



# THE QUADRANGULAR TOURNAMENT

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**PLAYING REGULATIONS FOR THE 45 OVER COMPETITION**

**AND THE 20 OVER COMPETITION**

**PLUS TOURNAMENT ADMINISTRATION**

Incorporating Amendments 1 [dtd 7<sup>th</sup> Oct 2016], 2 [dtd 18<sup>th</sup> Jun 2017]  
3 [dtd 18<sup>th</sup> Mar 2018], 4 [dtd 28<sup>th</sup> Aug 2018]  
and 5 dated 12<sup>th</sup> September 2018.

## **MATCH REGULATIONS AND ADMINISTRATIVE DETAILS**

### **FOR BOTH TOURNAMENTS**

#### **GENERAL**

The Quadrangular Tournament is an annual Tournament competed for by S.G.S [Holland], The Forty Club [UK], Dansk XL [Denmark] and Cricket Espana [Spain]. It comprises a 45 over competition and a 20 over competition played concurrently in the same week.

This document contains playing regulations and administrative details for both tournaments

The Tournaments are to be played within the Laws of Cricket (2017 Code) and also within the Spirit of the Game. In addition there are Tournament Regulations which will apply and these are described in this document.

#### **TOURNAMENT MANAGEMENT**

The host nation will designate a Tournament Manager and pass his/her details and contact details to the participating nations. Each of the other three participating nations is to nominate their own squad manager as the primary point of contact for all tournament – on and off field - administration matters.

Ideally, and to assist with availability and accessibility, the Tournament Manager will not be an active player in the matches.

#### **TOURNAMENT COMMITTEE**

The host nation/Tournament Manager will also nominate a Tournament Referee who will head a Tournament Committee, the purpose of which will be to apply the Rules and Playing Conditions and to resolve any disputes arising.

The Tournament Referee should be an experienced cricketer, and to assist him, should identify and engage three qualified umpires known to be attending the Tournament, ideally one from each of the three other nations.

#### **PLAYER ELIGIBILITY**

Taking the 1<sup>st</sup> July in the year of the tournament as the “base date”,

- a. The 45 over tournament is for players aged 40 years or older, but a team may include up to two players aged 35 to 40.
- b. The 20 over tournament is for players aged 40 years and over.

Both tournaments are exclusively for players of 35 years and older, and who are certified full members of their Club.

#### **CODE OF CONDUCT AND DISPUTES**

All players, team officials, club supporters and umpires shall be bound by the MCC Spirit of Cricket, the ECB Code of Conduct.

Any dispute arising from the application or interpretation of the Rules and Playing Conditions shall be referred to the Tournament Committee. Any decision of the Tournament Committee shall be final and binding on the parties concerned.

## **UMPIRES AND SCORERS**

The Tournament Manager is to organise and publish a schedule of appointments for umpires and scorers. Umpires will be appointed for every match. Each umpire will be officially qualified through their national governing body. Umpires should not stand at matches involving their own national side.

Each team is responsible for supplying a scorer and, where necessary, to designate someone to be responsible for keeping the scoreboard up to date.

## **CRICKET BALLS**

Pink balls are to be used for this competition. The Host Nation shall provide at least one new cricket ball for both innings of each fixture.

In case a ball is lost, at least 6 used balls of the same make, colour and model, with varying levels of use are to be provided by the host nation as spares at each ground/match.

## **TEAM SHEETS**

Each side must provide the umpires and the scorers with a team sheet before the start of the match identifying 11 players and a 12<sup>th</sup> man.

## **FAIR AND UNFAIR PLAY.**

See Law 41.

## **PLAYING CONDITIONS**

In order for play to start, continue or resume, both umpires should agree, at all times, that conditions of ground, weather and light do not present an actual and foreseeable risk of injury to any player or umpire. It is the sole responsibility of the umpires to decide together whether conditions are fit for play. If one umpire does not agree that all of the conditions do not present any risk of injury, then play must remain suspended until the risk has been eliminated and BOTH umpires agree that it is safe to continue.

## **MATCH CANCELLED DUE TO INCLEMENT WEATHER**

In the event that a match is cancelled before any play is possible, this match should be re-scheduled. However, if the fixture cannot be replayed, the result will be called a draw, with one point awarded to each team.

## **CLOTHING AND EQUIPMENT**

Coloured clothing may be worn. If both teams are wearing coloured clothing for a match, then both umpires should consider wearing ODI or T20 colours.

Any wicket keeper standing up to the wicket, or any player fielding close in front of the batsman on the off or leg side, is advised to wear a helmet plus other standard protection.

## **PLAYERS AND SUBSTITUTE PLAYERS**

A batsman is allowed to retire, either with an injury or as retired out.

Substitute fielders, for one match, from another national squad may only be used for fielding and will not be allowed to bowl or bat.

However, substitute players from one national squad may make up the numbers of another national team provided that they only play for their adopted team in all three competition matches of that specific competition.

### **FIELDING RESTRICTIONS**

Two 30 yard [27.4 metres] semi-circles marked by white dots/discs at 5 yard [4.5 metre] intervals, are to be marked on the field of play. Alternatively the circle may be marked by a solid white line.

Throughout an innings there must always be 4 fielders plus the bowler and wicket keeper 'inside the circle'.

When the bowler begins his run-up, there may not be more than five fielders on the leg side.

In the event of an infringement of fielding restrictions, the umpire at the strikers end shall call 'No Ball'.

### **WIDES**

Any offside or leg-side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. For guidance purposes, a leg-side wide will be called if a ball passes on the leg-side outside the pads of the batsman standing in his normal guard position. An off-side wide will be called if the ball passes outside the 35"/89cms line marked either side of the imaginary centre line of the wicket.

Umpires should apply a strict and consistent interpretation in regard to this Playing Condition in order to prevent negative bowling wide of the wicket.

For every wide called, one run shall be awarded as an extra and an additional ball should be bowled.

### **NO BALLS**

In the event of any No Ball – whether it be a front or back foot infringement, a short-pitched ball which passes the batsman standing upright at the crease above shoulder height, a full pitched ball above waist height or if the striker's end umpire calls a no ball for a fielding infringement or fielding restriction infringement – one run plus any run scored will be added to the score and an extra ball, a Free Hit, will be bowled. A Free Hit must be a fair delivery. Only if the batsmen have changed ends may the captain adjust his field placings.

For every no ball called, one run shall be awarded as an extra and an additional ball should be bowled. The delivery following a no ball called for any of the above faults shall be a free hit for whichever batsman is facing it.

If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery shall become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

When a free hit is awarded and there has been no change of striker, field changes are not permitted save that in all circumstances any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the bat. Also, if the no ball was the result of a fielding restriction breach, the field may be changed to the extent of correcting the breach

Where there has been a change of striker, field changes are permitted provided that such changes do not breach the fielding restrictions.

The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

### **DUCKWORTH LEWIS STERN [DLS]**

In calculating the target score in a game affected by interruptions (ground or weather conditions), the DLS system is to be introduced.

Consequently it will be a desirable requirement for a computer and printer to be installed at both grounds, and an essential requirement to have at least a laptop pre-loaded with the DLS programme at both grounds.

If after the commencement of the second innings further time/overs is/are lost then the target score must be recalculated and [a printout] provided to the captains, umpires and scorers. The new target must be shown over by over on the scoreboard from the 10<sup>th</sup> over onwards.

At venues where no computer, laptop or DLS programme is available, these calculations will have to be done manually.

### **RESULTS SCORING**

The winning team will be awarded 3 points; the losing side 0 points.

In the event that the scores are tied, regardless of wickets lost, each side will be awarded 1 point.

In the event that a match is abandoned, both sides will be awarded 1 point.

### **TOURNAMENT RANKING**

If the leading scores are level at the end of the Tournament, ranking is decided in the following order:

- a. By the number of wins.
- b. By the number of wickets lost.
- c. By the result of the head-to-head match between the two leaders.
- d. By a bowl-out on the match wicket, with 5 nominated players from each side bowling three balls each. In the event that the match wicket is not fit for play due to inclement weather, AND indoor facilities are available for use, these should be used.
- e. By the Toss of a Coin.

### **LOCAL REGULATIONS**

These tournaments are played in 4 different countries and at some venues there may not be grass wickets, thus it will be necessary to establish Local Regulations. It is important that any Local

Regulations are established with clarity some time before the Tournament begins, and made known to participating captains and teams before anyone travels to the Tournament and again at the Tournament initial briefing.

When an artificial surface is used, local regulations should cover the following:

- a. A 'no ball' being called if a ball bowled pitches on the grass either side of the artificial surface or pitches on the edge of the artificial surface and deviates sharply.
- b. Footwear: whether the use of spikes is forbidden on artificial pitches
- c. Breaking the Wicket: 'spring-back' stumps are not allowed
- d. The marking of the pitch (bowling, popping and return creases).
- e. The definition of the Pitch if an artificial surface does not conform to the correct measurements.

## **GENERAL LOGISTICS**

The host country is:-

- a. To make every attempt to provide computers and printers for the purposes of implementing the Duckworth Lewis Stern [DLS] system
- b. To be responsible for arranging the match venues, catering, and Tournament literature such as match programmes, time tables, travel directions, social programmes etc, for players and spectators. The host country should make the Tournament programme available to the other competing countries at least 1 month prior to the start of the event.
- c. To ensure that satisfactory first aid equipment/supplies are available at each match venue.
- d. To be prepared to recommend to participating teams and supporters appropriate internal travel arrangements if required, suitable hotels or other accommodation and other administrative information that may be of use to those travelling to the Tournament.
- e. Encouraged to engage their local press and media to cover the events.

## **SPONSORSHIP**

The player/participating countries are encouraged to seek sponsor backing for their team in these Tournament to defray costs, encourage participation and give the Tournament greater profile. Sponsors logos on cricket clothing should not be allowed to take precedence over or conceal the logos of the participating countries.

## **RESULTS**

It is the responsibility of the umpires to pass the result of a match to the tournament manager within 30 minutes of the match being completed.

The host / organising country is to arrange for match results and score cards, and the tournament result, to be published daily on a Tournament website, or by email to participating countries' Secretaries.

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## **PLAYING REGULATIONS FOR THE QUADRANGULAR TOURNAMENT THE 45 OVER TOURNAMENT**

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### **MATCH REGULATIONS**

A match will consist of 90 overs. Each side will be entitled to receive a maximum of 45 overs. A declaration will not be permitted. In the event of a side being bowled out in less than 45 overs, no carry-over of unused overs is permitted. The side scoring the most runs will be the winner. A tie is possible and will be considered as a result.

Match start time will be 11.00 hrs. For a 90 overs match and with an interval of 40 minutes, regulation play should finish by 17.40hrs. For interrupted matches, Close of Play calculations will be based on 18.40hrs.

The toss is to be made in the presence of the umpires no earlier than 30 minutes and no later than 15 minutes before the start of the match. At the time of the toss, the team captain is to hand to the umpire[s] a copy of his Team Sheet listing his nominated players.

There will be no reduction of overs during both innings until, in total, 60 minutes playing time has been lost.

When a match is delayed or interrupted by ground and/or weather conditions, overs are to be deducted as follows:

If the start is delayed by weather conditions, one over is to be deducted from each side for every 8 minutes lost during the first innings, once the 60 minutes [see para 9 above] have elapsed.

In a game which starts on time but is subsequently interrupted by weather or injury to or ill-health of any player or match official, one over is to be deducted from each side for every 8 minutes lost time during the first innings, once the 60 minutes [see para 10 above] have elapsed.

In the second innings if weather or injury to or ill-health of any player or match official interrupts play, one over is to be deducted for every 4 minutes lost time during that innings, once the 60 minutes [see para 9 above] have elapsed, and the DLS target score calculated accordingly.

No overs will be deducted for time lost for any reasons other than weather or injury to players and/or match officials. The second innings will be deemed to have started upon completion of the interval between innings.

A minimum of 20 overs a side must be bowled to constitute a completed game unless a result has already been achieved.

If the delay prior to the start of the game is such that it is judged by the umpires that there will not be sufficient time for the side batting second to receive its full complement of 20 overs before close of play at 18.40 pm, based on 15 overs an hour, then the game is to be cancelled/abandoned.

If there is a delay or further delay occurring after the start of the game such that it is judged that there is not sufficient time for the team batting second to receive its full 20 overs, then the game is to be declared an uncompleted game unless in the opinion of both captains there is a possibility of a result being achieved. In the event of a disagreement between the Captains, the match shall only proceed if in the opinion of both umpires there is a reasonable prospect of a result being achieved.

Bowlers are to be limited to 9 overs or a fifth of the total of the revised overs. In the event that a bowler is unable to complete his over, another bowler may complete the over and this over will count as a complete over for both players.

In terms of the result, a part over is to be considered as a complete over.

### **PLAYER SUBSTITUTION**

In the 'Spirit of the Game' and as a regulation of this Tournament, the umpires shall allow for a nominated player who has been injured or become ill since the nomination of the players, a substitute acting for him in the field or a runner when batting.

### Calculating the Target Score in a Game Affected by Interruptions (Ground or Weather Conditions)

In a game delayed or interrupted by ground and/or weather conditions, providing there is sufficient time to allow the side batting second to receive 20 or more overs - acknowledging that the team may not need to receive this number of overs to win the match - the target score to be achieved by the side batting second shall be calculated on the following basis:

- a. Divide the runs scored in the first innings by the number of overs received in order to arrive at the first innings runs per over rate. (Remember that any part over received is to count as a full over). In the event of a side being dismissed within the total number of overs that it was entitled to receive in the time allotted for the first innings, the run rate will be calculated by dividing the runs scored by the total number of overs which the team was entitled to have received rather than the number of overs actually received.
- b. Calculate 75% of the runs per over rate in 17a above.
- c. Multiply the reduced run rate at para 17b by the number of overs lost in the second innings.
- d. Calculate the reduced target to be achieved by the team batting second by deducting the figure arrived at in para 17c from the first innings total. The overs will still be reduced during an early tea break. In dealing with this calculation, run rates should be calculated to the second decimal place and the amended target score will always be rounded up to the next whole number.

**Example:** (The first number represents the first innings total)

Total ÷ overs = ? x 75% = ? x overs lost = ? Take from total

200 ÷ 45	= 4.4 x 75%	= 3.3 x 20	= 66 from 200	= 134
160 ÷ 45	= 3.55 x 75%	= 2.66 x 5	= 13.3 from 160	= 147
152 ÷ 42	= 3.6 x 75%	= 2.7 x 8	= 21.6 from 152	= 130

If after the commencement of the second innings there is further loss of time or overs, then the target score must be recalculated.

### INTERVALS

The interval between innings may be a maximum of 40 minutes. If both captains agree, the interval may be reduced to not less than 20 minutes.

A maximum of one drinks break of no more than 3 minutes duration is to be allowed in any one innings after 22 overs. However, in very hot weather, and provided that it has been agreed between the Captains and Umpires, additional drinks breaks, again of not more than 3 minutes duration, may be allowed.

No drinks break may be taken in the last 15 overs of an innings. Individual drinks are permitted.

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## REGULATIONS FOR THE QUADRANGULAR TOURNAMENT 20 OVER COMPETITION

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### OVERS

One innings per side, each limited to a maximum of 20 overs. Bowlers are restricted to a maximum of 4 overs each.

## **HOURS OF PLAY**

Start times are to be scheduled by the Host nation.

Teams should take no longer than 1 hour 15 minutes to bowl 20 overs.

The batting side will be awarded 6 runs per over for every full over remaining after the time limit has elapsed if in the opinion of the umpires time has been wasted. The remaining over/s will be bowled.

The incoming batsman has 90 seconds after the fall of a wicket to be ready to receive the next ball.

In the event of an interruption during a match, the match will continue, after the interruption. The number of overs per bowler will be re-calculated. A minimum of 5 overs must be completed for a game to gain a result and, if overs are lost in the 2<sup>nd</sup> innings, the DLS system will be employed to calculate a result.

## **POINTS SYSTEM**

The points system for the competition is:

- a. 3 for a win.
- b. 1 for a cancellation due to inclement weather, where both teams failed to bat for 5 overs.
- c. If a match is cancelled where both teams have batted for 5 overs, i.e. in the 8<sup>th</sup> over of the second innings, DLS is to be used to determine the winner.
- d. 0 for a loss.
- e. 1 for a cancellation due to inclement weather, where no play occurred and the match could not be rescheduled.

## **NUMBER OF OVERS PER BOWLER AND FIELDING RESTRICTIONS**

No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. If the number of overs is reduced upon the decision of the umpire, this will still apply, unless the bowler has already bowled in excess of this.

For the first 6 overs a maximum of 2 fielders is allowed outside the 30 yard [27.4 metres] circle. In the case of shortened matches, this restriction will apply for the first 5, 3 or 2 overs of 15, 10 and 5 overs-an-innings matches respectively.

Thereafter a maximum of 5 fielders is allowed outside the 30 yard circle.

At all times, no more than 5 fielders are allowed to field on the leg side.

## **INTERVALS**

The interval between innings may be a maximum of 20 minutes. If both captains agree, the interval may be reduced to not less than 10 minutes.

One drinks break of no more than 3 minutes duration is to be allowed after 10 overs.

## **THE RESULT**

If the scores are level at the end of the game, each team will be awarded two points.

## **TOURNAMENT RANKING.**

If the leading scores are level at the end of the tournament, ranking is to be decided in the following order:

- a. First by the number of wins.
- b. Second by the number of wickets lost.
- c. Third by the result of the head-to-head match between the two leaders.
- d. Fourth, a bowl-out on the match wicket with 5 nominated players from each side bowling three balls each. In the event that the match wicket is not fit for play due to inclement weather AND indoor facilities are available for use, these should be used.
- f. The toss of a coin.

## **ADMINISTRATION**

It is the responsibility of the umpires to pass the result of a match to the tournament organisers within 30 minutes of the match being completed.

Teams are encouraged to post their full scorecards upon their website or social media pages to give supporters at home timely results information.