IWCB 100 Midweek League Regulations 2026

Eligibility to Enter

1. Competitions shall be open to all clubs affiliated to the Isle of Wight Cricket Board Limited (IWCB). The control and administration of all competitions shall be by the Isle of Wight Cricket Board Clubs Executive Committee (IWCBCC) and all decisions of that Committee shall be final.

2. Matches will be played under the Laws of Cricket Code 2017 (3rd Edition – 2022) disregarding any special regulations for Test and First Class matches.

Entering the League

3. Clubs wishing to enter any IWCB competitions will be sent a competition entry form prior to the season – clubs must return this with the relevant information by the required date.

Entry Fee

4. An annual affiliation fee will include the cost of any competitions and must be paid to the IWCB before 30th May each year of the competition.

Fixtures

5. Fixture blocks will be arranged by the IWCBCC Competition Secretary and sent out to all clubs before the season. Clubs will then need to schedule matches within these fixture blocks. Matches will be played in between these dates and may only be varied with the consent of both clubs and prior approval of the IWCBCC Competition Secretary.

Under 18 Players

6. Players aged 17 years or under on 1st September prior to the season may play for more than one club in **any** competition during the season. It is the responsibility of that club to ensure adequate insurance arrangements are in place to cover such players in the event of accident or injury to them or any third party arising from their action(s).

Team Sheets

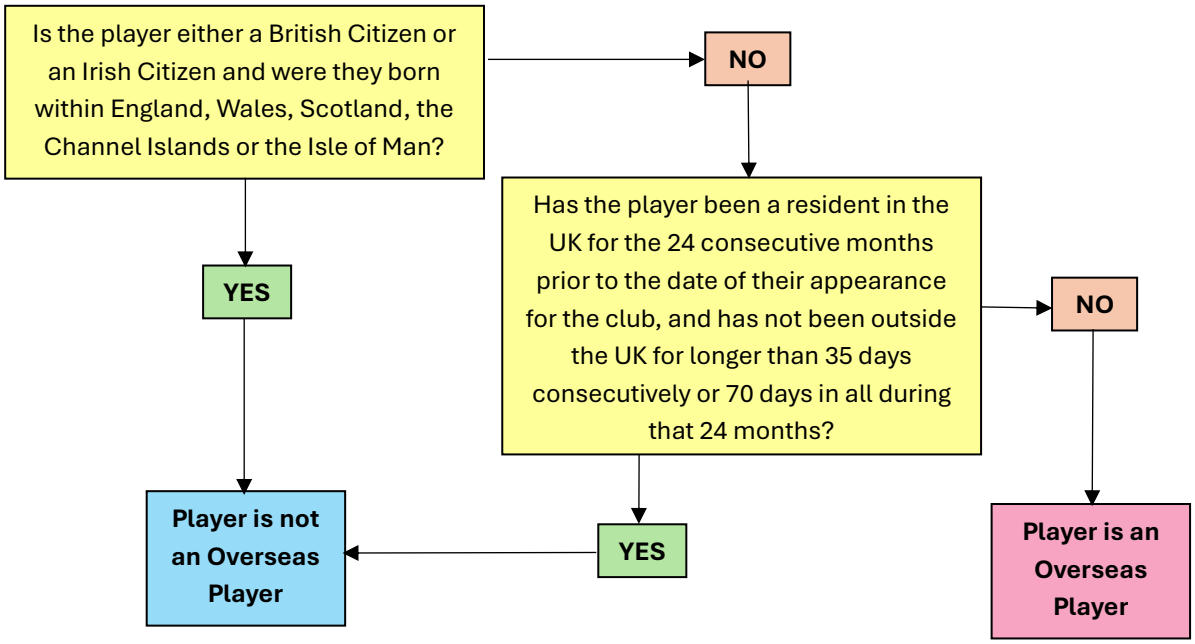
7. A team sheet, nominating the team's players, must be submitted by each captain and given to each umpire (and where relevant, the scorers) prior to the toss. If there are no umpires or scorers allocated to the game, cards must be exchanged by the captains. These team sheets must list the age group of all players under the age of 18.

Overseas/Contracted Players

8. The definition of 'Overseas Player' for the purposes of the IWCB is set out in the flow chart. A 'Contracted Player' for the purposes of the IWCB is a player who receives remuneration for playing cricket.
9. All players who may fall into the category of Overseas Players must be registered with the IWCBCC Competition Secretary at least seven days prior to the first match played by that player. It is the duty of the club to satisfy itself that any player who may be considered to be an Overseas Player is registered in such a way. Any team contravening this rule in a league or group stage cup match will received 0 points (irrespective of the result of that game and any bonus points gained) with the opponent receiving maximum available points for that fixture. If the contravention takes place in a knockout cup match, that team will be disqualified from the competition and the team's opponents from the match in question will progress to the next round (or if the contravention takes place in the final, the opponents will be declared the winner).

Limitations of Overseas/Contracted Players

a) In the 100-Ball Midweek League, each club is restricted to a combined maximum of no more than **TWO** Foreign/Contracted Players per match.



Player Eligibility

10. No club shall have the right to determine the composition of a visiting team as long as the player is entitled to play for the team and not under a cricketing sanction.

Match Result Reporting

11. The home club in any match shall be responsible for ensuring the result is correctly recorded onto the relevant IWCB Play-Cricket website. Scorecards must be fully uploaded, including player names, batting scores, bowling figures and team totals (and points where relevant) as a minimum within 72 hours of the scheduled start time. In the event of failure to comply with this rule, the **home** club will be subject to a two-point deduction.

Match Officials

12. In all matches, each team should be responsible for providing a qualified umpire approved. If only one side provides an approved umpire, that umpire shall officiate from the striker's end at all times. If no approved umpire is available, the game may be played on the agreement of the two captains. Anyone umpiring in such a match must assume the full role and responsibilities of an umpire.

a) In the 100-Ball Midweek final, umpires will be appointed where possible. Each team will be responsible for providing a scorer.

b) Umpires are instructed to apply the following when judging wides in all formats. Any offside or legside delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a wide. For guidance purposes, a legside wide should be called if a ball passes on the leg side outside the pads of the batter in a normal guard position.

c) For all matches, it is up to the umpire's discretion whether they hold any excess equipment of the fielding team. For the avoidance of doubt, this shall include hats and jumpers of the bowling team.

Match Balls

13. The make and standard of match balls to be used in competitions will be approved by the IWCB annually.

a) Where umpires are appointed, the home team are responsible for handing them six appropriate spare balls of varying ages. Where umpires are not appointed, the home side need to make sure both teams are aware of where the spare balls are kept.

b) The application of saliva to the match ball shall not be allowed. Following a first and final warning by the umpires, a five-run penalty will be awarded against the bowling team for each subsequent infraction.
c) If the umpires consider that the condition of the ball has been unfairly changed by a member(s) of either side, they shall ask the captain of the opposing side if they would like the ball to be replaced. If necessary, in the case of the batting side, the batters at the wicket may deputise for their captain.
d) In the 100-Ball Midweek League, the **home** team is responsible for providing a new **pink** or **orange** ball of the approved make and standard. The ball shall be used for both innings.

Protected Area Marking

14. On a grass pitch, to mark the protected area, a small white mark will be placed on either side of the pitch **five feet** from the popping crease. Further white marks will be placed on the bowling crease **one foot** either side of the centre stump. The marks will be placed at both ends of the pitch.

Minimum Numbers

15. The minimum number of players a team must have for a game to commence is **seven.** If a team has the minimum number, the game should be played and not conceded.

Sanctions

16. In addition to the IWCB Discipline Procedure; should the League Committee determine that any club or player commits an act which either brings the league or cup into disrepute or challenges the integrity of the league or cup, then the Committee shall enforce any sanctions which they deem fit. A club or player may appeal any decision made by the League Committee in line with the appeals process outlined in the IWCB Discipline Procedure.

Match Delay

17. (i) Should play be delayed or interrupted for any reason, each innings shall be reduced by one over for each subsequent six minutes lost.
(ii) Where play is interrupted after a match has commenced, any time lost in the first innings will initiate a reduction in overs for both sides at a rate of one over for every six minutes lost.
(iii) Where an interruption occurs during the second innings, any time lost will bring a reduction of one over for every three minutes lost.

(iv) Should the second innings length be affected by an interruption, the winning target shall be recalculated using the first innings run rate.
(v) A match will be considered cancelled if it hasn't commenced within one hour of the scheduled start. A match that has commenced but where ten overs are unable to be completed in the second innings because of the weather or any other unavoidable reason will be considered abandoned.
(vi) Where pitch covers are available, they may be used prior to the commencement of the game. The home team captain must advise umpires and the visiting captain prior to the toss of the coin if covers are available. Thereafter, it will be the umpires who decide as to whether they are to be used during the game.
(vii) In all competitions where time is lost, all references to overs and batting points shall be reduced pro rata, give the reduction in playing time for each side.

100 Ball Midweek League – Additional Rules & Playing Regulations

18. Any player may play for more than one club in the 100 Ball Midweek League during the season. It is the responsibility of that club to ensure adequate insurance arrangements are in place to cover such players in the event of an accident.
19. League positions will be determined on average points. This will be calculated by dividing the total number of points by the number of completed matches. In each Division, should any teams be equal on average points, the team with the most wins will gain the higher position. If still equal, the higher run rate per over throughout the season shall be to determine places.
20. The side scoring more runs shall be deemed the winner of each match. If both teams are tied on runs, the match shall be declared a tie. If the final is tied, a Super Over shall be conducted to decide the winners. In a result of a tie in the Super Over, further Super Overs shall be used until there is a winner. If bad light means that no further Super Overs can be played, the trophy shall be shared.
21. The toss shall be undertaken no later than 15 minutes prior to the scheduled start time. If a team is not present at this time, they shall forfeit the toss.
22. A side batting with less than eleven players, including a side that has nominated eleven players but where one or more has not arrived at the ground at the time, shall not be permitted to declare their innings closed at the fall of wicket if no further batter is available. In such circumstances, the batting side will be deemed to be all out.

Match Rules

1. Each match will consist of 100 balls per innings.
2. The side scoring more runs shall be deemed the winner of the match. If both teams are tied on runs in the league stage, then the match shall be declared a tie. (Please see rule 20 above for what happens if the final is a tie).
3. A maximum of **twenty balls** per bowler shall be allowed. All are subject to the ECB directives. In the event of a reduction in balls, the allocation to each bowler shall be reduced proportionally.
4. **Ten balls** shall be delivered from one end at a time. This can be one bowler delivering all ten balls, or one bowler delivering five balls, followed by another bowler delivering five balls.
5. Fielding Regulations

5.1 Discs shall be placed in a circle 30 yards from each wicket. Four players plus the wicket-keeper and bowler must be within that circle at the moment of delivery throughout the innings.

5.2 In addition to this, the first **thirty balls** of each innings will be a powerplay where no more than two fielders can be outside the 30 yard circle at the moment of delivery.

Awarding of Points

1. Points in 100-Ball Midweek League matches shall be awarded as follows:
   Win – 10 points + Bonus Points
   Tie – 5 points + Bonus Points
   Defeat – 0 points + Bonus Points

2. If a team fails to fulfil a fixture, they shall be awarded 0 points. The opposition shall be awarded **twenty-five** points for the game.

3. Bonus Points shall be awarded as follows:
   Batting
   80 runs – 1 point
   100 runs – 2 points
   120 runs – 3 points
   140 runs – 4 points
   160 runs – 5 points
   Bowling
   2 wickets – 1 point
   4 wickets – 2 points
   6 wickets – 3 points
   8 wickets – 4 points
   10 wickets (or all out) – 5 points

Additional Batting Points can be gained for teams batting second and winning with wickets in hand, who are not able to achieve batting points due to the total set in the first innings. These points will be awarded as follows:
Winning with 9 or 10 wickets in hand – 5 points
Winning with 7 or 8 wickets in hand – 4 points
Winning with 5 or 6 wickets in hand – 3 points
Winning with 3 or 4 wickets in hand – 2 points
Winning with 1 or 2 wickets in hand – 1 point

Teams can only gain a **maximum of five points** from a combination of batting and additional batting points.

Under 15 Players

There shall be bonus points for U15 players playing in the 100-Ball Midweek League, which will be awarded as follows:

- 1 point per 15 runs in a match for an individual U15 player
- 1 point per wicket in a match for an individual U15 player

An U15 Player can only receive a maximum of **two** bonus points from this rule per game. A team can only receive a maximum of **five** bonus points from this rule per game.

Any player receiving U15 bonus points must be aged 14 years or under on the 31st of August of the year preceding the season of play.