up to and including over 40 only</i>	

A side batting second and winning, when the side batting first have scored less than 200 runs, will be awarded maximum batting points (5) irrespective of their score when the game is won, assuming the win is achieved by the end of the 40<sup>th</sup> over. If more than 40 overs are taken to win, normal bonus point rules shall apply

1 Bowling for every two wickets taken, maximum 5 points (10 wickets).  
Maximum points shall be awarded even if the innings is “closed” without all 10 wickets being taken. e.g. man short or retirement.

The above Bonus points cease after the first 40 overs of each innings.

(b). The “winning” and “losing” draw shall be determined by the overall scoring rate of each team in runs per over, with the team scoring at the faster rate achieving the winning draw. The number of overs in an innings shall be determined by rounding up any part of an over not completed (i.e. 45.2 overs = 46 overs).

(c). In win/lose games points shall be awarded as follows:

<b>Win:</b>	20 points plus batting/bowling bonus points
<b>Tie:</b>	10 points plus batting/bowling bonus points
	<i>A Tie shall be determined as when both sides have scored the same number of runs at the close of the two innings.</i>
<b>Loss:</b>	0 points plus batting/bowling bonus points
<b>Cancelled game:</b>	12 points
<b>Walkover:</b>	30 points
<b>Abandoned game under 66 completed overs:</b>	12 points
<b>Abandoned game 66 overs and above:</b>	12 points
Batting and bowling Bonus points will be awarded on the same basis as in rule 11(a).	

(d). The match result with full details of scores and points must be reported electronically by the Home team on their respective Play-cricket.com website by no later than 10 p.m. on the Sunday following the match day.

This shall also apply where the game is abandoned, incomplete or conceded. For the purpose of this rule the match result and full details shall consist of: result, toss details, who batted first, runs scored, wickets lost, overs faced and points for each side.

Confirmation of the result and details must be made by the Away team no later than 23.59 on Wednesday following the match. Failure to abide by these rules will incur a five-point penalty. A second and any subsequent failure in the same season will result in a ten-point penalty.

**February 2016**

These Surrey Downs League Rules Source:

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[www.surreydowns.org](http://www.surreydowns.org) / [sdl.surreydowns.org](http://sdl.surreydowns.org)

# CODE OF CONDUCT

"It's not cricket" is a phrase the meaning of which is still well understood. It is the aim of our League that this understanding should continue.

Fundamentally the matter boils down to a question of attitude, we play cricket for Enjoyment, with the exception of a few morons we are more likely to enjoy ourselves if our team mates, our opponents and the umpires are polite and pleasant to us. They are more likely to be pleasant to us if we behave properly to them.

That said, there are, nevertheless, some common situations in cricket which can give rise to problems, and the League Management Committee have decided to offer the following guidance to clubs and players.

Clubs should note that this code will form the basis of any adjudication which the Management Committee may be required to make.

Abuse of or criticism of the umpire or his decisions will not be tolerated under any Circumstances. Players guilty of this offence will be excluded from the League.

Openly expressed dissent from the umpire's decisions must not occur.

A polite enquiry as to the reasons for the decision is permissible but must not lead to a discussion.

Players should assist the umpire by:

- Walking if they know they hit a ball, which is cleanly caught.
- Disclaiming immediately an attempted catch, stumping, or run out which is not cleanly taken or made.
- Notifying the umpire of infringements occurring on the boundary.

Talking or any other form of distraction is not possible from the time a bowler begins His run up until the batsman has completed his stroke.

Abuse of batsman by fielders or vice versa will not be tolerated. Players indulging In this practice may be excluded from the League.

Orchestrated appeals by large numbers of players, most of who are in no position to know is a highly undesirable practice, which quickly leads to bad feeling. Clubs are asked to discourage this practice.

Deliberate obstruction of fielders, batsman or umpires has no place in cricket and will be regarded as a serious offence.

Deliberate bowling at the batsman's head without pitching (so called "beamers") is very dangerous and will result in expulsion of the bowler from the League.

Ian Slaiding  
Hon. Secretary  
The Surrey Downs League  
[www.surreydowns.org](http://www.surreydowns.org)

## Useful sources of information:



### Surrey Downs League – Rules

[www.surreydowns.org/rules](http://www.surreydowns.org/rules)

### Laws of Cricket

[www.lords.org/laws-and-spirit/laws-of-cricket/](http://www.lords.org/laws-and-spirit/laws-of-cricket/)

### Spirit of Cricket

[www.lords.org/laws-and-spirit/spirit/](http://www.lords.org/laws-and-spirit/spirit/)

### One Game

[www.ecb.co.uk/ecb/one-game/](http://www.ecb.co.uk/ecb/one-game/)  **one game**  
welcome • embrace • celebrate

### Stay in the Game

<http://www.ecb.co.uk/development/club-cricket/club-support/stay-in-the-game,2984,BP.html>

### Directives and Guidance

[www.ecb.co.uk/ecb/directives-guidelines/](http://www.ecb.co.uk/ecb/directives-guidelines/)

### Team Sheets (cards for Umpires)

[www.ecb.co.uk/ecb/directives-guidelines/directives-and-guidance-team-sheets,1098,BP.html](http://www.ecb.co.uk/ecb/directives-guidelines/directives-and-guidance-team-sheets,1098,BP.html)

### ECB Fast Bowling Directives

<http://www.ecb.co.uk/ecb/regulations/ecb-fast-bowling-directives>

### ECB recommendations for junior cricket

<http://www.ecb.co.uk/ecb/regulations/ecb-recommendations-junior-cricket>

### ECB Guidelines for Junior Players in Open Age Cricket

[http://www.ecb.co.uk/sites/default/files/3485\\_nfc\\_juniorplayers\\_2015\\_p335-338\\_lr\\_0.pdf](http://www.ecb.co.uk/sites/default/files/3485_nfc_juniorplayers_2015_p335-338_lr_0.pdf)

### ECB Safety Guidance on - Wearing of Cricket Helmets by Young Players

[www.ecb.co.uk/ecb/directives-guidelines/directives-ecb-guidance-on-the-wearing-of-helmets,99,BP.html](http://www.ecb.co.uk/ecb/directives-guidelines/directives-ecb-guidance-on-the-wearing-of-helmets,99,BP.html)

### Safe hands

[www.ecb.co.uk/ecb/safeguarding-children-and-child-protection/safe-hands/](http://www.ecb.co.uk/ecb/safeguarding-children-and-child-protection/safe-hands/)