

ASSOCIATION DES CLUBS DE CRICKET DU SUD-OUEST

Siège social : Hôtel des Associations - 47160 DAMAZAN



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ACCSO Tournament Rules 2012 - Regional League

Preamble to version as published to Clubs:

1. **Due process:** These regulations will be done into French and made available to the sous-prefecture at Nérac (ACCSO's local "autorité administrative"), together with the League & Cup fixture lists, as required by Article L-331-2 of the Code du Sport (see copy at the end of this document). We have to be able to show the sous-prefecture that our tournaments and our matches are respectful of the law and of player safety, in word and in deed.
2. **Insurance:** Insistence upon the insurance required from non-affiliated clubs may smack of the FFBS. But there is every reason, all round, to be fully covered, as required by Articles 321-1 and 321-4 of the Code du Sport (see copy at the end of this document). Details of the "non-FFBS" cover negotiated with AXA have been published separately. Finalisation with AXA now awaits clubs' final decisions (before end-January 2012) on affiliation.
3. **Player eligibility:**
 - a) Affiliated clubs are limited in their team selection to players with current competitive licences. Thus a member of a non-affiliated club cannot arrange to play for an affiliated club unless he also takes out a competitive licence.
 - b) A licenced player can, by arrangement and mutual consent, play for a non-affiliated club. Otherwise, non-affiliated clubs are limited in their team selection to players in possession of a medical certificate of fitness to play, valid for the current season, and who have been offered personal accident insurance cover by their club.
 - c) Anyone who plays one or more matches for a given club cannot play for another club in the same competition. This restriction overrides all arrangements for loans.
4. **Juniors:** Those born before 31.12.1996 are allowed to play "as of right", subject to written parental approval being on file in the club. For those born in 1997, a form of words by the club president and captain is required in addition to the parental note.
5. **Umpires:** Each club is required to nominate to the ACCSO Umpiring Manager at least one qualified umpire, who must be duly insured and, if a member of an affiliated club, licenced for 2012. In the particular circumstances of 2012, our ability to ensure the presence of two such umpires at every match is a key factor of our credibility in the eyes of the "autorité administrative".
6. **League match format:** We are where we are because, in the face of earlier uncertainty about FC's commitment to the 40-over format, we wanted to keep it. Accordingly, the

format of the old S-W League (75-over declaration games) has not been pursued.
However, the minimum number of overs to constitute a match is raised from 15 to 20.

1. General

- 1.1. Except where otherwise specified below, all matches will be subject to the Laws of Cricket (MCC 2000 Code, 4th Edition (2010)).
- 1.2. For players under the age of 19 on the day of the match, the current ECB Guidelines for the playing of junior players in adult games shall apply. Copies of these ECB Guidelines are published on the ACCSO Web site.
- 1.3. France Cricket's Code of Conduct will be used as a template for all disciplinary cases.
- 1.4. All games will, in the first instance, be scheduled for 1pm on Sundays. However, clubs may come to different arrangements (Saturdays, public holidays, 'ponts'), with the prior agreement of the Umpiring Manager.
In all fixture lists, the club named first is at home.
- 1.5. Players and umpires should dress with respect for the traditions of the game, as played in the south-west, with players ideally in whites. Umpires will wear clothing which distinguishes them clearly from the fielders.
- 1.6 ACCSO will provide home clubs with sufficient standard balls to match the published League fixture list and/or Cup draw.

2. Eligibility: Clubs and players

- 2.1. ACCSO 2012 competitions are restricted to teams drawn
 - either from clubs which have affiliated to the FFBS for 2012.
 - or from non-affiliated clubs which are fully insured via the arrangements set up by ACCSO Committee.
- 2.2. Such teams must consist only of players who possess
 - either a 2012 competition-level licence
 - or, in the case of someone playing for a non-affiliated club, a medical certificate of fitness to play, valid for the current season and who have been offered personal accident insurance cover by their club.
- 2.3. Such players born before 1st January 1996 may play without any further control or qualification.
- 2.4. Juniors born in 1996 and 1997 can play, provided that their club has on file a written parental authority. Additionally, for those born in 1997, the president and the captain of the club must also have put on file a statement attesting to the player's ability to play at the higher level and confirming the club's respect for the individual's safety on the field.
- 2.5. Anyone who plays one or more matches for a given club cannot play for another club in the same competition.

3. Competition structure: ACCSO League

3.1. Two pools:

North: Mansle, Bordeaux, Eymet, St. Aulaye.

South: Armagnac-Bigorre, Catus, Midi, Noé-Gascogne, Toulouse.

3.2. Preliminary phase: League system (home and away).

3.3. Final phase (semis and final): one-game knock-out.

In the semi-finals, the winner of Pool North plays the second-placed club in Pool South; the winner of Pool South plays the second-placed club in Pool North. The top-placed team has home advantage. The winners play each other in the grand final.

4. Tournament Match Rules

4.1. Overs

4.1.1. League games are based on an innings of 40 x 6-ball overs, with a minimum of 20 overs per side.

To constitute a match the team batting second must receive a minimum of 20 overs, unless it is dismissed in less than 20 overs or unless it reaches the opposition's score in less than 20 overs. In the event of less than 20 overs being possible the match shall be abandoned and re-scheduled. However, if on the day of the match in question it is known that a re-scheduling is not possible, the tie-breaker described in para. 4.7.2 will apply.

4.1.2. No player may bowl more than 20% of his side's overs.

4.1.3. In a reduced-overs match no bowler shall bowl more than 20% of the available overs, rounded up, unless he has already done so before the decision is taken to reduce the overs. Thus, for example, in a match reduced to 28 overs per side, nominally, no bowler may bowl more than 6 overs.

4.2. Minimum team size: 7 players.

4.3. Start times

4.3.1. Given the distances travelled by our clubs, every effort must be made to start at the scheduled time. This will normally be 1pm but it may be modified by prior mutual agreement between the clubs and the Umpiring Manager, or by umpires and captains when at the ground, notably for meteorological reasons.

4.3.2. The umpires will allow up to 15 minutes' delay in the start of the match, after which the number of overs per side will automatically start to be reduced, by 1 over per innings for every 8 minutes lost.

4.3.3. If, after this 15 minute period, the start is further delayed by more than 45 minutes because of one side's non-arrival/player shortage, the other side will, if present and with 7 or more players on the ground, be awarded the match and, in the case of a League match, 28 points.

4.3.4. If, after the 15 minute period, the start is further delayed by more than 45 minutes because both sides are late and/or short of the minimum 7 players, the match will be declared "unplayable". The match will not be re-scheduled and both sides will receive 0 points.

4.4. Intervals

4.4.1. Change-over between innings is 20 minutes (or other time agreed by the two captains at the toss).

4.4.2. There shall be a drinks break of 5 minutes at the mid-point of the number of overs to be played. Other intervals may be decided by captains and umpires before the match.

4.4.3. Local official "canicule" warnings in force *must* be respected.

4.4.4. Once the match has started, the umpires may offer additional drinks breaks or vary the frequency of pre-arranged breaks, depending on the weather and on the state of play.

4.4.5. See paragraphs 6.4 and 7 for further detail.

4.5. Over rate

4.5.1. Each innings should be completed at a rate of 15 overs per hour of play (net of time-outs for injuries, dismissals and searches for lost balls).

If the first bowling side does not bowl its allotment of X overs (where X is 40, or a lower number in a reduced-overs game) inside X times 4 minutes net of interruptions and any time-wasting by the batting side, the innings will continue until the overs are completed or until the batting side is dismissed. However, when they come to bat, the "offending" side will receive only the number of overs which they themselves managed to bowl in the first Xx4 minutes.

4.5.2. If the second bowling side does not complete its allotted overs in the time available, net of interruptions and any timewasting on the part of the batting side, the umpires will award the batting side 5 penalty runs per over in excess of the allotted time (in addition to whatever runs are scored off the bat).

4.5.3. The umpires are the sole judges of timing and will make a written report to ACCSO on significant infractions.

4.6. Weather-affected matches

In the event of bad weather, the number of overs may be reduced, as follows:

4.6.1. Time lost before the start of the first innings and/or during the first innings: for every 8 minutes lost, in full or in part, a reduction of 1 over is applied to both innings.

Example: If 75 minutes are lost, the match is reduced by 10 overs per innings.

If the side batting first has already received more than XX overs (in this example 40-10=30) it shall receive no more overs; and the target for the team batting second shall be calculated as one run more than (total runs scored by the team batting first, divided by the number of overs they actually received) multiplied by the overs available to the side batting second.

4.6.2. Time lost during the second innings: for every 4 minutes lost, 1 over will be deducted, subject to a residue of 20 overs. The target for the team batting second shall be calculated as one run more than (total runs scored by the team batting first, divided by 40 overs [or by the actual overs received if the first innings was also reduced]) multiplied by the overs available to the team batting second.

4.6.3. If the side batting second, with wickets in hand, cannot receive at least 20 overs, the match will be re-scheduled. If, subsequently, re-scheduling is not possible, the game will be declared 'abandoned', with 14 points to each side.

4.7. Tied/Incomplete matches

4.7.1. In a League match, in the event of a tie (scores equal, regardless of wickets down), 10 points per side, plus whatever bonus points earned by each side.

4.7.2. In a match which cannot be completed and which for whatever reason is known in advance to be incapable of being re-scheduled, the issue shall be decided by bowling at an unprotected set of stumps (a penalty shoot-out), as follows

a) 5 players, selected by each captain, shall bowl one ball alternately. The side with the greater number of hits shall be the winner.

- b) If both sides score the same number of hits, the sixth player from each side shall bowl in pairs; and so on, until one team gets one wicket ahead (“sudden death”).

4.8. Dangerous Bowling

Laws 42.6, 42.7 and 42.8 will be applied in full and consistently, including the process of cautions, warnings and suspension. Thus:

- All bouncers above shoulder height will be NoBalled.
- All fast beamers above waist height will be NoBalled,
- All slow beamers above shoulder height will be NoBalled.

All instances of No Balls will be based upon the umpires’ assessment of an upright batting posture at the batting crease.

4.9. No more than 5 fielders are allowed on the leg-side.

4.10. Wides:

4.10.1. All off-side deliveries which pass on or outside a line 89 cms/35 inches from middle stump will be called “wide”, unless the delivery touches the bat or the batsman. This line is to be painted on the track/carpet at both ends: from popping crease to bowling crease and on both sides of the wicket. If the line is not painted and no means exists on site to paint it, the match will be abandoned and, where possible, re-scheduled.

4.10.2. Balls which pass inside the 89 cm line but which are unplayable as per Law 24 will be called “wide”.

4.10.3. For leg side wides, ECC competition rules shall apply: All balls, not struck by or striking the batsman, passing behind the profile of the batsman in his normal guard position, are to be called ‘wide’.

4.11. League points awarded

Winning side: 20, plus any bonus points earned.

Losing side: bonus points (if any earned).

Tied game (a ‘draw’ being impossible): 10 per side, plus any bonus points earned by either side.

Game forfeited: 28 to ‘winning’ side.

Match abandoned: 14 per side (no bonus points).

Bonus points:

Bowling bonus points, based on number of wickets taken:

3 or 4 = 1 point; 5 or 6 = 2 points; 7 or 8 = 3 points; 9 or 10 = 4 points.

Note: Batting sides of less than 11 who lose all their wickets = a total of 4 bonus points to bowling side.

Batting bonus points, based on runs per over:

3 runs/over = 1 point; 4 = 2 points; 5 = 3 points; 6 or more = 4 points.

Note 1: Where a side reaches the end of the overs scheduled (or, in the case of a reduced-over game, the end of the overs nominally available) without being dismissed, batting bonus points are based on run-rate per over actually received. This calculation applies to both innings.

Example: In a standard 40-over match, a side scores 150 for the loss of 5 wickets in the 40 overs. This yields 1 batting bonus point, based on $150/40=3.7$ runs-per-over.

Note 2: A side which is dismissed with overs still remaining to be bowled receives batting bonus points based on the runs scored divided by the full number of overs scheduled/nominally available. This calculation applies to both innings.

Example: In a standard 40-over match, a side scores 150 all out in 30 overs. This also yields 1 batting bonus point, based on $150/40=3.7$ runs-per-over.

5. Clubs' Obligations

5.1. Umpires:

5.1.1. ACCSO's Umpiring Manager is responsible for the management of the region's umpiring community. In order to ensure that competitive matches are correctly managed, both in playing terms and in the event of accidents, he will work up a roster based on club nominees such that at every match there are two qualified umpires who are licenced/insured and non-playing.

5.1.2. Where only one such umpire is present on the day, the match may proceed if he is willing to stand at the bowler's end for the full match, with the fielding side providing a square-leg umpire. If the qualified umpire is not willing, or if this arrangement is not approved by both captains, the match is abandoned and re-scheduled.

5.1.3. Where no such umpires are present, the match is automatically abandoned and re-scheduled.

5.2. Scoring: Each club is required to provide one non-playing scorer at every match, such that there are two scorers marking two books at all times. Where no non-playing scorers are available, umpires have the right to insist that two members of the batting side are made available throughout the innings.

6. Before the Match.

6.1. A team wishing to re-schedule a match for technical/squad reasons must e-mail an application to the ACCSO Competitions Manager no later than 7 days before the scheduled date. ACCSO will then inform the clubs concerned and the umpiring body no later than 72 hours before the original planned date.

This procedure also applies to clubs who have two or more players selected for French national teams in international matches or in official training sessions.

6.2. A team wishing to postpone a match on meteorological grounds (based on canicule alerts, reliable forecasts of rain or shade temperatures of 35° or more) must inform – by telephone in the first instance – the other side and the umpires, with e-mail confirmation to ACCSO (both the Competitions Manager and the Umpiring Manager), all no later than 24 hours before the scheduled start time. Where both sides agree to such a postponement, the match will be re-scheduled. If re-scheduling is not possible, the game will be declared 'abandoned', with 14 points to each side. If one side does not agree to the proposed postponement, both sides will be present on the planned date and the umpires will be the sole judges of whether play is possible, as per 6.4, below.

6.3. If the home side decides that its ground is unfit for play because of bad weather, it must inform the visiting side and the appointed umpires (with copies to both ACCSO Competitions Manager and Umpiring Manager) no later than 4 hours before the scheduled start time. Where possible, the match will be re-scheduled. If re-scheduling is not possible, the game will be declared 'abandoned', with 14 points to each side

6.4. 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.), the umpires will 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.

6.5. The umpires must be informed before the toss of the presence of any player under the age of 19 on the day of the match, such that the relevant ECB Guidelines may be duly applied (over limits for U19 bowlers; helmets and fielding restrictions for U18s).

6.6. Only ACCSO can decide on questions of “force majeure”.

7. During the Match.

7.1. A fielder who is off the field of play for more than 15 minutes must be back on the field for at least as long again before being allowed to bowl.

7.2. A fielder who is off the field of play for more than 20 minutes at the end of the first team’s innings must wait as long again before he can bat.

7.3. From the scheduled start time onwards the umpires shall, as per Laws 3.8 and 3.9, be the sole judges of whether the playing conditions are suitable for play to continue.

7.4. If the umpires consider that the conditions have become unreasonable or dangerous (“likelihood of injury”), they shall stop the match and not re-start until they think that conditions have improved. If it is not possible to re-start, the outcome of the match will be as follows:

7.4.1. If the match is called off during the first innings, it will be re-scheduled. If, subsequently, re-scheduling is not possible, the game will be declared ‘abandoned’, with 14 points to each side.

7.4.2. If the match is called off during the second innings and if the side batting second has neither lost all its wickets nor received 20 overs, the match will be re-scheduled. If, subsequently, re-scheduling is not possible, the game will be declared ‘abandoned’, with 14 points to each side.

7.4.3. If the match is called off during the second innings and the side batting second has received at least 20 overs and has not lost all its wickets, runs-per-over will be used to determine the winning side.

7.5. If conditions become less than ideal, play should continue for as long as possible, until such time as both umpires agree that conditions have become dangerous or unreasonable. At that point, the outcome of the match will be as per paragraph 7.4 above.

8. After the Match.

8.1. The two umpires shall sign both score books, validating the scores.

8.2. A copy of the match report must be signed by both captains and by the two umpires, with full names in block capitals. After the umpires have signed, the captains may enter any relevant remarks about the umpires.

8.3. The winning side must e-mail a digital image of the match report to the ACCSO Competitions Manager within 24 hours of the end of the match.

8.4. In order to provide a goodly amount of “community” information for the ACCSO Web site about each match, scorebook pages must be e-mailed by the winning side to the ACCSO Competitions Manager within 72 hours of the end of the match.

8.5. Any protest, claim or dispute by either side must be clearly written up and e-mailed to the Secretary of ACCSO within 72 hours of the end of the match.

8.6. Any report by the umpires – especially about bad conduct – must be e-mailed to the Secretary of ACCSO within 48 hours of the end of the match.

9. Discipline.

9.1. Law 42 applies in full.

9.2. Team captains are held responsible for their team's discipline, good conduct and respect for the laws and spirit of the game.

9.3. The umpires will be the sole arbiters of fair play. A captain must respect – and have respected – any remarks or requirements from the umpires.

9.4. Players must respect all umpiring decisions. Where player(s) do not do so, or show verbal or physical dissent, or behave in a way likely to bring the game into disrepute, the umpires have the authority to stop the game and to report the offending side.

9.5. In the event of any misconduct or behaviour or incident likely to bring the game into disrepute, the player(s) involved will be the subject of a special report by the umpires to the Secretary of ACCSO. Substantiated reports will result in at least a two-match ban for the player(s).

9.6. Appeals will be heard by a panel appointed by ACCSO Committee. Exceptionally, a further appeal may be presented to France Cricket according to the procedure described in the Règlement Intérieur of France Cricket.

Code du Sport :

Article L331-2 : Toute compétition, rencontre, démonstration ou manifestation publique de quelque nature que ce soit, dans une discipline sportive, qui n'est pas organisée ou autorisée par une fédération sportive agréée fait l'objet d'une déclaration à l'autorité administrative un mois au moins avant la date de la manifestation prévue.

L'autorité administrative peut, par arrêté motivé, interdire la tenue de cette manifestation lorsqu'elle présente des risques d'atteinte à la dignité, à l'intégrité physique ou à la santé des participants.

Article L331-3 : Le fait d'organiser une des manifestations définies au premier alinéa de l'article L. 331-2 sans avoir procédé à la déclaration prévue au même alinéa, ou en violation d'une décision d'interdiction prononcée en application du deuxième alinéa du même article, est puni d'un an d'emprisonnement et de 15000 euros d'amende.

Article L321-1 : Les associations, les sociétés et les fédérations sportives souscrivent pour l'exercice de leur activité des garanties d'assurance couvrant leur responsabilité civile, celle de leurs préposés salariés ou bénévoles et celle des pratiquants du sport. Les licenciés et les pratiquants sont considérés comme des tiers entre eux.

Ces garanties couvrent également les arbitres et juges, dans l'exercice de leurs activités.

Article L321-2 : Le fait, pour le responsable d'une association sportive, de ne pas souscrire les garanties d'assurance dans les conditions prévues à l'article L. 321-1 est puni de six mois d'emprisonnement et d'une amende de 7 500 euros.

Article L321-4 : Les associations et les fédérations sportives sont tenues d'informer leurs adhérents de l'intérêt que présente la souscription d'un contrat d'assurance de personnes couvrant les dommages corporels auxquels leur pratique sportive peut les exposer.