



# Cornwall Cricket League

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## MINING DIVISION EVENING LEAGUE RULES 2026

### 2026 Changes in Red

#### 16.1 Administration

- 16.1.1 The Mining Division Evening League shall be run under the auspices of the CCL. The LMC shall have the powers to resolve all matters not covered by existing rules and their decision(s) shall be final and binding.
- 16.1.2 A fee of £10.00 per team is payable by 7th February. A team that has not paid this will not be included in the League. Any club which is not already a member of CCL must also pay the Associate Membership fee of £10.00.
- 16.1.3 If any club desires to enter a protest against another club it must be in writing to the Compliance Secretary by the Secretary of the protesting club not later than seven clear days after the cause for the protest arose. The Disciplinary Regulations (Section E) of the CCL apply to all Evening League matches.

#### 16.2 Fixtures

- 16.2.1 Each club may select an evening of their choice (either Monday, Tuesday or Wednesday) before the season starts for all home matches. All clubs must visit their opponents on their chosen evening unless by mutual agreement or weather interferes.
- 16.2.2 Teams may mutually agree to reschedule games up to the cut-off point. However, the League Administrator must be informed of the new date NO LATER than SEVEN DAYS before the original fixture date.
- 16.2.3 In the event of either club defaulting the points shall be awarded to the other. Group matches will not be rescheduled.
- 16.2.4 The Competitions Committee will annually state an end-of-season cut-off date, at which point the section tables will be finalised.

#### 16.3 Playing Conditions

- 16.3.1 A match shall consist of 20 overs per side. This may be reduced, by mutual agreement, prior to the commencement of the match. A minimum of 10 overs per side shall constitute a match. There shall be no reduction in overs once the match has started.
- 16.3.2 All games should start no later than 18:15, except playoffs, semi-finals and final, which should start no later than 18:00. A team not ready to start at 18:15 forfeits the right to toss. All games should be played to a finish unless the weather or light is totally unsuitable.
- 16.3.3 No bowler may bowl more than 20%, i.e. 4 overs, in the match. Where the overs are reduced and the total overs are not exactly divisible by 5 an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance, e.g. 16 overs = 3+3+3+3+4.
- 16.3.4 Batters to retire after scoring 30, but may return after all other batters are dismissed.
- 16.3.5 TWO points are awarded for a win, ONE point for a tie, abandonment or cancellation.
- 16.3.6 No points are to be awarded for a match not played by the published cut-off date unless the Competitions Committee decides that one team has forfeited the match to the other.

#### 16.4 Player Eligibility

- 16.4.1 Players need only be registered as a Play-Cricket Evening/Midweek Squad member on the club site– not a League Registered Player. Guest players are therefore permitted (see 16.4.4). A new player must be registered on Play-Cricket within TWO days (by midnight) of playing in their first match. Clubs without a Play-Cricket site must send a list of players for registration by post or email, to the Competition Administrator, prior to their first match of the season.  
Note: Whilst the submission of paperwork, including result forms, is not required in this competition, it is expected that ECB Team Sheet Cards are to be exchanged by the Captains before the match. The possibility of any disputes over eligibility is therefore greatly reduced.
- 16.4.2 No player currently playing in either the Premier Division or Division 1 shall be eligible to play in the Evening Leagues. **A Premier or County Division 1 player is one who has played 5 out of the last 8 games that have commenced at that level in the current and previous season.**

- 16.4.3 Evening League teams may contain no more than three regular players from Division 2 and four regular players from Division 3. **(Max of four Division 2 & 3 players combined)**. A regular player is one that has played 5 out of the last 8 games that have commenced at that level in the current and previous season.
- 16.4.4 Guest players are permitted but no player can play for more than one club in one season unless permission is granted by the Competitions Committee.
- 16.4.5 A club having two teams in the league may not include regular (as defined in 16.4.2) first-team players in the second team.
- 16.4.6 Any player who has not played in a match prior to the play-off matches is deemed ineligible to play in a play-off fixture or resulting final
- 16.4.7 If any of Rules 16.4.1 – 16.4.6 are deemed by the Competitions Committee to have been broken then that team will have any points gained from the match deducted and awarded to the other team. Any subsequent breaches of the rule shall result in a 2 points deduction per breach.

## **16.5 Reporting of Results**

- 16.5.1 Results shall be entered on Play-Cricket by the home team within TWO days (by midnight) of the match being played and confirmed by the away team within 96 hours. Clubs without access to Play-Cricket must send their results by email or telephone/text to the Competition Administrator within TWO days (by midnight) of the match. A 'line score' only is required, e.g. "Team A 97-4 (18.1 overs), beat Team B 95-9 (20 overs), by 6 wickets."

## **16.6 Knock Out Stages**

- 16.6.1 The group winners, along with the number of best second-placed teams required to make up the draw, shall proceed to the knockout stages. In the event of two teams finishing equal on points the higher place shall be awarded to the winner of the game(s) played between those teams. In the event of the game being tied or each having won once, the winning team shall be the team losing fewer wickets in those games. If still tied the higher position shall be awarded to the team with the higher net run rate (based on runs per over) in completed matches between those teams.
- 16.6.2 Teams finishing second in each section, at the conclusion of the regular season, shall be ranked on average points gained per match actually started or was conceded. In the event of two teams being equal on points, the higher position shall be awarded to the team with the higher net run rate (based on runs per over in all completed section matches).
- 16.6.3 In the event of more than two sections, the semi-finals will be drawn prior to the season but include a caveat to avoid the first and second teams from the same section playing each other.
- 16.6.4 Venues for semi-finals and final will be decided by the Competitions Committee
- 16.6.5 The league final must be played no later than the second week of August.
- 16.6.6 CCL shall supply two new match balls and appoint umpires for the Final only. For all other matches, including the semi-finals, the home club shall supply suitable match balls.
- 16.6.7 In the event of a tie (equal number of runs) in the knock out stages, the winner shall be the side losing the least number of wickets. If still tied, the winner shall be the team scoring most runs off the bat; if still tied, the match will be decided by the toss of a coin or, in the Final, the trophy will be shared.
- 16.6.8 Completion of Interrupted Matches (DLS Method) MDEL Semi-Finals & Final
- 16.6.8.1 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum 5 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing. This will be calculated on the DLS system as set out in Rule 11.11
- 16.6.8.2 If this 5 overs per innings condition is not met for both teams, the match may be considered abandoned and re-arranged following Rule 17.1.19.

### **Note: MDEL v WPEL Challenge Match Special Rules**

- No Players are permitted to play in the Challenge Final that have not previously appeared for their team in an MDEL or WPEL league match during the current season.
- No bowler may bowl more than 20% of the available overs, i.e. 4 overs, in the match. A minimum of 10 overs per side shall constitute a match. There shall be no reduction in overs once the match has started.
- Batters to retire after scoring 30, but may return after all other batters are dismissed.
- No more than TWO County Senior players can play, no age limit, they must not bowl at all or bat higher than number six.

- For definition, a County Senior Player plays in the Premier Division or County Division One and has played THREE senior matches in that season.
- There is no limitation on the number of players from Division 2 & below providing they have previously played in an MDEL or WPEL fixture for their club during the current season.
- If there is a suspension of play after the start of the match DLS will apply. Refer to Rule 16.6.8. In the event of a tie 16.6.7 applies.
- If the team batting second has not received 5 overs the trophy will be shared.

2026 version: 24.2.26

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