

Unofficial English Translation

Please note that this is NOT an official document. This serves the sole purpose of providing an unofficial translation of the DCB playing conditions for 50 over cricket that exist in the German language.

DCB Spielordnung – 50 over cricket

The 2000 Code (4th edition -2010) of the Laws of Cricket and the Spirit of Cricket shall apply except where otherwise specified below.

Otherwise the rules stated here take precedence over all other rules.

Preamble

The success of German cricket depends largely on sportsmanship, discipline and punctuality. The rules for lateness and absence will be strictly enforced and here the decision of the umpires is final.

All clubs, teams, players and officials involved in organised cricket in Germany recognise and respect the constitution (Satzung), Spielordnung and Strafordnung of the Deutscher Cricket Bund.

1. Duration of Matches

Matches must consist of one innings per side and each innings will be limited to **50** overs to be bowled within 3 hours 20 minutes.

The overs to be bowled cannot be reduced by the captains before the toss and can only be reduced by the umpires where bad weather intervenes (in accordance with the guidelines for doing this in this Spielordnung). DCB Bundesliga matches that do not meet these criteria will be deemed invalid.

The side batting second does not receive any overs unused by the side batting first.

2. Hours of Play and Intervals

2.1 General rules regarding timings of matches, absence, lateness

[a] Unless otherwise agreed by the regional Ligaleiter the scheduled start of play will be at **11:00** hrs. The captains must submit their list of players in writing to the umpire(s) as well as the Spielerpass before the toss. The toss shall take place on the field of play at the latest 15 minutes before the start.

[b] A team that is not in position to toss 15 minutes (less than seven players present) before the scheduled start will automatically lose the toss and will have one point deducted from their league total, a one further point deduction for not having seven players present at the scheduled start. The reasons for a delayed start must be communicated by the responsible umpire to the regional Ligaleiter or DCB Sport Director.

[c] If the side batting first does not have a full team and is dismissed before their remaining players arrive then their innings is deemed closed.

[d] A match is only valid if there are a minimum of 9 players per side 30 minutes after the scheduled start. Otherwise the Umpire closes the match.

2.2 Sessions of Play and Lunch/Tea Interval between Innings

The lunch or tea Interval will normally be between innings and of duration 30 minutes.

2.3 Drinks Breaks

Normally only one drinks break is permitted but a second drinks break may be allowed at the discretion of the umpire(s). 5 minutes maximum is allowed for a drinks break and these breaks are included in the **3 hours 20** allowed per innings.

The drinks break takes place inside the boundary and the consumption of food, the smoking of cigarettes and the use of mobile phones is strictly forbidden.

2.4 Lost ball

If a ball is lost, after two minutes searching a replacement ball must be used. Each team is responsible for providing a variety of spare balls.

3. Uninterrupted Matches

3.1 General

Each innings consists of 50 overs.

3.2 Slow Over Rates

[a] If the team fielding first fails to bowl 50 overs in the allowed 3 hours 20 min, then play shall continue until the 50 overs have been bowled. Where the umpire considers it is clearly the fault of one of the sides this will be reported to the Ligaleiter or DCB Sports Director who will issue a formal warning to the club involved. Should a team be reported a second time in one season, 1 point will be deducted from their League total.

[b] If the team fielding second fails to bowl 50 overs in 3 hours 20 min, the hours of play shall be extended until the full 50 overs have been bowled or a result achieved. Once again, where the umpire considers it is clearly the fault of one of the sides this will be reported to the Ligaleiter / DCB Sports Director who will issue a formal warning to the club involved. Should a team be reported a second time in one season 1 points will be deducted from their League total.

[c] Teams will not be penalised for time lost due to serious incidents such as injuries, "lost ball" or other unforeseen events interrupting play.

4. Delayed Start or First innings interrupted by bad weather

The umpires shall be the SOLE judges of the fitness of the ground, weather and light for play, even if both teams wish to start or continue playing in the prevailing conditions.

4.1 Aim for Teams to bat for the same number of overs

If the first innings of the match is delayed or interrupted by adverse weather conditions, one over for every complete 4 minutes lost will be deducted from the match total (originally 100 overs). Where this gives an odd-numbered match total, the figure will be rounded down.

Examples:

*[a] Where 40 minutes of the first innings are lost, 10 overs are deducted from the match total of **100** overs leaving a revised match total of **90** overs. Each team would therefore have **45** overs each. The team batting second is always entitled to the revised total number of overs allowed to the team batting first, even if the latter have been bowled out for less*

*[b] Where 30 minutes of the first innings are lost, 7 overs ($7 \times 4 + 2 = 30$) are deducted from the match total of **100** overs leaving a revised match total of **93** overs. Rounding this down, each team would therefore have **46** overs each.*

4.2 Overs available to side batting second if same number of overs not possible

If, upon the scheduled resumption of the first innings after an interruption, it is found that because of the revised overs total, the side batting second will have fewer overs than the side batting first, then the first innings will immediately be closed.

Example:

[a] The side batting first has received 35 overs when bad weather stops play. When play can be resumed it is found that because of the delay the match total is now only 70 overs, i.e, 35 overs each, the first innings is automatically closed, but the side batting second will only receive 35 overs.

[b] The side batting first has received 36 overs when bad weather stops play. When play can be resumed it is found that because of the delay the match total is now only 70 overs, i.e, 35 overs each, the first innings is automatically closed, but the side batting second will only receive 34 overs (the target being revised based on run-rate, see §5).

4.3 Match total may not be increased once revised

Once a match total of overs has been revised [obviously downwards] following a delayed start or interruption, it may never be subsequently increased.

4.4 No play possible

If there is no play three hours after the scheduled start, the match will be abandoned.

5. Interrupted Second Innings

5.1 Overs lost in an interrupted second innings

If there is any interruption due to bad weather in the second innings, one over per every complete 4 minutes lost will be deducted from the overs total of the team batting second.

The target score for the team batting second will be the pro rata run rate achieved by the team batting first in their innings.

Example: The team batting first scores 200 all out in their innings (the number of overs used is irrelevant). This is equivalent to a run rate of 4.00 over an innings of 50 overs. Should 10 overs be lost to bad weather the team batting second would have to achieve a total of 161 to win the match (40 overs x 4.00 plus one run)

However, where the team batting first has been bowled out in less than its allotted number of overs (50, or a reduced number due to bad weather), in the event of the second innings being interrupted by bad weather, the overs to be deducted will be calculated taking into account those remaining from the 1st innings.

5.2 Incompleted second innings

It could happen that an interruption to the second innings might result in the side batting second not having the opportunity to receive the same number of overs as the side batting first. When no further overs are possible, and the side batting second has batted for at least 20 overs a fictive score is calculated based on the run rate at the point the second innings is interrupted. The team with the highest run rate wins the match.

Example: The side batting first scores 200 runs in 50 overs (run rate 4.00 runs per over). The side batting second scores 161 runs in 40 overs in an innings interrupted due to bad weather (4.02 runs per over). In this case the side batting second wins the match. If the side batting second has a lower run rate, then the side batting first wins the match.

If the side batting second does not bat for at least 20 overs, the match is deemed as a No Result and both sides receive 4 points.

6. Substitutes and Runners

Substitutes are permitted only if a player has been injured or becomes ill during the game, and if the umpire considers the substitution to be justified.

In accordance with the laws of cricket, substitutes cannot bat, bowl or keep wicket.

Runners are allowed in accordance with the laws of cricket if the umpire deems it to be justified.

7. Number of Overs per Bowler

No bowler shall bowl more than **10** overs in an innings. This will not be changed for matches interrupted or having a delayed start but will be reduced in line with the revised overs to be bowled e.g.: Match reduced to **36** overs **8 x 1 and 7 x 4** or 30 overs = 6 x 5

8. Declarations

Declarations are not permitted

9. Restrictions on the placing of fieldsmen

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. During the entire innings only five fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

10. Players' Conduct

The laws and spirit of cricket will be strictly applied.

All examples of misconduct (e.g. aggression towards an umpire or opponent, disputing the umpire's decision by word, action or gesture, use of foul or abusive language on or off the field of play) will be reported by the umpire(s) to the Ligaleiter / DCB Sports Director.

The regional Ligaleiter and/or DCB Sports Director will act in accordance with the DCB Strafordnung, sometimes together with the DCB Sportsausschuss. The DCB Strafordnung is an appendix to this Spielordnung.

10a. Clothing worn by players

White clothing suitable for playing cricket must be worn by all players in 50 over cricket. Umpires shall instruct players to leave the field if they are not properly attired.

11. Registration of teams by club for DCB leagues

Clubs must register their teams for all DCB and regional leagues by 15th January of each year. Only when there are justifiable reasons presented in writing, can the deadline be extended to 31st January. Clubs are not allowed to register more than one team in the top tier of the regional league structure should the region have such a structure.

12. Eligibility of players

Only players registered with the Regional Ligaleiter / DCB Sports Director and who have been allocated an official DCB Spielerpass may play in matches. Fielding players who are not eligible will lead to an automatic forfeit of that game and consequences as laid down in the DCB Strafordnung.

12.1 Registration of players / Spielerpass.

Clubs must register their players with the Regional Ligaleiter no later than 31st March for that year's season.

All players must be registered with their full name, date of birth, address and nationality. For non-German nationals it is also necessary to detail the day they were first registered in Germany.

A passport photograph of each player must be submitted.

A Spielerpass will then be issued if applicable to the club for each player within 21 days of the registration.

If for any reason there is a delay in the issuing of the Spielerpass, the club or player is obliged to attain written permission from the regional Ligaleiter or DCB Sport Director so that this person is eligible to play. This confirmation must be provided to the umpire(s) on request.

All players must have their main residence within a country in the European Union.

12.2 Later registration of players.

Players registered after 31st March are eligible to play in matches in that season as long as 14 days have elapsed since the registration with the Ligaleiter / Sports Director.

During this time a new Spielerpass will be issued.

12.3 Players moving from one club to another club.

A player may change clubs once within the season. Players changing clubs within one region will not be allowed to play in any official cricket matches for a period of 21 days from registration where a new Spielerpass will be issued. When a player moves outside of the region the waiting time is 14 days.

Playing contracts between a club and player covering more than one season are not allowed and not recognised by the DCB.

12.4 Players playing for two teams belonging to the same club

- i) When two teams from the same club play in the same league (tier) it is not possible to play for two teams within the same season unless the rules in 12.3 are followed.
- ii) When two teams play in different tiers of the regional league structure, a player who has played three games or more for the team in the higher division cannot represent the team in the lower division.
- iii) Players from the team that plays in the lower division can play for the team in the higher division.

12.5 Instances where doubt arises over a player's eligibility

Players are obliged to take their Spielerpass as well as their official photographic ID (passport, ID card, drivers licence etc.) to all matches. Should the opposing captain have reason to believe that a player is unregistered he has the right to ask the umpires to check the identity of that person. If the umpire cannot ascertain whether a player is registered or not the game shall be played and the opposing team has until the following Tuesday 18.00h to make an appeal to the regional Ligaleiter.

12.6 Missing Spielerpass

Should a player not have a Spielerpass on the day of the match (lost or forgotten) he should be able to identify himself by other means (passport, ID card, drivers licence etc). The player is not allowed to play if he is not able to provide official photographic ID such as one of the documents above. This should be reported by the umpire(s) to the regional Ligaleiter or DCB Sports Director who will check the identity of the player and deal with the case in accordance with the DCB Strafordnung .

12.7 DCB Finals

Players can only represent their clubs in the national championships if they have played at least three league games during the regional championships within the same year.

12.8 Players playing in other leagues

Players who have played competitive cricket in other leagues (e.g. Denmark, Netherlands) may not play in the DCB Bundesliga without going through the re-registration process as laid down in §12.3 of this Spielordnung.

13. Scoring of League Points from a Match

13.1 Result Points

[a] Winning team – 8 points.

[b] Losing team – 0 points.

[c] Tie – 4 points to each side. The number of lost wickets has no bearing on the result.

[d] No Result – 4 points to each side

13.2 No Result

A match is deemed to be a “No Result” (4 points per team)

- Where the game is abandoned due to bad weather.
- Where the side batting second does not have the opportunity to bat for at least 20 overs.
- If a team cannot fulfil a fixture in the league programme this fixture will be forfeited and the other team will be awarded the full 8 points for the win.

13.3 Circumstances where League Points may be deducted

League points may be deducted from teams in the circumstances laid down in the DCB Strafordnung and in this Spielordnung

14. League Positions

League positions are determined by the number of points achieved.

If two or more teams finish with the same points, final positions will be decided in the following order:

1. Net run rate (to three decimal places)
2. The result(s) of the match between these teams
3. The number of wins recorded by the teams concerned

In the unlikely event of there being no way to divide teams after this procedure, lots will be drawn.

15. Rules regarding youth players

In accordance with the MCC guidelines for youth cricket the following guidelines must be adhered to when youths are playing the game.

15.1 Maximum overs in one spell

Players under 19 years of age may only bowl seven (7) overs in one spell of bowling.
Players under 17 years of age may only bowl six (6) overs in one spell of bowling.
Players under 15 years of age may only bowl five overs in one spell.

15.2 Helmets to be worn when batting and wicketkeeping

All players under the age of 19 must wear a protective helmet when batting and keeping wicket in all matches.

15.3 Fielding restrictions for youth players

No player under the age of 15 may field within 8 metres of the bat.

16. Appointment of Umpires

For all matches the regional Umpires representative or the DCB Umpires Representative shall choose appropriate neutral umpires.

Clubs may not question the appointment of an umpire at the match.

Each umpire shall receive a fee per match as laid down by the regional cricketing authorities. This money should be paid before the start of the match.

In the event of no neutral umpire being available, the match must still be played, with each team umpiring their own innings.

Each region is permitted to establish their own individual umpiring regulations. These regulations are binding for all clubs in that region.

17. Results Sheets

Prepared report sheets are provided to each league team as email attachments. Completed result sheets with the signatures of both captains and the umpire(s) must be sent to the regional Ligaleiter or DCB Sports Director by **the winning team** by e-mail before 2200h on the Tuesday after each fixture.

Each team is required to additionally send the umpires assessment sheet.

In the case of a no result, BOTH teams have to send the result sheet. Failure to do so leads to point deductions as laid down in the DCB Strafordnung.

18. Scorers

Both captains must provide two numbered team lists (one to the scorers and one to the umpire(s)) before the commencement of the match. The scorers are expected to sit together. The home team is expected to provide two chairs, a table and (when necessary) some sun/rain protection for the two scorers.

A score-book or score-sheets are obligatory at league and other official matches.

All clubs must have a scoreboard at all games showing at least runs scored, wickets fallen, overs bowled as well as the target score.

19. Balls

The only balls to be used are the balls announced each season to be the official DCB cricket balls. Matches where other balls are used will be deemed as invalid.

20. Fixture Changes

Clubs are required to inform the regional Ligaleiter before the end of February about any dates where their club will be unable to play during the season. As soon as the fixture list has been drawn up no changes will be made to the list by anybody other than the regional Ligaleiter.

Requests for fixture changes will always be rejected unless there are extreme circumstances such as unavailability of pitches caused by external persons/organisations. Clubs must be prepared to play league cricket on all Bank Holidays, Saturdays and Sundays between Mid-April and the end of September unless they have informed the regional Ligaleiter before the end of February.

Regional Ligaleiters are not required to postpone games that take place when a player from one of the clubs is taking part in a training camp or matches for the German national team.