



Captains' Meeting

March 2014



Captains' Meeting March 2014

AGENDA

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| 1) Introductions and Welcome. | CM |
| 2) Playing Condition changes for 2014. | CM |
| 3) Player Registration. Match-day checklist. | CM |
| 4) "The Spirit of Cricket" – a Captain's Duties. | WT |
| The Captain – wider role | WCB Ltd |
| 5) Presentation on NEW LAWS. | TH / GR |
| 6) Assessment of Cricket Pitches, Outfields and Facilities. | MN |
| 7) Reminders. | DP |
| 8) Any Other Business. | |



Captains' Meeting March 2014

2) PLAYING CONDITIONS - What is changing?

All matches **START AT 1.00pm** (12.30pm in September)

- a) Fielding Disks.
- b) Wides and No balls.
- c) Minimum Overs to constitute a match.
- d) Batting and Bowling Bonus points.
- e) Win/Lose matches.
- f) Underage players and team sheets.
- g) Recording on result sheets and “play-cricket”.
- h) Umpires' Team Behaviour report.



Captains' Meeting March 2014

a) FIELDING DISKS

- “**Fielding Disks** (provided by the League) must be used in ALL games to indicate 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.”
- No “inner circles”.
- At the instant of delivery, a minimum of four fielders (plus bowler and wicket keeper) must be within this area.
- **NOTE:** In the case of win/lose matches this will be **SIX** (plus bowler and wicket keeper) in the power play overs (as defined later).



Captains' Meeting March 2014

b) WIDES and NO BALLS

- “**Leg side wides**” experiment to be extended throughout the league.
- “**Offside wides**” to be determined by reference to the lines drawn 17” in from the return creases introduced in 2013.
- No “free hits” for no balls in any matches.
- “Finn rule” - Umpires will call and signal no ball if a bowler breaks the non-strikers wicket in delivering the ball.



Captains' Meeting March 2014

c) MINIMUM NUMBER of OVERS

The minimum number of overs to be bowled in a second innings needed to get a result reduces from **25** to **20** overs.



Captains' Meeting March 2014

d) BATTING and BOWLING BONUSES

Where less than the standard number of overs is available at the start of an innings (only) the agreed number of overs will determine how the bonus points thresholds will be reduced.

It is therefore still possible to earn points in shortened matches.



Captains' Meeting March 2014

e) WIN/LOSE MATCHES

- Divs. 1-4: 1st and 2nd Xi's - first 6 and last 5 matches
- Division 5: First 5 and last 4.
- Divisions 6-9: W/L will be the first match between the two sides.

In these matches it will no longer be necessary for the side bowling second to bowl a side out to get the maximum of 20 win points. (Not 24)



Captains' Meeting March 2014

WIN/LOSE MATCHES - POWERPLAYS

- In 50 over innings the first 15 overs of an innings (reduced if interrupted) will be designated as “Powerplay overs” when only three fielders may be outside the restricted area.
- In 45 over innings it will be the first 13 overs.
- In 40 over innings (Divisions 8&9) it will be the first 11 overs.
- NO other powerplays will be involved.



Captains' Meeting March 2014

WIN/LOSE MATCHES

- Bonus points for batting and bowling will still be available to the losing sides.
- Bowlers will be restricted to one fifth of overs available at the start of an innings (rounded up if necessary).
- The first innings can still use the full allocation of overs despite weather interruption providing there is time for the second innings to receive at least a minimum of 20 overs. 1st innings would be reduced to allow this.
- There will be no carry over of unused overs into the second innings, however as at present time saved in a first innings can alter overs lost in the second innings.

NOTE: it will be of utmost importance that after the 1st innings, any interruption or whenever felt necessary for Umpires, Captains and Scorers to be in agreement on targets needed to win.

(The same is true of win/lose/draw matches for targets to reach winning draws.)



Captains' Meeting March 2014

WIN/LOSE MATCHES Curtailed

If Umpires decide that play cannot be continued and at least 20 overs of the second innings have been bowled, the side with the better average run rate per over will be awarded the win.

NB: Run rates for sides bowled out are still calculated using the number of overs available to them.

SUBJECT to the "*ROBERSON/TANSELL*" rule.

The "Roberson/Tansell" rule will cover the situation when it is not possible for the side batting second to receive as many overs as the side batting first and will dictate how the target is adjusted by a factor applied to each over not received. Examples will be provided but the factor will be 1.5 runs per over.



Captains' Meeting March 2014

WIN/LOSE MATCHES An Example when matches are interrupted

1st Innings Score in 50 overs = 275

Run rate per over = 5.50

However, due to rain, 2nd innings has just 40 overs available.

Difference in overs = 10

Calculation uplift = 10 overs x 1.5 = 15%

Run rate for team batting second = 5.50 + 15% = 6.33 (rounded)

Target to win will be 40 overs x 6.33 = 253.2 = 254 (rounded)

(Uplift will be done **once** — the winning target remains at 6.33 per over even if more overs are lost)



Captains' Meeting March 2014

f) TEAMSHEETS

- Must be completed and signed by **both Captains** prior to the match as well as **both Umpires**.
- After the match, the teamsheet is to be retained by **Home** club to assist with entering the result on "Play Cricket"
- DO NOT send it to the Administrator



Captains' Meeting March 2014

g) RESULT SHEETS

- Sheets will be modified to show how many overs were available at the start of **each** innings.
- NEW section for each Captain to mark each Umpire.
- For 1st XI matches **summary results** to be on "Play-Cricket" by **11pm** on the evening of the match.
- The front page of the result sheet to be sent by e-mail (PDF) to the administrator within **48** hours of the end of the match.
- All scorecards must also be entered and confirmed on to "PlayCricket" within 72 hours of the end of the match.



Captains' Meeting March 2014

h) UMPIRES' TEAM BEHAVIOUR REPORT

In their joint opinion Umpires will rate behaviour on their report:

	Please rate each category out of 5	HOME	AWAY
15	Respect for opponents.		
16	Respect for umpires.		
17	Captain's control of his team.		
18	Captain's co-operation with umpires.		
	TOTAL		



Captains' Meeting March 2014

3) PLAYER REGISTRATION and MATCH DAY CHECKLIST

a) All players register via "Play-Cricket". See handbook for further details.

b) Matchday Checklist

Before: Boundaries, rollers, covering, meet and pay umpires.

Toss: Teamsheets, young players, balls.

During: Scoreboard, timings, pitch re-mark, discipline, adjusted targets.

After: Complete, sign and send match reports, collect tea money (& Umpires fee) from away captain.



Captains' Meeting March 2014

4) SPIRIT OF CRICKET

a) The Captain's Duties

Bill Tansell

b) The wider role of the Captain

WCB Ltd

Tom Hill

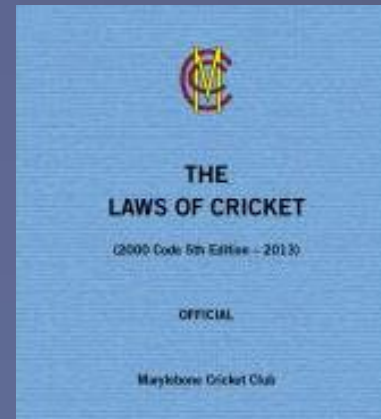
Gary Roberson





Captains' Meeting March 2014

5) CHANGES TO THE LAWS for 2014



Presented by Mike Neal



Captains' Meeting March 2014

6) ASSESSMENT OF PITCHES, OUTFIELDS and FACILITIES



Presented by Dave Perry



Captains' Meeting March 2014

7) REMINDERS

Umpires pre-season meeting **Weds 2nd April.**

Resources collection evening **Weds 16th April.**

First matches Divisions 1 to 4 **Sat. 26th April.**

First KO Cup rounds completed by **23rd / 30th May.**

Representative team player nominations by end of May.



Captains' Meeting March 2014

8) ANY OTHER BUSINESS



Captains' Meeting March 2014
