

Sevenoaks & District Bat & Trap League

www.batandtrap.org.uk

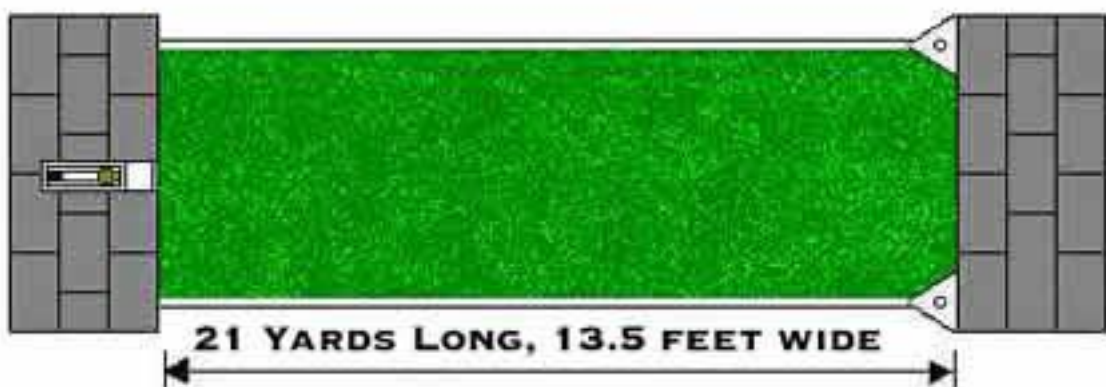
Official rules of the league for the 2010 season

Alterations for the 2010 season are highlighted in blue.

1. The dimensions of the pitch are 21 yards long measured from the front of the trap at one end and the two posts 13'6" apart at the other end. **If this is not possible** an alternative pitch can be used 18½ yards long with posts 12'6" wide. The pitch should be as flat as possible.

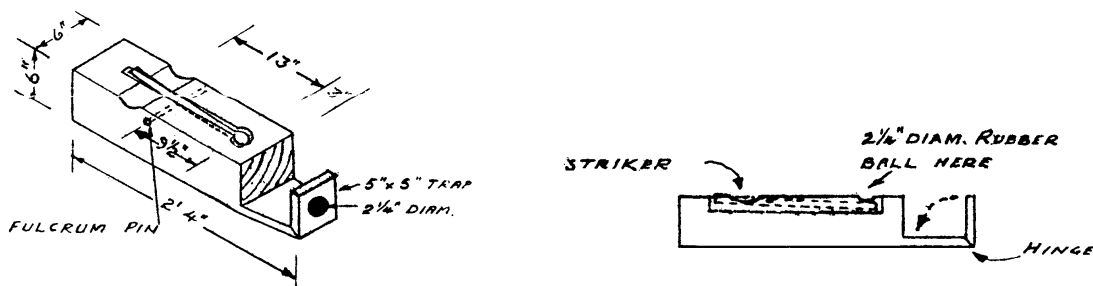
Batting End with Trap

Bowling End with Posts.



A white line must be drawn between the posts at the bowling end, which is known as the bowling line. A straight line of paving slabs or bricks can also delineate this. The pitch has to be floodlit as usually matches are played between May and September starting at approximately 8:30 p.m. and can finish very late. It is also advisable to have fencing or netting behind both ends of the pitch to stop the ball.

2. The Trap is usually made of hard wood, which is placed at the batting end. This device is made to ensure the ball is hit vertically into the air by the bat.



The target or trap at the front of the device is a five inch square hinged piece of wood painted white with a 2 1/4 inch diameter black circle painted centrally on it.

3. The posts located at the bowlers end are also made of wood or 34mm plastic lengths of pipe and must be 7 feet high from the ground to the top of the dowel pole. The base used to hold the pole vertically must be triangular in shape with one side on the batting line as shown above. The base is usually approximately 18 inches length on each

triangular side and 5 inches in height.

4. The bat is made of solid wood and the striking surface is usually oval and not more than 8 inches in length and 5½ inches in width. No material can be fixed to the strike surface and the length of the handle must not exceed 10 inches, making an overall maximum length of 18 inches.
5. The ball used is a heavyweight solid rubber lacrosse ball 2½ inches in diameter coloured white or yellow, although white is the preferred colour. These can be purchased from established sports shops.
6. Each match shall consist of 3 legs. Team Captains will toss a coin for choice of batting and bowling before commencing the match and after each leg. The entire bowling team of 6 players stand at the bowlers end with at least one foot behind the bowling line, while the first player from the batting team approaches the trap. Two scorers must umpire league matches and knockouts, one provided by each team. The Scorer can be a playing member of the team
7. Players are deemed to represent the team for which they played their first game of the season. For any league or league knockout match a team may include one player from another team from the same pub.
8. Any new teams joining the league will start in the lowest division. In the event of a team simply moving to another venue or Pub, they will retain their standing from the previous season with the name of the new venue or Pub. In the case where the pub still has the facilities to play the game but due to circumstances the pub has an entirely new team the team who has moved will start in the lowest division. If 4 or more of the original players move to a new venue or Pub they will retain their standing from the previous season with the name of the new venue.
9. The first batsman from the batting team places the ball on the front of the trap and hits the seesaw section at the rear so that the ball is catapulted in to the air. In the same motion the bat is swung to hit the ball up the pitch to the bowling end, hopefully between the posts.
10. The batsman is allowed to strike the trap twice without hitting the ball. However, should the batsman strike at the ball and miss then he is out. If the batsman fails to hit the ball on the third strike then he is out.
11. If the batsman fails to hit the ball between the posts then he is out. If a fielder catches the ball the batsman is out, with the following provisos: The catcher must have one foot touching the ground on or behind the bowling line, and the ball must be caught in front of the line. After the batsman has struck the ball, it must contact the pitch at least once before it passes through the posts or the batsman is declared out. This is known as the "fast ball" rule.
12. The batsman having struck the ball between the posts must stand still and well clear of the trap (but not behind it) to avoid distracting the bowler until the ball is bowled back. The trap must not be defended.
13. If the batsman strikes the ball over the bowling line successfully, one of the bowling team takes the ball and bowls underarm back at the trap, aiming for the flap on the front. If the flap falls, the batsman is out and the next batsman approaches the trap. (Note that the batsman is not out if the ball hits the flap but fails to make it fall). If the bowler knocks down the flap, the batsman shall be out. The batsman must not touch the ball before it

has passed the trap or comes to rest before reaching the trap.

14. No bowler can bowl more than one ball in six and they must bowl in their order of batting. If a team consists of five or less players, every sixth bowl is returned to the batsman after a successful strike of the ball without attempting to hit the trap.
15. The bowler must have one foot behind the line and on the ground when bowling, and must bowl underarm if this is not the case the bowl is deemed a no ball. In the event of the 'No Ball' a run shall be scored, and the batsman cannot be bowled out. The player bowling the 'No Ball' will not bowl again until his next turn comes round.
16. One run is scored if the ball is hit between the posts by the batsman and the bowler fails to knock down the flap.
17. The fielding team must remain on the field during the innings. If the bowler misses the trap, or it does not fall completely the batsman is awarded a run and takes another turn. Players in the bowling team take turns to bowl the ball when it reaches the bowling end.
18. This process continues until the entire batting team is out. The teams then change roles of batting and bowling and repeat the exercise. This constitutes one leg.
19. A leg is over when the second team is either all out or has scored more than the first team. 1 point is awarded to the team with the most runs, if both teams have the same score the game shall be declared a tie and each team will be awarded 1/2 a point. At the end of the match an additional point will be awarded to the team with that has won the most legs.
20. A team will play both 1 home and 1 away match with all other teams in their division during a season. The Team with the greatest number of points will win the division. At the end of the season, the bottom two teams of each division (except the bottom division) will be relegated, and the two top teams (except the top division) will be promoted. If, however the committee adjust the size of each division to suit the number of teams available at the commencement of the season, the two up two down may not be possible.

Should there be a tie at the end of the season for league places, which affect winners etc., the winner will be the team with the most wins in the season. If this is the same there will be a play off or the title will be shared. This is the case unless otherwise agreed between the two Captains.

21. If either team is not at full strength at the commencement of the game, this can be rectified at the start of the next leg. More than one substitute may be used per leg, but no substitutes may be used during a leg.
22. In the case of the various knockout competitions including trebles and doubles the team to reach 2 legs first is the victor, no further legs have to be played unless the teams wish to do so.
23. Matches must commence by 8.30pm on the day of the fixture, with both teams endeavouring to be at the match location by 8.15pm. If a team is running late for extraordinary reasons, notification must be made to the opposing team captain by 8.30pm and the match start time may be extended to no later than 9pm, providing both team captains are in agreement. If both captains agree that a match is unplayable due to the weather, they must rearrange the fixture and inform the Secretary. Matches may not

be cancelled for any other reason; if a team cannot make a fixture then 3 points are awarded to the team who were ready to play. All rearranged games must be played by Finals Day.

24. Should a match be abandoned, the existing score of completed legs will stand. The match must be completed at a later date by mutual agreement. The fixtures secretary being informed. All scheduled league matches will be played on a Tuesday.
25. All matches should be completed by finals day; this is to allow time for the collection of trophies and engraving etc. in preparation for the prize award evening. Matches can be played after finals day if they do not affect trophy places, for example matches which may affect promotion or relegation.
26. At the end of the match a card is signed by both Captains which states the result of the match and records individual achievements of most wickets in the match by an individual and greatest number of runs scored by an individual in one innings. These cards are then sent to the fixtures secretary who keeps the record of all the results. The winning team is responsible for this. See rule 39 for further clarification.
27. Finals of all competitions shall be played on a neutral pitch. The committee shall arbitrate if an acceptable venue for the teams is not found.
28. If a team withdraws from the league during a season but they reached the halfway point, their points scored will remain in the league score. All points after half way will be deducted. If they drop out prior to half way all points will be deducted.
29. The committee shall consist of a Chairman, Treasurer, Fixtures Secretary, Internet Secretary and as many other members as are felt necessary to fulfil specific functions as required.
30. Existing members of the league will vote the committee in at the Annual General Meeting, with each team entitled to one vote.
31. The Committee will be elected annually and shall be formed to enquire into and deal with any protests or contraventions of these league rules and matters directly concerning or affecting the prestige and running of the league.
32. All protests and complaints must be lodged with the Secretary in writing or e-mail within seven days from the date the complaint arises, stating all relevant details including teams involved, date, venue and the nature of the offence. The Committee will then rule on the situation and once delivered their decision is final.
33. Annual subscriptions shall be agreed by the committee, and payable before or at the AGM. The fee will automatically include every team for the team league knockout and is not refundable. The fee for the 2010 season is £30.00 per team, this will be reviewed annually.
34. No establishment or pub is permitted to enter more than two teams per pitch, except for doubles and trebles competitions.
35. All trophies are the property of the Sevenoaks and District Bat and Trap League. All league trophies must be returned to the Chairman at least 1 month before presentation night.
36. A declaration must be made when a team reaches 50 runs at the fall of the next wicket,

unless otherwise decided by the two Captains. For example if a player were in contention for the top runs award this would not be the case. The reason for this change is to save time. If the other team reaches 50 then the first team returns to the trap and so on until the game is decided.

37. The Sevenoaks & District Bat & Trap League accept no liability of any nature whatsoever for any loss or injury incurred whilst any person is taking part in any way with this pass time.
38. Alterations or additions to these rules can only be made:
 - (i) with the approval of a majority of team captains and the committee
 - (ii) at the Annual General Meeting.
39. Any team failing to notify the Fixtures Secretary of a result **within 7 days** of a match taking place will be deducted 1 point from their league score. This notification is acceptable by phone, preferably e-mail or by post.
40. The maximum number of teams possible in a league is 10; depending on how many teams play in future seasons the following formula will be used. No. Of teams / Leagues - 16/2 17/2 18/2 19/2 20/2 21/3 22/3 23/3 24/3. Normally 2 teams will be promoted and 2 teams will be relegated. However, if the number of teams reaches 21, 3 leagues of 7 will be created. If the league grows 3 teams will be relegated and 2 promoted, if the league reduces in size 1 team will be relegated and 2 teams will be promoted.
41. No team shall be permitted to play in the doubles and trebles knockout tournaments until their fees have been paid.