

ACCSO League Rules: a proposal

Background: the ACCSO league competition is now, as it has been in recent years, a straight win-or-lose limited-over affair. But in the past the format was different. As we (probably) revert to two pools instead of one we think it's worth reconsidering the basis of ACCSO League Rules.

Proposal: a league match would consist of no more than 75 overs. The side batting first, if not bowled out, would bat for no more than 40 overs but could declare at any time. The second side would bat until

- (a) They were bowled out (lose)
- (b) They reached the target (win)
- (c) They completed the 75 overs without being bowled out or reaching the target (draw).

Points could be awarded as follows: win 10 points; lose 0 points; winning draw (ie scoring more runs batting first but not bowling the other side out) 7 points; losing draw (scoring fewer runs batting second) 3 points; tie 5 points each.

Advantages: this format would be more of a test of all-round skills, eg attacking bowling, defensive batting, imaginative captaincy; matches where one side is much stronger than the other could be more competitive, and therefore more enjoyable.

Flexibility: obviously the allocation of points proposed above could be adjusted if this was thought necessary; the key element in the proposal is the possibility of a drawn game.