**INTER-CORPS CRICKET COMPETITION (THE POWER CUP) 2022**

**RULES AND REGULATIONS**

Reference:

A. ACA Sports Safety Management Plan (SSMP) dated 11 Mar 22.

B. JSP 660 Sport in the UK Armed Forces Pt 1 (V2.1 Mar 18).

C. AGAI Volume 1, Chapter 5, Sport dated June 2017.

**General**

1. The Inter-Corps Cricket Competition is administered by the Army Cricket Association (ACA). In 2022 the competition will be sponsored by MUJV and continue to be known as the ‘Power Cup’.

 a. For the 2022 season, the successfully trialled format from 2021 will continue for the Power Cup:

* Div 1 of 7 teams (Inf, RLC, REME, RE, R Sigs, RA, AGC) each playing the other once with a final between the top 2 teams (min 6 games per season, max 7).
* Div 2 of 3 teams (RAC, AMS, AAC/Int Corps/RAPTC/CAMUS) each playing the other twice with an end-of-season play-off between the winners of Div 2 and the bottom team in Div 1 (min 4 games per season, 5 max ).
* The play-off will now result in promotion/relegation following the trial season in 2021.

 b. Playing Dates have been promulgated separately with full detail, but the outline dates are:

|  |  |  |  |
| --- | --- | --- | --- |
|  |  | Div 1 Bye Team | Div 2 Bye Team |
| Round 1 | 17 May 22 | RA CC | RAC CC |
| Round 2 | 31 May 22 | RSIGS CC | Wanderers CC |
| Round 3 | 21 Jun 22 | REME CC | AMS CC |
| Round 4 | 5 Jul 22 | AGC CC | RAC CC |
| Round 5 | 12 Jul 22 | RE CC | Wanderers CC |
| Round 6 | 28 Jul 22 | INF CC | AMS CC |
| Round 7 | 6 Sep | RLC CC | No Div 2 Match |

**Playing Conditions**

1. Except as otherwise stated in these rules, matches shall be conducted in accordance with the MCC Laws of Cricket (2017 Code – 2nd Edn 2019) together with any subsequent amendments.
2. The England and Wales Cricket Board (ECB) Directives for junior players regarding helmets, fielding and fast bowling will apply in all matches (further details can be obtained from the ECB website). The Captains of each side shall inform the umpires prior to the toss of any player under the age of 19:

 a. For the application of the ECB directives on wearing helmets it is the age of the player on the date of the match. For the application of the ECB bowling directives it is the age of the player at Midnight on 31 August 2021.

1. Team Captains/Managers shall ensure completed team sheets are handed to the Umpires prior to the toss, after which no changes will be allowed without the consent of the other Captain. At least one of the umpires MUST be present at the toss.

**Sports Safety Management Plan (SSMP)**

1. Team Managers and coaches are to ensure that they (and their players) are aware of, and comply with, the ACA SSMP (Ref A).

**Eligibility**

1. The eligibility criteria for eligibility and participation by Regular and Reserve personnel are contained in Refs B & C.

**Duration**

1. The matches will consist of one innings per side, each innings being limited to a maximum of 50 overs. All matches will be completed in one day. The Captain of the batting side may not declare their innings closed at any time during the course of a match.
2. The only exception to rule 8 is if due to unforeseen circumstances, both Captains agree on the day for an appropriate reduction – which must then be ratified by the appointed Officials.

**Hours of Play**

1. Hours of play will be 1100 to 1845 hrs. Each session will be 3 hrs 30 mins, separated by an interval of 45 mins. Umpires are not empowered to order extra time but play may extend beyond 1845 hrs if the game has overs still to be bowled and playing conditions allow completion of the match.
2. If the innings of a team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. There is no tea interval.
3. Up to two drinks intervals (each deemed to be 5 minutes) per innings are permitted, but no time allowance shall be provided for them. Drinks must be agreed prior to the start of play and the Umpires informed. Additionally, an individual player may be given a drink either on the boundary edge or at a fall of wicket, on the field, provided no playing time is wasted. No other drinks or equipment shall be taken onto the field of play without the permission of the umpires.
4. **Team arriving short of players**. Teams should make every effort to field a full side of eleven (11) players to warrant a game for the good and benefit of Service cricket. However, it is accepted that on rare occasions this may not always be possible. Nevertheless, no match shall continue with less than seven (7) players in a Team. The 7 must be nominated players on the Team Sheet in accordance with Law 1. Failure to achieve this will result in the match being forfeited.

**Ground and Facilities**

1. The home Club is responsible for provision of a suitable ground and associated facilities. Whilst it is acknowledged that most military grounds are maintained by a third party contractor, it remains the responsibility of the home Club to ensure that suitable playing conditions are provided.
2. All matches are to be played on a grass pitch, however, in exceptional circumstances a non-turf pitch can be used. In the event of rain the pitch should be fully covered, and if possible this should also include the bowlers’ run-ups.

**Cancelling a Match before the Start Time**

1. **Due to weather, ground and light conditions**. No match shall be cancelled before the start time, on account of the weather, ground and light conditions, without the agreement of both Club Secretaries or appointed representatives. Once agreed the match shall be deemed to have been abandoned. The home Club Secretary (or appointed representative) is to contact the Secretary ACA, appointed match Officials and inform them that the game has been cancelled***.***
2. **Reasons other than weather, ground and light conditions**. Any club cancelling a fixture for reasons other than weather, ground and light conditions shall be deemed to have conceded the match. In the event of a Club conceding a match, the Club Secretary (or appointed representative) is to immediately inform the following of the decision:

 a. Secretary ACA.

 b. Opposition Club Secretary (or appointed representative).

 c. Appointed match Officials.

**Interruptions to Play**

1. **After the appointed start time and prior to the commencement of the match**. If for any reason a match starts up to 30 minutes late, it shall remain a match of 50 overs. In the event that the match commences more than 30 minutes late, for any reason whatsoever, the revised number of overs to be bowled shall be based on a rate of 4.2 mins per over in the total time available for play (not including the interval). Fractions are to be ignored. Should the loss of time result in fewer than 10 overs (20 overs in Semi-Final and Finals) being available per side, then the match shall be abandoned. Should any calculations result in an odd number then 1 over is to be added and the new total divided in half.
2. **After commencement of the match**. In the event of time being lost after commencement of the match (any time after the Toss) then the following is to be applied:

 a. In the event of time being lost during the innings **of the team batting first**, then one over shall be deducted from each innings for every 8.4 (8 Mins, 24 Secs) minutes lost. So, if teams are off the ground for 42 mins, then each side will have their innings reduced by 5 overs. Should any calculations result in an odd number then 1 over is to be added and the new total divided in half.

 b. For play lost during the innings **of the team batting second**, the number of overs which that team would have been entitled to receive shall be reduced by one over for each 4.2 (4 Mins, 12 Secs) minutes of playing time lost. A revised total must then be set by the Officials, based on the calculation at Paragraph 35. Should the loss of time result in fewer than 10 overs (20 in the Semi-Finals and Final) being available to the side batting second, then the match must be abandoned. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

1. **Rescheduling Abandoned Matches**. All abandoned matches shall be replayed and will be rescheduled under the direction of the ACA, in consultation with the Secretary ACA. Where a ‘spare day’ is available the match will automatically be allocated to that date, unless both clubs can agree an alternative. If a match is abandoned and it is not possible to re-arrange another fixture within the date and times allocated then 1 point shall be awarded to each team.

**Limitation of Overs by any one Player**

1. No bowler shall bowl more than one fifth of the total number of overs available at the beginning of an innings. Where the total overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the remaining overs – e.g. in a 33 over match (33/5 = 6 + 3 remaining overs), 3 bowlers may bowl a maximum of 7 overs and no other bowler more than 6 overs.
2. Both Umpires and the Scorers from the commencement of an innings shall maintain a record of the number of overs bowled by each individual bowler.
3. In the event of revised overs due to weather once a match has started the bowler’s allocation must be adjusted accordingly as agreed by the Umpires.

**No Ball**

1. Law 21.15 will apply in that the penalty for a No Ball will be 2 runs plus any additional runs scored:

 a. A bowler shall be limited to two fast short pitched deliveries per over, which is defined as one that passes or would have passed over shoulder height of the striker standing upright at the popping crease. This ruling shall apply even though the striker may have made contact with the ball with their bat, person or equipment and regardless of how wide the ball passes the striker.

 b. For the avoidance of doubt any short pitched delivery clearly passing over head-height of a striker standing upright at the popping crease is a No Ball.

 c. The Umpire at the bowler’s end will make it clear to both bowler and batters at the wicket when such delivery within this limit is bowled. It is unfair if this limit is exceeded in the same over and the Umpire shall call and signal No Ball on each such occasion.

1. **Free hit after a No Ball**. The delivery following any No Ball (except the ball which after pitching, passes or would have passed clearly over head-height) shall be a free hit for whichever batter is facing it. If the free hit ball is not a legitimate delivery (such as a wide or further No Ball) the free hit shall apply to the next delivery:

 a. A batter can only be dismissed on a free hit for circumstances that apply to a No Ball.

 b. Field changes are not permitted for free hit deliveries unless there is a change of striker or the No Ball was as a result of a breach of rule 28-30. For the latter, the field may only be changed to remedy that breach (unless there is a change of striker and then the field may be changed). However, in all circumstances a fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

**Wide Ball**

1. The penalty for a wide will be 1 run plus any additional runs scored.
2. In addition to Law 22, all Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. The following criteria should be adopted as a guide to Umpires:

 a. If the ball passes either side of the wicket sufficiently wide to make it impossible for the striker to play “a normal cricket stroke” both from where he is standing and from where he should normally be standing at the crease, the umpire should call and signal ‘wide ball.’

 b. A leg side wide shall be called if a ball passes outside the leg side line of the striker and leg stump despite and irrespective of the striker’s movements. Any delivery which passes in front of the striker but outside the line of leg stump shall not be called a wide.

 c. To aid clarity of application, should any striker attempt a switch hit or amends their stance from their normal position (changes from left to right-handed, or vice versa) after the ball has become live the umpires shall apply those laws applicable to the offside. The striker will effectively ‘remove’ their leg side restrictions upon the bowler and shall apply to Law 22 (Wide Ball) and Law 36 (LBW).

 d. **Extra Crease Markings**. For this competition, 2 extra crease markings will be marked on the pitch at both ends. These lines will be drawn so that the inner edge of the marking is 17” inside the return crease and will run from the bowling crease to the popping crease and not beyond in either direction. They will be drawn on both sides of the wicket but will only apply to the striker’s offside. For any ball that passes outside or crosses the extra crease marking to a striker standing in a normal guard position the umpire shall call and signal Wide Ball.

**Restrictions on Placement of Fielders**

1. At the instant of delivery there may be no more than 5 fielders on the leg side. In the event of an infringement the umpire at the striker’s end shall call and signal “No Ball”. This restriction shall apply throughout the duration of both innings.
2. The following other fielding restrictions shall apply during the match at the instant of delivery. Each shall be named a Powerplay. The restrictions pertaining to each Powerplay are:

 a. Powerplay 1. Not more than TWO fielders permitted outside the 30yd circle.

 b. Powerplay 2. Not more than FOUR fielders permitted outside the 30yd circle.

 c. Powerplay 3. Not more than FIVE fielders permitted outside the 30yd circle.

In the event of an innings being reduced the Powerplays are to be applied in line with the table at Appx 2.

1. The fielding circle should, where possible be marked by painted white “dots” at 5 yard intervals, each “dot” to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches in diameter. The Umpires and Captains are to agree before the toss a suitable method of policing this rule should the discs be unavailable.
2. **Match Balls**. Up to and including the semi-finals, the Home Team is to provide match balls and these are to be Dukes County International. A new ball will be provided for each innings. The home team are also to provide sufficient suitable spare balls for the duration of the match as required. Match balls shall be given to the Umpires before the toss for approval and shall remain under their control throughout the match. Branded match balls will be provided for the Finals by ACA.

**Officials**

1. **Umpires**. Umpires shall be appointed by the UKAFACO for all Inter Corps Cricket Competition matches. In the unlikely event that the UKAFACO are unable to appoint an umpire, it is the responsibility of the home club to appoint an appropriate umpire and advise the away club of the appointment.
2. **Scorers**. It is the responsibility of each team to provide a non-playing Scorer. Teams failing to provide a scorer for any match shall incur a 0.25 point deduction to their match points.
3. **Payment of Expenses**. The Home Club Secretary (or appointed representative) must ensure that any Civilian officials appointed are paid expenses on the day of the match. The rates are set annually by the UKAFCA and for 2022 the rate is £42.

**Results, Scoring and Penalties**

1. **Uninterrupted Match**. When there is no interruption after the commencement of the match, and both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner (subject to rule 38, below).
2. **Interrupted Match**. Where the side batting first has had its innings closed, the side batting second shall have a target score which they must exceed to win the match. It shall be calculated by multiplying the number of overs available to the team batting second by the run rate of the side batting first, rounded up to a whole number:

Target score = 1st innings run rate x number of overs available to the team batting 2nd

Where:

1st innings run rate = 1st Innings Score / Number of overs allocated to the team batting 1st

1. To constitute a match, **a minimum of 10 overs has to be available** to be bowled to the side batting second, subject to the innings not being completed earlier.
2. **Tie**. If the scores are level at the end of a match, the team losing the fewer number of wickets shall be the winner. If the scores are level and both teams have lost the same number of wickets, the result shall be a tie.
3. **Notification**. The home team is to notify the ACA of the result within 3 working days of the match, using the results sheet at Appx 1.
4. **League Stage**. At the end of the league stage, should 2 or more sides have equal points the positions shall be decided by:
	1. Most wins in league matches (this includes conceded league games).
	2. If still equal, the team with the higher net run rate across all their league matches will be placed in the higher position.
	3. If still equal, the teams will be ordered according to which team achieved the highest number of runs in total during the league stage.
5. **Points – League Stage**
	1. **Win**. 2 points will be awarded to the winner of a match.
	2. **Loss**. 0 points will be awarded to the loser of a match.
	3. **Tie**. 1 point will be awarded to both sides for a tie.
	4. **Conceded match**. 2 points will be awarded to the opponents of a team who concede a match.
6. **Notification of result**. The Home Team is responsible for informing the ACA Office of the result within 3 working days using the result sheet attached. Failure to do so will result in a 0.25 penalty.
7. **Finals**. On conclusion of the league stages the following will take place:

a. **Division 1**. The teams placed First and Second shall play each other for the title and trophy of Power Cup Winners.

 b. **Division 2**. The team placed First in division 2 will play the team placed last in division 1 with the winner promoted/remaining in division 1 and the loser relegated/remaining in division 2.

1. **Umpire Report Forms**. Both Clubs/Captains are to ensure that after every match a report form for each umpire is completed and returned to the UKAF ACO. Forms are to be completed using Who’sThe Umpire (WTU) (or hard copy where the official is not on WTU) within 5 working days of the match. Failure to do so will result in 0.25 point deducted from the relevant fixture. Any queries should be directed to the UKAF ACO via christian.nicholson352@mod.gov.uk.

Enclosures:

1. Results Sheet (to be submitted within 3 working days of the match).

2. Reduced Match Powerplay table.

**INTER-CORPS CRICKET COMPETITION RESULTS SHEET**

**Completed results[[1]](#footnote-1) must be emailed within 5 working days of completion to:**

Lt Col (Retd) MT Thornley

Secretary Army Cricket Association **Email:** mthornley@ascb.uk.com

|  |  |
| --- | --- |
| **Date** |  |
| **Venue** |  |
| **Home Team** |  |
| **Away Team** |  |
| **Toss won by** |  Who elected to bat / field\* |

|  |  |  |
| --- | --- | --- |
|  | **HomeTeam** | **Away Team** |
| **Innings of** |  |  |
| **Runs Scored** |  |  |
| **For ‘X’ wickets** |  |  |
| **From ‘X’ overs** |  |  |

|  |  |
| --- | --- |
| **Result** | **‘X’** won by / match tied / match conceded**\*** |
|  | **Home Team** | **Away Team** |
| **Points Claimed** |  |  |
| **Points Deducted[[2]](#footnote-2)** |  |  |

|  |
| --- |
| **Any notable performances** (insert as required with names and stats) |

|  |  |  |
| --- | --- | --- |
| **Signed** | **Appointment** | **Date** |
|  |  |  |

\* Insert detail or delete as necessary.

**REDUCED MATCH POWERPLAY TABLE**

|  |  |  |  |
| --- | --- | --- | --- |
| **Innings Duration** | **Powerplay 1** | **Powerplay 2** | **Powerplay 3** |
| **10** | 2 | 6 | 3 |
| **11** | 2 | 7 | 2 |
| **12** | 3 | 7 | 2 |
| **13** | 3 | 8 | 2 |
| **14** | 3 | 8 | 2 |
| **15** | 3 | 9 | 3 |
| **16** | 3 | 10 | 3 |
| **17** | 4 | 10 | 3 |
| **18** | 4 | 11 | 3 |
| **19** | 4 | 11 | 4 |
| **20** | 4 | 12 | 4 |
| **21** | 4 | 13 | 4 |
| **22** | 5 | 13 | 4 |
| **23** | 5 | 14 | 4 |
| **24** | 5 | 14 | 5 |
| **25** | 5 | 15 | 5 |
| **26** | 5 | 16 | 5 |
| **27** | 6 | 16 | 5 |
| **28** | 6 | 17 | 5 |
| **29** | 6 | 17 | 6 |
| **30** | 6 | 18 | 6 |
| **31** | 6 | 19 | 6 |
| **32** | 7 | 19 | 6 |
| **33** | 7 | 20 | 6 |
| **34** | 7 | 20 | 7 |
| **35** | 7 | 21 | 7 |
| **36** | 7 | 22 | 7 |
| **37** | 8 | 22 | 7 |
| **38** | 8 | 23 | 7 |
| **39** | 8 | 23 | 8 |
| **40** | 8 | 24 | 8 |
| **41** | 8 | 25 | 8 |
| **42** | 9 | 25 | 8 |
| **43** | 9 | 26 | 8 |
| **44** | 9 | 26 | 9 |
| **45** | 9 | 27 | 9 |
| **46** | 9 | 28 | 9 |
| **47** | 10 | 28 | 9 |
| **48** | 10 | 29 | 9 |
| **49** | 10 | 29 | 10 |
| **50** | Overs 1-10 | Overs 11-40 | Overs 41-50 |

1. All matches are to be recorded on ACA’s PlayCricket site, also. [↑](#footnote-ref-1)
2. This part will be completed by ACA / ACO. [↑](#footnote-ref-2)