



Surrey Trust League Login



STL Rules

Posted by Eric Sands on 18/11/2013 12:10

SURREY TRUST LEAGUE
RULES 2018

*The Surrey Trust League supports the ECB Safeguarding Policy and will adopt
ECB's Safe Hands where appropriate, e.g. bowling directives'*

A Competition Structure

- A1 Participating clubs will be located in Surrey except where the committee choose to recommend a club from a neighbouring county consistent with the ECB's desire to spread the Surrey Trust League model nationally.
- A2 The League adopts the ECB Disciplinary Procedures model details of which are in appendix 1 of the constitution.
- A3 The make-up of zones and schedule for the play-offs will be announced prior to the start of the season depending on how many teams have entered the league. The play-offs will have a spare day allocated in case of rain on the original date. If both clubs agree, the tie can be played on the spare day but a result must be reached on that day.
- A4 All fixtures should be notified to the League Administrator by April 1st. After this date, fixtures can be amended provided both clubs agree and the league is notified at least 48 hours before the start of the match.
- A5 Matches can be arranged on Bank Holidays or on days other than Sunday but not as a matter of course. Abridged games can be played in the evening provided that this is for the purpose of replaying a fixture abandoned or postponed due to weather or a concession. See rule A7 re rearranged fixtures.
- A6 Points will be awarded as detailed in C18. In the case of a fixture cancelled or abandoned due to bad weather, the appropriate points will be awarded following the scheduled date. If **both sides** agree to rearrange the fixture, the points accrued in the replayed fixture will be allocated and the previously awarded points to both teams will be removed. In order for a match to be officially recognised, the agreed date must be forwarded to the league administrator by email at least 48 hours before the start of the match. The e-mail must indicate consent to the rearrangement from both clubs. The administrator will acknowledge receipt by showing the fixture on the league website. If one of the sides is then not able to fulfil the fixture, the points will be awarded to the other side as conceded. If one of the clubs is unable to accommodate a reorganised fixture, this will not constitute a failure to fulfil a fixture.
- A7 Where a club concedes a fixture, the game and full points will be awarded to the opposition as per rule C18 A fine will also be payable to the league as per rule E2. If **both sides** agree to rearrange a conceded fixture, the points accrued in the replayed fixture will be allocated and the points previously given to the winning team will be removed. In order for the rearranged match to be officially recognised, the agreed date must be forwarded to the league administrator by email at least 48 hours before the start of the match. The e-mail must indicate consent to the rearrangement from both clubs. The administrator will acknowledge receipt by showing the fixture on the league website. If one of the sides is then not able to fulfil the fixture, the points will be awarded to the other side as conceded. If one of the clubs is unable to accommodate a reorganised fixture, this will not constitute a failure to fulfil a fixture.
- A8 If a team withdraws from the league during the season the results of any matches it has played will be expunged and any fixtures it has left to play will be removed.
- A9 The winner's trophies, runner's up shield and medals will be supplied by The Surrey Trust League. It will be the responsibility of the winning club from the previous year to arrange and pay for the engraving of the club's name on the trophy/shield and for its return to the organiser by 31st July the following year.
- A10 The STL will be made up of three tiers of competition; each tier will have at least two divisions. Clubs can enter multiple teams, but they cannot play in the same tier.
- The tiers will be structured to give divisions with around 8 teams in them, although this may vary between 6 and 10 teams.
- Which tier a club plays in would be a combination of application, position of 1st XI in the Surrey Pyramid and past performance. All clubs in 1st XI Premiership and Division 1 will in normal circumstances play in the top tier, but may enter a 2nd team in a lower tier.
- Tier 1 will be played to win at the highest standards. Tiers 2 & 3 will be played to win but clubs will be sanctioned for playing inappropriate players or for not playing the game in an appropriate manner based on the difference in standard of the two teams on the pitch on a given day.

Competition Diary
(Dates flexed with Tier 1 Finals Day being 1st Sunday in September)
3rd to Last Sunday in August

- Last day of STL season runs (from April)
- Last U19 group games.

2nd to last Sunday in August

- Tier 1 Play-off

Last Sunday in August

- Tier 2 Play-off
- Tier 3 Play-off

A11

August Bank Holiday Monday

- U19 Finals Day

1st Sunday in September

- Tier 1 Finals Day

2nd Sunday in September

- Tier 2 & 3 Finals Day (Same location)

3rd Sunday in September

- STL v Kent & U19 Regional Finals day

B Team Composition & Player Eligibility

B1 Players must be fully paid up members of the participating club and not 'guests'.

Where a club wishes to combine or use players from another club in order to get a team out, the following will apply:

- B2
- Clubs wishing to bring in players from another club must seek the approval of the league committee.
 - Only young players will be permitted to be subject of an amalgamation i.e. U21
 - The club from which the member club is supplementing it's players cannot be an existing Trust League club.
 - Any players/clubs who play under this arrangement must follow all league rules e.g. with regard to age.

B3 For a player to compete in the league, he must be resident in the UK on or before 1st January in the year that the season commences. Players arriving after 1st January will be considered as overseas players.

B4 No player may play against the same club for two different teams in the same season even if they are subject of an approved transfer or a member of two or more clubs fielding league teams.

B5 Each side to include seven players under the age of 21, five of whom should be under the age of 18. Age groups are decided by the player's age on or before the 1st September in the year prior to the start of the season.

B6 Balls will be supplied by the league at specially discounted prices. Two balls per game to be used and clubs should carry spares to replace lost balls. Both teams to supply one ball per game. Coloured stumps will be provided by the league at cost price.

B7 The home team is responsible for notifying the league of the result and uploading a complete scorecard. This must be done via the play-cricket website by 8pm on the Tuesday following the game. The away side must make any changes and confirm the scorecard by 8pm on the Thursday following the game. The only way a result can be notified is through the play-cricket website.

B8 Players over the age of 21 who have played in the Surrey Championship 1st XI Premier or 1st Division, the equivalent in another county or at a higher level e.g. county or MCC more than once in the last 3 years can only play in Tiers 2 or 3 with the prior permission of the STL committee. This permission must be sought via email by 1pm on the Thursday before the STL fixture in question.

B9 Players younger than 21 can play in any Tier.

B10 Ladies/girls will be considered to be 2 years younger than their age when calculating eligibility.

C Playing Conditions

- Each game is to be governed by the umpires and played in the 'spirit of the game'. The umpire's decision is final and it is expected that players will not question or abuse the umpires in any way. If this rule is not met, the umpires have the authority to recommend that the player/players be banned from any further involvement in league games for the remainder of the season.
- C1
- C2 Teams are to provide their own umpire and scorer for all matches including the play-offs and finals. If due to unforeseen circumstances a team cannot provide a scorer, they will be expected to assist the other team's scorer as much as possible including having someone scoring when their side is batting.
- C3 The competition is based on the side scoring the most runs wins the game.
- C3.5 No game can be called off prior to the scheduled start time without the consent of both captains.
- The start time of matches, except finals days, will be as follows:
- C4 All matches before 1st August 2pm
All matches after 31st July – 1:30pm
The start time can be changed from the above if BOTH clubs agree in advance.
- C4A The scheduled tea interval is 20 minutes. If tea is taken at 4.30pm play to resume at 4.50pm and the game to be finally concluded with 40 overs being bowled if at all possible.
- C4B The home side will provide teas for 15 persons per team (players, umpire, scorer, coaches etc) and will charge the away team a maximum of £50.
- The competition is to run for 40 overs each side. In Tier 1 no bowler may bowl more than 8 overs, in Tiers 2 & 3 the limit is 7 overs. If a match is curtailed or shortened due to adverse weather conditions or the delayed arrival of one of the teams, then the match will take the following format:-
- Between 31 and 35 overs per side – no bowler may bowl more than 7 overs.
Between 26 and 30 overs per side – no bowler may bowl more than 6 overs.
Between 21 and 25 overs per side – no bowler may bowl more than 5 overs.
- C5 Between 16 and 20 overs per side – no bowler may bowl more than 4 overs.
Between 11 and 15 overs per side – no bowler may bowl more than 3 overs.
Matches of 10 overs per side – no bowler may bowl more than 2 overs.
- A minimum of 10 overs per side constitutes a game, but a match of this length should only be considered as a matter of last resort. No match should be agreed to be played at less than 40 overs unless match conditions on the day dictate a curtailment, or a midweek evening game is arranged in order to replay a previously abandoned or postponed fixture. In the latter case, the minimum number of overs considered before the start of play will be 20 per side.
- C6A The pitch shall be marked with a 'Fielding Circle' which is made up of two semi-circles, each having a 30 yard radius and centred on the middle stump at each end of the pitch with the two semi-circles linked by lines drawn parallel to the pitch.
- C6B At the moment of delivery there shall be no more than 5 fielders outside of the fielding circle. Penalty for breach of this rule is a No Ball.
- C6C No more than 5 fielders will be allowed on the leg side at the moment of delivery. Penalty – No Ball.
- C7 ECB fast bowling directives regarding young cricketers and the number of overs they can bowl in one spell are to be rigorously enforced in all league matches. It will be the responsibility of the captains and umpires to fill out a list of team members and ages prior to the start of the game. The League will supply cards for this purpose. Contravention of this rule will lead to the forfeiture of the match.
- C8 If a match is delayed due to the late arrival of either side, the following conditions shall apply. If either side is not available 15 minutes before the scheduled start, they will forfeit the toss. If either side is not available 30 minutes after the scheduled start time the match shall be forfeit by the offending team and any replayed match deemed a friendly. If neither side is ready 30 minutes after the scheduled start time, the match will be deemed abandoned.
- C9 Matches delayed by rain or similar interruption will have a golden half hour, meaning that the match has to be interrupted for more than 30 minutes before any changes to the overs available to the sides in the match.

C9A Subject to the Golden half hour; if the commencement of a match is delayed due to adverse pitch or weather conditions, an over from each innings will be deemed lost every 7 minutes from the scheduled start of play. (E.g. if a match commences at 4pm, 150 minutes will have been lost resulting in 21 overs being deducted from each innings, which reduces the match to 19 overs per side.) By this equation, a 10 over match can commence no later than 5pm with tea taken before the start. All runs and over calculations will be rounded down to the nearest full run or over. If either captain disputes whether the conditions are playable, it shall be the responsibility of the umpires to decide. If either umpire deems the conditions unplayable, taking into account the age of the players, safety of the players and the potential damage to the playing surface, the match shall not commence or recommence.

C10 Subject to the Golden half hour; if a match has commenced and is then delayed due to rain or any other such occurrence, during the first innings, an over will then be deducted from each team for every seven minutes that the match is delayed. When the number of deducted overs takes the first innings up to 40 overs, the first innings will be deemed concluded. The side batting second will then receive the number of overs remaining to them under the seven-minute ruling. (E.g. the side batting first receives 30 overs before it rains. The score is 150-5. The match is delayed for 77 minutes. Each side loses 11 overs. The first innings is deemed over, leaving the side batting second to score 151 from 29 overs). All runs and over calculations will be rounded down to the nearest run or over.

C11 Subject to the Golden half hour; if a rain delay or similar occurs after the second innings has commenced, an over shall be deducted from the side batting second every three and a half minutes that the match is delayed. The winning total will then be decided by calculating the run rate per over achieved by the team batting first and multiplying that run rate by the number of overs now available to the side batting second. (E.g. the side batting first scored 210 from their 40 overs at a rate of 5.25 runs per over. The second innings is delayed for 49 minutes. At three and a half minutes per over, 14 overs are deducted from the side batting second. They will now receive 26 overs at a rate of 5.25 runs per over which will result in an adjusted total of 136.5 or 136 to tie and 137 to win). All overs or score calculations will be rounded down to the nearest full run or over. If this number of runs had already been scored when the delay occurred, the team batting second will be deemed to have won the match. If the number of overs deducted exceeds those remaining to the side batting second, the run rates will be compared and the winner will be the side with the highest run rate. (E.g. the side batting first scores 210 from their 40 overs at a rate of 5.25. The side batting second score 161 from 31 overs when rain causes the abandonment of the game. The side batting second has a run rate of 5.19 and therefore lose the match).

In a match where the second innings is shorter than the 1st due to any form of interruption detailed in these Rules the target for the side batting second will be calculated as follows:

$$(100 + \{d \times 1.2\}) \times (1^{\text{st}} \text{ innings run rate}) \times 0.01$$

where

C11A **d** is the difference in the number of overs to be played,

1st innings run rate (to 2 decimal places) is the 1st innings score divided by number of overs allocated at the start of the innings.

The result is rounded down to the nearest run to give a par score, the target to win for the side batting second is the par score plus 1 run.

This calculation is to be made prior to the start of the 2nd innings and prior to the restart after any subsequent interruption to play.

C12 In the event of a match finishing with the scores level, the number of wickets taken will determine the result. If both sides have lost the same number of wickets, the match will be declared a tie and points will be awarded to both sides as defined in C18.

C13 The umpires are to be strict on their interpretation of leg-side wides calling all deliveries passing outside the line of the batsmen's legs when in their normal stance. Interpretation of off-side wides is to be more lenient with consideration given to swing, age of the bowler and the batsman's reach. Having agreed upon the match criteria between themselves before the start of play, the two umpires should use their best endeavours to be consistent throughout the match. Where possible, umpires should stand throughout the match in order to achieve the required level of consistency – if an umpire is changed during a match the replacement shall only stand at square leg unless both captains agree otherwise.

C14 A bowler may only bowl 2 short-pitched balls that bounce over shoulder height in any one over. Any further delivery bouncing over shoulder height in an over should be called as a no ball. Any ball bouncing over head height should be called a no-ball.

C14A A free hit will be awarded for any foot-fault no-ball. No field changes will be allowed for the free hit unless the batsmen have changed ends as a result of the no ball.

C15 Drinks will be provided at the midpoint of each innings as a matter of course and should not be the subject of a pre-match agreement.

C16 Ideally all teams are to play in coloured kit, but this should not be seen as a barrier to entry to the league. Clubs experiencing difficulties should discuss the situation with the Executive Committee.

C17 Calling of No Ball for a suspect bowling action: In line with Surrey CC policy on young bowlers and in the spirit of developing young cricketers, umpires will NOT call and signal no ball for a suspicious action during a STL match. If there are suspicions the two umpires should discuss the matter and if sufficient suspicion exists, EITHER umpire may record their suspicions with the STL Secretary for further investigation.

The following result points will be awarded for each match:

- 10pts for a win, conceded win or playing against an ineligible side.
- 8pts for a tie
- 5 pts for losing whilst fulfilling a fixture with an eligible team.
- 3 pts for fielding an ineligible team regardless of result.
- 2 points for an abandoned match.
- 8 points for a cancelled match.

C18 The following bonus points, in addition to the result points, will be awarded for any match which starts or where a team conceded against had an umpire and scorer appointed before the concession.

- 3 points for the provision of an umpire
- 2 points for the provision of a scorer

Where these points are claimed, the club must show the name of the umpire and/or scorer in the relevant fields on play-cricket

D Finals Days

D1 The finals day dates and venue will be announced as soon as is possible around the start of the season. If the hosts only have one pitch available, the shield final will be played in the morning, starting at 9.30am using a 20/20 format. If the hosts have 2 pitches, the shield final will commence simultaneously with the final at 1pm and will be played under standard league format rules.

In the event of one or more sides finishing level on points at the end of the season, zone winners and runners up will be decided in the following way:

D2 Firstly, the result of the matches between the clubs involved shall decide the league placing. If this proves inconclusive each club's runs total will be divided by their wickets lost total to leave an average. The highest average will decide the placings.

On finals days and the last date allocated for a play-off match, if matches cannot be resolved due to weather then the result shall be decided by a bowl out.

When a bowl out is required the following procedure will be followed:

- The umpires, in conjunction with representatives of the executive committee, will decide on the wicket to be used. This can be a grass wicket, a net or any other surfaces as dictated by the circumstances.
- In the interests of safety, and in the light of other relevant consideration, the umpire may restrict the run ups to be used. For the avoidance of doubt, this can be down to as little as a couple of paces if necessary.
- D3 • In the bowl out, each player will bowl one delivery and will take a wicket if they dislodge the bails from the wicket with a legal delivery. The winning team will be the one with most wickets after every player has bowled one delivery.
- The Captains will be required to supply the umpires with the order for the bowl out before it starts. There will be a toss to decide who bowls first and then players from the teams will bowl alternately.
- If after both teams have bowled once the scores are level the bowl out will enter sudden death. In sudden death the bowling order will be as before. The bowl out will end when, after a bowler from each team has bowled, one team has more wickets than the other.

E Fees and Fines

E1 An administration fee, notified by the league committee must be paid by each team. The fee must be paid by the 30th of November, cheques made payable to the Surrey Trust League. Any team not having paid their entry fee by the designated date will be subject to a fine.

The fine structure in place for clubs failing to meet administrative responsibilities is as follows:

	Club not represented at Autumn AGM.	£50
	Club not attending kit collection event.	£20
	Application form for following season not received by 30 th November.	£20
	Previous season's report not received by 30 th November.	£20
	Entry Fee not received by 30 th November.	£20
E2	Home club failing to notify league of result and scorecard by 8pm on Tuesday following match.	£15
	Away side failing to confirm scorecard by 8pm on Thursday following match.	£10
	Club failing to return the trophy by the end of the last week in July or returning it un-inscribed.	£30
	Conceding a fixture as the home side (to be retained by the league).	£15
	Conceding a fixture as the away side (75% of fine goes to home side).	£60
E3	Clubs with outstanding fines as of 31 st October will not be permitted entry to the league the following season.	

Surrey Trust League - Finals Days Information

Dates

- 1 The Surrey Trust League Tier 1 Finals day will be held on the first Sunday in September.
 The Surrey Trust League 2 and 3 Finals day will be on the second Sunday in September.
 Subject to confirmation each season, the Surrey v Kent play-off will be held on the third Sunday in September.

Ground

- 2 Pitches to be prepared with marker discs and coloured stumps. All competing clubs to bring a set of Trust League stumps and bails in case the host club do not have enough.

A dedicated presentation space to be provided with a table to display all trophies, medals and any raffle prizes. Where possible, a microphone/PA is to be provided for the duration of the day.

Teas

- 3 Enough for the two standard games plus 5 officials from each team ($44 + 20 = 64$) Plus 4 umpires and 2 League officials = 70 teas to be provided by the host club, all paid for by The Surrey Trust League. Additional teas can be provided for sale to spectators with profits going to the host club.

Bar

- 4 The bar to be open all day with all the profits going to the host club.

Car Parking

- 5 Enough car parking for four teams, umpires and all officials plus 60 minimum spectators (approximately the number of supporting spectators at previous finals).

Team Photos

- 6 All clubs are to take a team photo of their side in coloured kit which is to be forwarded to the league secretary for inclusion in the following season's yearbook.

Whilst it is nice to have a photo after the game with any medals and trophies, it is also recommended that a pre-match picture is taken to avoid players leaving before a post-match photo is taken.

Presentation of Awards

- 7 These will be made at the end of the matches. Where two games are played simultaneously, the presentation will be at the conclusion of the second game regardless of what time the first game finishes.

Teams are to remain in their coloured kit for the presentation of awards and subsequent photos.

Start Times

- 8 If the hosting club has two squares, both matches will commence at 1pm.
 If the finals are held at a ground with only one square, the shield final will be played as a T20 fixture commencing at 9.30am, immediately followed by the league final at approximately 1pm.

In the event of bad weather, all teams are to attend the ground unless otherwise instructed.

Umpires + Scorers

- 9 Both teams to provide an umpire and scorer.

Result

- 10 A result must be obtained on the day. Please ensure that umpires are familiar with the bowl-out procedure in Rule D3 of the Trust League rules.

Trophies and Medals

Trophies and medals provided by the league will be presented on the day.

- 11 Where possible, a member of the playing staff at Surrey CCC will attend to present the awards.

The trophies are to be engraved by the winning sides prior to being returned to the league by the end of the following July.

Officials

- 12 At least one member of the league committee will be present. A dedicated representative from the host club should be nominated to control the event.

Balls

- 13 The league will supply a ball for each team. Spares should be brought along in case of loss.

Raffle or other fundraising

- 14 The host club can arrange any fundraising activity they wish (e.g. raffle, barbecue) and all proceeds will be retained by them.
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