The East Development League Rules – January 2017

"The East Development League has been created to permit returning players or developing player (junior or senior, male or female) to play regularly within a structured competition where the emphasis is on playing rather than winning."

Composition of League

1. The General Committee shall determine annually the number of Divisions, the placement of teams within the divisions and the number of teams within each Division. The General Committee will consider amongst other things team strength, experience and geography in determining the divisions.

Promotion and Relegation

2. There will be no promotion or relegation from this League.

Fixtures

3. The Competitions Sub-Committee shall arrange fixtures for each Division and shall notify clubs of such fixtures as soon as practicable each year.
4. Clubs may re-arrange fixtures by obtaining the consent of their opponents and the Competitions Sub-Committee.

Trophies and Prizes

5. There will be no team or individual trophies or prizes awarded in the Division(s).

Playing Conditions

6. The home club in any fixture shall be responsible for the provision of a pitch (and notification of the venue to opponents on the Wednesday prior to the fixture.), regulation stumps and bails and for the proper marking of the pitch and boundary. Each team shall otherwise provide its own equipment, including a ball of a type approved by the General Committee. Each team shall bowl with its own ball. A second hand prescribed ball can be used in these matches.
7. In the event of bad weather the home team is responsible for informing the away team as soon as possible that no play is likely to be possible.
8. The default number of players for a side is 8 however through agreement with the opposing team this number can be increased up to 11. This should be agreed prior to the match day.
9. To fulfil a fixture a team needs 7 or more players.
10. Players batting will be required to retire "out" upon reaching 50.

Players

14. It is encouraged that all players should be Bona Fide members of the clubs for which they play however it is acceptable if players are borrowed from other clubs.
15. *These fixtures are viewed as non-competitive therefore it is acceptable for players to play one league game and a Development League game in a weekend.*

Player Registration

16. In order that the Competitions Sub-Committee may administer the rules, create league tables and player statistics, clubs should ensure that all players are registered by the Tuesday following the match.

Start and Finish Times

17. All games will be scheduled for Sunday to start at 12 noon. Games however can be rescheduled to be played on Friday commencing at 6pm or on a Saturday to commence at 10am.

Duration of Matches

18. Each team competing in a match shall be entitled to bat for 30 overs on a Sunday fixture or 20 overs on a Friday or Saturday fixture.

Bowling Restrictions

20. No bowler may bowl more than 1/5 of the available overs in any match.
21. Any delivery, of any pace, which passes or would have passed on the full above waist height of the striker standing upright at the crease shall be called and signalled no-ball.

Points

22. Points known as "result points" and "bonus points" shall be awarded as follows:
    Result Points: Winning team 20 points. Each team in a tie 15 points (No account shall be taken of wickets lost.) No points will be awarded for a loss.
    Bonus Points: No bonus points shall be awarded to the team which wins the match or to either team in the case of a tie.
23. Batting bonus points shall be awarded to the losing team as follows:

No of overs innings scheduled for	1st batting point awarded at:	2nd batting point awarded at:	3rd batting point awarded at:	4th batting point awarded at:	5th batting point awarded at:
30	30	60	90	120	150
25	25	50	75	100	125
20	20	40	60	80	100
15	15	30	45	60	75
10	10	20	30	40	50

24. One bowling point will be awarded to the fielding team at the fall of the second, fourth, sixth, eighth and final wickets. If a side is "all out", 5 bowling points shall be awarded to the fielding team, regardless of how many wickets fell.
25. In the event that a match is abandoned no points will be awarded and the game will be void.

Forfeiture of Points

26. Where a team fails to fulfil a fixture on the original date specified by the Competitions Sub-Committee or on a substitute date agreed with the Competitions Sub-Committee and their opponents, the team responsible shall be deemed to have forfeited the match and their opponents shall be awarded points as if they had won the match. Any Club forfeiting a game will be responsible for any legitimate expenses incurred by the opposition except in exceptional circumstances as determined by the Competitions Sub Committee. Any such expenses should be intimated to the forfeiting team within 1 week of the match and must be paid with 2 weeks of the match.

Match Returns and Complaints

27. The home team in any East League match is responsible for completing the online summary (or full return) by the end of the day following the match and the full online match return by the end of the Tuesday following the match, including when a match is cancelled or abandoned. Should any player not be registered then the Registration Number should be inserted as 000.

League Placings

28. League placings will be determined by expressing the points awarded as a percentage of the results points for a win in all completed matches.

Umpiring and Scoring

29. It is anticipated these games will be umpired by players or other convenient people operating in shifts.
30. Scores should be kept by 2 scorers who should record the action at all times. It is anticipated these will be members of the batting side not currently involved in the game.
31. A scoreboard, legible from the pitch, should be provided by the home team. The scoreboard shall show, as a minimum, runs scored, wickets fallen, and the number of overs bowled. The scoreboard shall be updated at least at the end of every over.