

## **France Cricket Championship – Ligue Nationale** **Tournament Rules 2010 – Version for ACCSO Clubs**

Version 1, 11 April 2010

In any decision-making or dispute, the original French text (available on the ACCSO Web site) will always take precedence. The French text has been reconstructed for 2010, so paragraph numbers no longer align with this text.

Translated by Peter Townsend, who notes:

1. Text **in blue** shows key changes from 2009.
2. CNSC is the Commission Nationale Sportive Cricket.
3. See also ACCSO's "Match day actions" document for guidance on team lists, reporting of results, etc.

### **1. National Competition**

- 1.1. **Four** pools : A&B: Ile-de-France.  
C: South-West 1 (Angoulême, Bordeaux-II, Catus, Eymet, St Aulaye). D: South-West 2 (Armagnac-Bigorre, Midi, Noé-Gascogne, Toulouse).
- 1.2. Preliminary phase : League system (home and away).
- 1.3. Final phase (quarter-finals, semis and final) : one-game knock-out. **In two of the national quarter-finals, the winner of Pool C plays the second-placed club in Pool D; the winner of Pool D plays second-placed club in Pool C. The winners play each other in the national semi-final at Damazan on 5<sup>th</sup> September. The winner of that match plays in the national final at St Aulaye on 26<sup>th</sup> September against the winner of Pools A/B.**
- 1.4. **The south-west club which reaches the national final will be eligible for promotion to the Super Ligue in 2011, unless it is the second team of a club already playing in the Super Ligue.**
- 1.5. Games to be played on week-ends and public holidays/"ponts".  
In all fixture lists, the club named first is at home. Home clubs who have their own ground will play home matches on that ground. Clubs without a home ground must make the necessary arrangements to be able to play "at home".
- 1.6. Games will be subject to laws as per "MCC 2000 Code, 2<sup>nd</sup> Edition (2003)", **and also subject to the FC Code of Conduct**, with special reference to provisions for penalty points, with these rules as complement. **For younger players duly cleared to play, the ECB Guidelines on young players will apply.**

### **2. Teams and Clubs**

- 2.1. In order to participate, teams must be derived from clubs which
  - are up-to-date with 2010 Fédération membership
  - are registered for the championship,
  - are up-to-date with players' licences,
  - have paid all necessary fees, and
  - have paid off any financial penalties from the preceding season.The competition is open only to holders of competition-level licences, issued to their club by the Fédération. Competing players must be in possession of a medical certificate of fitness to play, valid for the current season. Failure to meet these requirements: Penalty level 2. Juniors (born in 1991/92/93) may participate, but only if they show the umpires a current medical certificate of single-upgrade. Final-year cadets (born in 1994) may also participate but must show a current medical certificate of double-upgrade. Cadets born in 1995 can also participate,

with a double-upgrade and with the prior authority of France Cricket's National Technical Director.

2.2. There is no upper limit to the number of non-French players selected; but a club cannot field more than 3 transferees or on-loan players.

2.3. **Where a club has teams in both the Super Ligue and the Nationale, a player who has already played three times for the Super Ligue team can no longer play in the Nationale side. Player records will be checked by ACCSO and umpires duly informed.**

2.4. No player can play in the final phase unless he has played for his club in at least one-third of the pool games. **Player records will be checked by ACCSO and umpires duly informed.** Players prevented from playing in sufficient pool games for medical reasons may be allowed by ACCSO to play in the final phases subject to the agreement of the Fédération doctor, and if the request is made at least one week before the start of the final phase.

2.5. Clubs with **more than three** players selected for French national teams in international matches or in official training sessions, can ask ACCSO for a conflicting championship game to be re-scheduled. If ACCSO agrees to a re-schedule, but one or more of the players concerned does not show up for the national team event, the championship game will be forfeited by the club concerned (28 points to the other side) and the player(s) concerned **will be called to account by ACCSO.**

2.6. Players cannot play unless they are in whites. Umpires must be dressed according to AFNEC rules.

### **3. Tournament Match Rules**

- 3.1. Games are based on an innings of 40 x 6-ball overs, with a minimum of 15 overs per side. Minimum team size 7 players.  
Matches must start at the scheduled time (**normally at 1pm**). The umpires will allow up to 15 minutes' delay in the start of the match: even this delay may cause the umpires to consider reducing the number of overs. If the start is delayed by more than 15 minutes because of one side, that side will be penalised (level 2) and the other side (present on time) will be awarded 28 points and a win. If the start is delayed by more than 15 minutes because both sides are late and/or short of the minimum 7 players, the match will be declared "unplayable", with both sides receiving 0 points.
- 3.2. A bowler who misses the start by more than 15 minutes must wait at least as long again before being allowed to bowl.
- 3.3. A batsman who misses the start [of his side's batting] by more than 15 minutes must wait at least as long again before being allowed to bat.
- 3.4. A fielder who is off the field of play in the first innings for more than 15 minutes must be back on the field for at least as long again before being allowed to bat in the second innings. **If this is not done, he cannot open his side's batting.**
- 3.5. Change-over between innings is 20 minutes (or other time pre-agreed by the two captains).
- 3.6. The umpires will allow one refreshment break, of 5 minutes, at the half-way point in each innings. In the event of a heatwave, further breaks may be allowed.
- 3.7. An innings of 40 overs must be completed inside 160 minutes.  
If the first bowling side does not bowl its 40 overs in this time, 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 160 minutes.

If the second bowling side does not complete its overs in the allotted time, 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).

The umpires are the sole judges of timing and will make a written report to ACCSO on each infraction.

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

3.8.1. Time lost before or during the first innings: for every 8 minutes lost, a reduction of 1 over is applied to both innings.

3.8.2. Time lost during the second innings: for every 4 minutes lost, 1 over will be deducted, subject to a residue of 15 overs.

3.8.3. If the side batting second cannot bat out the same number of overs as the first batting side, the match will be declared abandoned, with 14 points to each side. Over-rate or run-rate will not be taken into account.

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

3.10. Dangerous Bowling.

The following instances of No Balls derive from the umpires’ assessment of an upright batting posture at the batting crease:

- All bouncers above head height will be NoBalled.
- The umpires will allow 1 bouncer (above shoulder height but not above head height) per over. Subsequent such bouncers in the same over will be called as NoBalls.
- All fast beamers above waist height will be NoBalled.
- All slow beamers above shoulder height will be NoBalled.

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

3.12. Bowlers are restricted to 8 overs each, or 20% of the total overs in a reduced-overs game, whatever the reason for the reduction.

3.13. Wides:

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 is touched by the bat. 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, the match will not be played.

For leg side wides the 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”.

3.14. 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. [\* See para. 8]

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.

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 run-rate per over:

3 runs/over = 1 point; 4 = 2 points; 5 = 3 points;

6 or more = 4 points.

[\*] Penalties for sides forfeiting matches: see para. 8.

#### **4. Clubs’ Obligations**

4.1. Scorer: each club **must** provide a scorer. This person must not be on the team sheet for the match in question.

Where this is not possible, the captain will nominate a member of the day’s team, who will then **not** be allowed to play in the match. ACCSO clubs are required to conform in 2010.

4.2. Umpires: The regional representative of AFNEC is responsible for the nomination, skill-level and management of the umpiring community for the S-W pool games. In 2010 all ACCSO clubs are required to provide at least one umpire qualified to (AFNEC) Level 8.

#### **5. Before the Match.**

5.1. A team wishing to postpone one of its matches must make application to the Secretary of ACCSO, by e-mail, no later than 7 days before the scheduled date.

Only ACCSO can decide on questions of “force majeure”. In such cases ACCSO will inform the clubs concerned and the umpiring body no later than 48 hours before the original planned date.

5.2. Each club must provide match-day umpires with a team-list, showing the surnames and first names of all 12 players (highlighting the captain’s name), together with their date of birth and federal licence number. This list is in effect a full listing of the club’s current-year federal licence numbers, with the 12 players’ names highlighted; but the “Roster” facility on iClub may also be used.

Without a competitive licence, a player cannot participate.

5.3. Proof of surclassement for young players is to be made available to the umpires.

5.4. Balls will be as supplied by France Cricket: the home side will hand 2 to the umpires before the game.

#### **6. After the Match.**

6.1. Two copies 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 (punctuality, dress code, decision-making).

Any protest, claim or dispute by either side must be clearly written up and sent to the Secretary of ACCSO within 72 hours [of the end of the match].

6.2. The winning side must post its copy [e-mail a digital image] of the match report to Secretary of ACCSO within 24 hours [of the end of the match]. Failure to do will result in Penalty level 4.

6.3. The match result must be reported by the winning side to the Secretary of ACCSO by e-mail during the evening of the match-day. Failure to do so will result in Penalty level 4 (see para. 8). See “Match Day actions” for details.

6.4. The second copy of the match report is retained by the losing side.

6.5. Any report by the umpires – especially about bad conduct – must be sent to the Secretary of ACCSO within 48 hours of the match.

#### **7. Discipline.**

7.1. Team captains are held responsible for their team’s discipline, good conduct and respect for the laws and spirit of the game. Law 42 applies, together with France Cricket’s Code of Conduct.

7.2. 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 penalise the offending side (Penalty level 2, para. 8).

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

7.4. 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. All [substantiated] reports will result in at least a two-match [championship] ban for the player(s).

7.5. In serious cases, ACCSO will invoke the CNSC; in extreme cases, the Disciplinary Commission of the Fédération. There, a decision could lead to the banning of the player, of the team captain, or of the team, or even the expulsion of the Club.

7.6. The appeals procedure described in the Règlement Intérieur of France Cricket will apply.

## 8. Penalties (ACCSO Pools only)

Penalty Level	Causes	Sanctions	Fines	Second & subsequent offences
2 = Major	<ul style="list-style-type: none"> <li>- Players or teams behaving in such a way as to damage the image and reputation of cricket, the match having been stopped by the umpires (para. 7.2).</li> <li>- One or more unlicensed players taking part in a match (para. 2.1).</li> <li>- Failure to turn up at the scheduled time and place with at least the minimum number of players (para. 3.1).</li> </ul>	<ul style="list-style-type: none"> <li>All match-points and bonus points earned in the match in question are forfeited. 28 points to the non-offending side.</li> <li>All match-points and bonus points earned in the match in question are forfeited. 28 points to the non-offending side.</li> <li>The other team (if present) receives all match-points (28) (para. 3.14).</li> </ul>	<ul style="list-style-type: none"> <li>Fine of €100</li> <li>Fine of €100</li> <li>Fine of €100</li> </ul>	<ul style="list-style-type: none"> <li>1 – For any second offence incurring a Penalty Level 2 : all points earned in the match in question are forfeited PLUS a further 20 championship points are forfeited PLUS a fine of 100€ is imposed .</li> <li>2 - For any third offence incurring a Penalty Level 2 : a fine of 100€ is imposed AND the club is immediately dismissed from the national championship.</li> </ul>
4 = Minor	<ul style="list-style-type: none"> <li>- Failure to send in the match result to France Cricket and to the Secretary of ACCSO (para. 6.3).</li> <li>- Failure to send in the Feuille de Match to the Secretary of ACCSO (para. 6.2).</li> </ul>	<ul style="list-style-type: none"> <li>Deduction of 5 championship points</li> <li>Deduction of 5 championship points</li> </ul>	<ul style="list-style-type: none"> <li>Fine of €25</li> <li>Fine of €25</li> </ul>	<ul style="list-style-type: none"> <li>1- For any second offence incurring a Penalty Level 4 : all points earned in the match in question are forfeited PLUS a fine of 50€ is imposed on the club.</li> <li>2 - For any third offence incurring a Penalty Level 4 : all points earned in the match in question are forfeited PLUS a further 10 championship points are forfeited PLUS a fine of 75€ is imposed on the club.</li> <li>3- For any fourth offence incurring a Penalty Level 4 : all points earned in the match in question are forfeited PLUS a further 30 championship points are forfeited PLUS a fine of 100€ is imposed on the club AND the club is immediately dismissed from the national championship.</li> </ul>