

ACCSO Competition Regulations - SEASON 2021
Summary Version

ASSOCIATION DES CLUBS DE CRICKET DU SUD-OUEST
Siège social : Hôtel des Associations - 47160 DAMAZAN

BLEVINS  FRANKS
INTERNATIONAL TAX & WEALTH MANAGEMENT

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1. Scope of this document: This document is a summary of the regulations for competitions organised by ACCSO. The **Full version** should be used for complete understanding.

2. Force Majeure: Only ACCSO, including the match umpires, can decide on questions of “force majeure”.

3. The Laws of Cricket: All matches will be played according to the Laws of Cricket (MCC 2017 Code, 2nd Edition 2019), as modified by these regulations.

4. General

4.1 Disciplinary Procedure: The ACCSO Disciplinary Procedure will apply to all matches.

4.2. Protection of players: All batsmen are strongly advised to wear a helmet. Players under the age of 19 on the 1 January 2021 (shown on the Team List) must wear a helmet.

4.4 Match scheduling and start times: League and Cup matches will initially be scheduled for 1pm on Sundays. The Toss will be decided 15 minutes before the programmed start time in all matches.

4.5. Fixture lists: are published on the ACCSO web site, the club named first is at home.

4.6. Clothing: The standard dress code for players in ACCSO competitive matches is white tops/shirts, white trousers and white pads. However, a team can play in coloured tops/shirts; but only if all the players wear them.

4.7. Balls: Cup and League matches and any Final hosted by the club are played with the colour of ball chosen by the home club. The ACCSO T20 tournament is played exclusively with pink balls, supplied by ACCSO.

4.8. Pitch markings: Home clubs must pay particular attention to the quality of the marking of creases and to the line 35 in (89cm) from the middle stump for Off-side wides, and the length of the popping crease.

4.9 Umpires:

Umpires are drawn from two sources

Home Umpires: Provided by the home club

Pool Umpires: Provided by the home club

All ACCSO competitive matches must have at least one accredited umpire standing full-time. Pool umpires have the right to refuse to stand alone, in the absence of a nominated Home umpire.

Clubs' obligation: The person chosen as Home umpire for the particular match must be notified to ACCSO by the end of the Wednesday before the match. Failure to do so for a league match incurs a one league point deduction. For a Cup match failure see Appendix B

4.9. Scorers: All teams – home and away - are required to be able to keep score throughout the entire match.

5. Eligibility: Clubs and players

5.1. ACCSO competitions are open only to

- teams drawn from clubs which have affiliated to the FFBS before the first day of the published fixture list

- players who possess a current competition-level licence.

5.2. A member of a non-affiliated club can play for an affiliated club but must first take out a competitive licence via the affiliated club for which he will be playing. He must appear on the affiliated club's team-list.

5.3. Age limits for players minimum age is normally 15

5.4. Player restrictions anyone who plays one or more matches for a given club in one of the competitions cannot play for another club in the same competition.

6. Competition structure and Match Regulations

See Appendices A, B & C for regulations specific to an individual competition – notably C the T20 competition.

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6.1. Overs

6.1.1. The number of overs which constitute a match varies from competition to competition. See Appendices A, B and C. No player can bowl more than 20% of his side's overs.

6.2. Minimum team size: 7 players.

6.3. Start times and duration of matches: Umpires are authorised to modify the programmed start time and/or reduce the number of overs.

Both teams must be at the ground 15 minutes before the scheduled time – for the toss, validation of team sheets and getting changed.

6.3.4. In the event of a Delayed start (up to 40 minutes): If one of the teams is not present with at least 7 players, it loses 1 batting over for every 4 minutes delay

6.3.5. In the event of a Delayed start (40 minutes): If one of the teams is still not present the other team will, be awarded the match.

6.4. Intervals: Change-over between innings: Normally 20 minutes, T20 10 minutes. Drinks breaks: as agreed at the toss.

6.5. Over rate: Each innings must be completed at a rate of 15 overs per hour of play

6.6. Playing conditions: From the scheduled start time onwards the umpires are the sole judges of whether the playing conditions are suitable for play to continue (Law 2.7).

6.7. Tied/Incomplete matches Rules vary according to each competition. See Appendices A Band C for details.

6.8 Dangerous Bowling: Bouncers and Beamers Laws 41.6, 41.7 and 41.8

Bouncers: Laws 41.6.1, 41.6.2 and 41.6.3 are replaced with the following:

All short-pitched balls ("bouncers") above shoulder height will be No-Balled,

Beamers: High, non-pitching deliveries, above waist height will be treated according to Law 41.7.

6.9. Wides: Law 22 is modified as follows:

Off-side deliveries: Off-side deliveries which pass on or outside a line painted 35 inches (89 cm) from the middle stump will be called "Wide", unless the delivery touches the bat or the batsman.

Leg-side deliveries: ECC competition regulations apply.

6.10. No Balls:

All deliveries not landing completely on the pitch (carpet/mat) will be called a No-Ball (Law 21.7).

No-Balls do not result in a Free Hit, except in the case of front-foot faults occurring in the T20 competition.

6.11. Unfair deliveries ("throwing") is defined in Law 21.3.

7. Fielders: No more than 5 fielders are allowed on the leg-side (addition to Law 28.4).

8. Umpires: See also section 4.8 The ACCSO Umpiring Manager is responsible for the management of the region's umpiring community. He will establish a roster based on Club and Pool umpires with the objective that at every match there are two umpires who are qualified, licenced and non-playing.

9. Scoring: Both teams' score books (or scoring application) must be kept up to date throughout the match.

10. Re-scheduling a match before the day of the Match.

10.1 Re-scheduling for good and sufficient reason before the day of the match: A club wishing to re-schedule a match for such reasons must e-mail ACCSO (secretary@cricket-sw-france.org) at least 7 days before the scheduled date. If the request is made less than 7 days before the original planned date, the opposing club is equally at liberty to decline, and will be awarded the match.

10.2. Re-scheduling for reasons of weather before the day of the match:

A club wishing to postpone any competitive match on meteorological grounds (canicule alerts by the relevant préfecture or reliable forecasts (www.meteofrance.com) of rain or shade temperatures of 35° or more) must inform – by telephone in the first instance – the other club and the umpires, with e-mail confirmation to ACCSO (both the Secretary and the Umpiring Manager), at least 24 hours before the scheduled start time.

11. Re-scheduling of match on the day of the Match.

Agreement will be reached between the host and visiting captains with advice from umpires and ACCSO as necessary. (See full version of regulations).

12. After the Match.

12.1 The two umpires sign both score books / scoring software application, validating the scores.

12.2 The two captains and the umpires complete and sign the ACCSO Match Report Form, the captains may enter any relevant remarks about the umpires, playing conditions, etc.

12.3 The winning side e-mails a digital image of the Match Report Form to ACCSO (competitions@cricket-sw-france.org,) within 48 hours of the end of the match.

12.4 The umpires complete and sign the Sportsmanship Award Form.

12.5 The umpires e-mail a digital image of the Sportsmanship Award Form and Team Sheets to ACCSO (competitions@cricket-sw-france.org,) within 48 hours of the end of the match.

13. Discipline. Laws 41 and 42 apply in full, apart from the modifications (above) on bouncers and beamers. Club captains are responsible for their team's discipline, good conduct, respect for the laws and spirit of the game. A captain must respect – and ensure that his team respect – any remarks or requirements from the umpires.

Players must respect all umpiring decisions. Where player(s) do not do so, or show verbal or physical dissent, the umpires will call "Dead Ball" and will decide whether to de-fuse the situation or whether the circumstances warrant disciplinary action under the Laws.

The umpires are the sole judges of what constitutes fair play.

-----ooo End of regulations common to all ACCSO competitions ooo---

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Appendix A. Specific Regulations: Blevins Franks Regional League 2021

Two pools, South: Catus, Nimes, Midi, TCC Bears, TCC Wolves **North:** B-GCC, Eymet, Damazan, Mansle, St Aulaye

A.2. Match Formats

League system (two matches – home and away – between each club in the pool, Based on 40 x 6 ball overs per team.

-To constitute a match the side batting second must receive a minimum of 20 overs.

A.3. Points in pool-phase matches.

Win: 3 points

Lose: 0 points

Match tied on runs scored, regardless of wickets lost: 1 point

Note: for 2021 Points are deducted for non-notification of (1) and not providing a Home umpire (1)

A.5. Incomplete matches

If the need to reschedule an incomplete match arises every effort should be made to find a suitable date. However, for the northern pool neither club is under an obligation to look beyond end-July.

If, finally, re-scheduling is not possible, the game will be declared 'abandoned', with 1 point to each team.

--- End of Appendix A ----

Appendix B. Specific Regulations: Blevins Franks Cup - 2021

B.1. Competition Structure:

B.1.1. Knock-out basis.

B.1.2. Preliminary matches (if required by the draw), followed by quarter-finals, semi-finals and the Grand Final, Blevins Franks Flagship Day.

B.2. Match Format

B.2.1. Cup games are based on an innings of 35 x 6-ball overs, with a minimum of 20 overs per side.

B.2.2. To constitute a match the team batting second must receive a minimum of 20 overs, unless it is dismissed earlier.

B.2.4. **For Preliminary matches and quarter-final matches.** If the Home club does not notify ACCSO who is to be the Home umpire by the end of Wednesday before the match or the Home umpire is not provided on the day the Home team batting innings will be reduced to 30 Overs. If both of these conditions occur for the same match the batting overs are reduced to 28 overs.

B.3. Tied/Incomplete matches

B.3.1. In all Cup matches (including the Final), if the scores are equal, the winner will be the team which lost fewer wickets.

B.3.2. If the match is tied on both runs scored and wickets lost, the winner will be decided on runs-per-over received.

--- End of Appendix B ----

Appendix C. Specific regulations: ACCSO T20 - 2021

C.1. Competition structure: Qualifying rounds and a Final round, in 3-club Round Robin format. .

Qualifying round: All matches of a single group are played on the same day. The winning club goes forward to the Final round.

Final round: Three winners from the qualifying pool rounds, playing a Round Robin of 3 matches.

C.2. Composition

The draw for the qualifying round matches is geographically-based, and is shown in the document ACCSO T20 Tournament 2021 Draw and Programme available on the ACCSO Fixtures page

<http://www.cricketswfrance.org/accso-competitions/fixtures/>

C.2.1 Final Round: The running order will be determined when the results of the qualifiers are known. Geography will be a prime consideration. The timings will be as for the qualifiers.

C.2.2 Food and drink: Unless the clubs concerned agree differently, the qualifying round matches are self-catering: each side brings its own lunch and/or tea. The host club provides an adequate supply of water.

C.2.3 ACCSO funds the catering on Finals day.

C.3. Match Format:

C.3.1. T20 games are based on an innings of 20 x 6-ball overs, with a minimum of 10 overs per side.

C.3.2. To constitute a match the side batting second must receive a minimum of 10 overs, unless it is dismissed

C.4. Match sequence:

The match sequence is designed to allow those travelling the furthest more time to arrive and minimise the risk of a dead rubber in the third match. **10h00:** A v B **13h00:** Losing side from first match v C **16h20:** Winning side from first match v C.

C.5. The Toss: Differs from a standard one-match environment. The captains of sides B and C will call before the first and second matches, respectively; the captain of side A will call before the third match.

C.6. Field Markings

C.6.1. Two semi-circles must be drawn, one behind each set of stumps, marked by painted white 'dots' at intervals of five-yards (4,6 metres), each 'dot' to be covered by a white disc (plastic or rubber; but not metal), seven inches in diameter.

C.6.2. The semi-circles must have a radius of 22.9 metres (25 yards) centred on the middle stump at either end of the pitch.

C.6.4. The ends of each semi-circle must be joined by a straight line drawn on the same side of the pitch.

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C.7. Fielding restrictions

C.7.1. At the instant of delivery, the maximum number of fielders on the leg side is 5.

C.7.2 During the first 6 overs of each innings only two fielders are permitted to be outside the field restriction marking at the instant of delivery.

C.7.3 For the remaining overs of each innings only five fielders are permitted to be outside the field restriction marking at the instant of delivery.

C.7.4. In matches reduced to less than 20 overs, Fielding Restriction Overs of both innings are reduced, as follows:

Total overs bowled per innings	No. of overs with Fielding Restrictions
10-13	3
14-16	4
17-19	5

C.7.5. If any of the above fielding restrictions are not respected, the umpire at the striker's end will call and signal 'No Ball'.

This No Ball does not result in a Free Hit.

C.8. Free Hit after a Foot-Fault No Ball

C.8.1. When a delivery is called No Ball because of a Foot Fault, the next delivery will be a Free Hit for whichever batsman is facing it.

C.8.2. The umpire signals a Free Hit by making the normal No Ball signal and then by extending one arm straight upwards and moving it in a circular motion.

C.8.3. 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 is also a Free Hit for whichever batsman is facing it.

C.8.4. For any Free Hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the Free Hit is called Wide ball.

C.8.5. Field changes are permitted for Free Hit deliveries, all currently effective fielding restrictions must be respected.

** Note: Free Hit deliveries that are called Wide or No Ball are not legitimate deliveries; they do not count as one in the over; and they are recorded as Extras. Scorers must be alert to this refinement.

C.9. Tied/Incomplete matches: All matches, including the Final day

C.9.1. Each match is decided on runs scored.

- If the scores are equal at the end of a match, the winning team is the one which has lost fewer wickets.

- If a match is tied on both runs scored and wickets lost, the winner is decided on runs-per-over received.

- If the match is still tied on runs-per-over received, the winning team is the one which has bowled fewer Wides and No Ball extras.

C.10 Re-scheduling T20 matches because of bad weather:

C.10.1. If the hosting club (qualifying round or final round) decides that its ground is unfit for play because of bad weather, it must inform the visiting clubs and the appointed umpires (with copies to both ACCSO Secretary and Umpiring Manager) no later than 20h00 on the previous evening.

Although there are no buffer dates built into the schedule, every effort will be made to re-schedule the event - for example, by re-locating to another ground.

C.10.2. On the ground, and before the toss, the umpires and the captains will review the playing conditions and, taking into account all environmental conditions (heat, etc.), decide whether the match should proceed; and if so, how many overs will be played, plus the frequency and length of drinks breaks and other intervals.

--- End of Appendix C ----

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