

MURGITROYD MASTERTON TROPHY – RULES AND REGULATIONS

1. The competition shall be known as the Murgitroyd Masterton Trophy. The current MCC Laws of Cricket (2000 Code 3rd Edition – 2008) shall apply except as modified below.
2. The competition is open to ESCA clubs located South of the River Forth and any other club which may be invited by the Committee of the Association to participate therein. The competition entrance fee shall be determined by the Committee and shall be remitted to the Association **together with the annual subscription before the start of the season.**
3. Ties shall be drawn by ballot. Ties in each round shall be played off by such dates as decided by the Committee. Up to the Final of the competition matches shall be played at the ground of the first named team in the draw unless by agreement of both clubs and the Committee. The competition shall normally be played midweek.
4. In each round up to the semi-finals the home club must offer the visiting club alternative dates. Where clubs involved have junior sides in the U13 or U15 Leagues, the home club is recommended to offer Tuesdays or Thursdays to minimise disruption of Junior Leagues.
5. Postponed matches, or those abandoned where the provisions of rule 15 do not apply, should be replayed, where possible at the same venue, on a date arranged by mutual consent within the period laid down for the playing of the round. Extensions beyond the date laid down for the playing of each round will normally only be permitted after reference to the Competition Convener where weather or ground conditions have caused a tie to be abandoned or postponed.
6. It is the responsibility of the home side to inform the Competition Convener of the date arranged for the playing of each tie. The winners of each match should inform the Competition Convener of the result within twenty-four hours. Any results given to the press should include the Sponsor's name.
7. The home club shall be responsible for the provision of regulation stumps and bails and for the correct marking of the pitch. The home club **must** contact the umpire co-ordinator, at least 72 hours before a game, and ensure that umpires are appointed. Each team shall provide its own equipment, including a new ball. A pink ball may be used in any tie, as long as both clubs fully consent to this. Please inform the umpires prior to the toss of the ball being used.
8. No club in any Masterton Trophy tie may include in its team a player who has previously in the season concerned played for any other club in that competition or in the East League, or SNCL. No club may include a player registered as a paid player in its team in any Masterton Trophy tie. Any East League club who wishes to play an overseas player in a Masterton Trophy tie must verify with the Committee that the player meets currently applicable restrictions for Overseas Amateurs in the SNCL.
9. All ties will commence **not later than 6.15 p.m.** unless by agreement of the Committee.
10. Matches will consist of one innings per side. Each innings shall be limited to 20 overs. Teams should make every effort to ensure that each innings is completed within 80

minutes. On the fall of a wicket, the incoming batsman **must** cross on the field with the dismissed batsman.

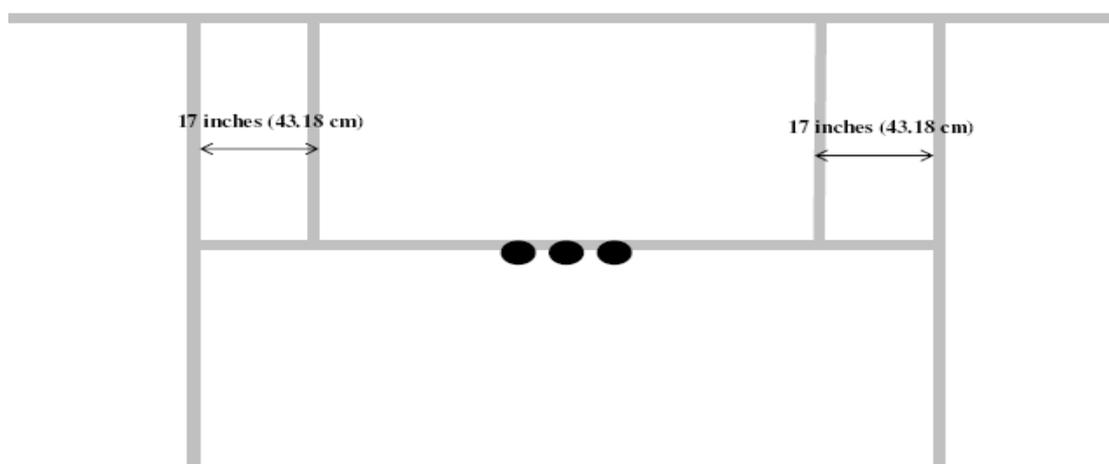
11. No bowler may bowl more than 4 overs. An over abandoned for any cause is to be completed by another bowler from the same end. This broken over counts as one over to the batting side but as one complete over for each of the two (or more) bowlers involved.
12. A bowler may bowl one short-pitched ball in each over, such a delivery being defined as having passed or would have passed above the shoulder of the striker standing upright at the crease. The umpire at the bowler's end shall advise the bowler and the batsman on strike when such a delivery has been bowled. If another short pitched ball is bowled in the same over, the umpire at the bowler's end shall call and signal "No Ball", and when the ball is dead, caution the bowler and inform his colleague, the captain of the fielding side and the batsmen. A second occurrence of this will result in a final warning and a third occurrence will result in the captain being instructed to take the bowler off forthwith and he will not be allowed to bowl again in the innings.

Any delivery above the head is deemed a wide and counts as the one short-pitched delivery permitted in the over.

In the event of a bowler bowling a high full-pitched delivery (above the shoulder for a slow delivery and above the waist for all others), the bowler's end umpire shall call and signal no ball and when the ball is dead, caution the bowler and issue a first and final warning. He will inform his colleague, the captain of the fielding side and the batsmen of what has occurred. A second instance of such a delivery by the same bowler in the innings will require the bowler to be taken off forthwith and he will not be allowed to bowl again in the innings.

13. Umpires are instructed to strictly apply the Law on wides in order to prevent consistent negative bowling wide of the wicket.

A line, known as the "wide line" shall be marked 17 inches in from each return crease, between the popping and bowling creases, as shown in the attached diagram. If the ball passes outside the offside wide line as it crosses the bowling crease, then the Bowler's End Umpire will call and signal 'wide'. It does not matter if the batsman has moved across to cover the ball. Provided he does not hit the ball, such a delivery must be called 'wide'.



If the ball passes outside the leg stump and behind the striker and the striker makes no contact with it, then the Bowler's End Umpire will call and signal 'wide'. The only exception to this would be if the striker makes a pronounced move to the offside and the ball just misses the leg stump.

14. For all matches 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 each of the semicircles shall be 30 yards. The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery no more than 2 fielders may be outside the area described above during the first 6 overs. Thereafter, no more than 5 fielders may be outside the area described. If this restriction is breached, the square leg umpire shall call and signal no-ball.

At the instant of delivery no more than 5 fielders are permitted on the leg side. If this restriction is breached, the square leg umpire shall call and signal no-ball.

15. Free Hit

In addition to the above, the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman 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 batsman is facing it.

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.

Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of Clause 14 above will still apply).

16. Where a match is in progress, clubs are strongly encouraged to continue play in less than ideal conditions. However, no play may take place in conditions which, in the opinion of the umpires, present an obvious and foreseeable risk to the safety of any player.
17. Any match which is abandoned before 10 overs of the second innings have been completed shall be replayed from the start. Any match abandoned after 10 overs of the second innings have been completed shall be decided on the Duckworth/Lewis Method, as laid out in the instruction sheet provided as an Annex to these rules. If the result under the Duckworth/ Lewis method is a tie, the winner shall be the side with the higher score at the end of the 10th over and so on back to the end of the first over until a result is produced.
18. In a completed match, the side with the higher total of runs will be the winner. Where the scores are level in a completed game the side having lost fewer wickets will be the winner. If each side has also lost the same number of wickets then the winner shall be the side having scored more runs at the completion of the 19th over and so on back to the end of the first over until a result is produced.
19. The control and management of the competition shall be vested solely in the East of Scotland Cricket Association whose decision in all matters relating to the competition, including these Rules and Regulations, shall be final.

The Competition convenor for the 2013 Masterton Trophy is Greig Hopcroft
greig@glenrothescc.co.uk

The Umpire co-ordinator is James Wilson, contactable on 0131 467 4418

Murgitroyd Masterton Duckworth/Lewis Instruction Sheet

The rules for the competition mandate that the Duckworth/Lewis method is used to determine the winners of matches that are prematurely curtailed by weather. The step-by-step instructions for implementing the D/L method are listed below

1. When the match is abandoned, check the final score of the second innings, including the number of wickets fallen, and the number of overs and balls remaining that were not bowled because of the premature stoppage.
2. Find the relevant “resource percentage” (RP) from the table below, for the appropriate number of overs and wickets remaining.
3. Multiply the score of the first innings by the decimal RP figure obtained from the table. Drop **all** fractions from the calculated number.
4. The figure arrived at is the “par score” for the situation in which the match was abandoned. If the side batting second has exceeded this score at the moment of interruption, they have won the game. If the side batting second is below the “par score” at the abandonment, they have lost the game. If the side batting second is exactly level with the par score, the game is tied.

Eg. 1 The side batting first scored 120, and the match is abandoned with the side batting second at 89-2 off 15 overs

- With 5 overs remaining, and 8 wickets standing, the RP from the table is 0.703
- $120 \times 0.703 =$ par score of 84.36, rounded down to 84.
- Since the score at abandonment (89) is greater than the par score (84), the side batting second have won, by 5 runs on the D/L method

Eg. 2 The side batting first scored 120, and the match is abandoned with the side batting second at 103-8 off 17 overs

- With 3 overs remaining and 2 wickets in hand, the RP from the table is 0.873
- $120 \times 0.873 =$ par score of 104.76, rounded **down** to 104.
- Since the score at abandonment (103) is less than the par score (104), the side batting second have lost, by 1 run on the D/L method.

