

T20 Playing Conditions and Regulations 2018

1 TWENTY20 Cup Playing Conditions

- 1.1 The competition shall be called the Warwickshire Cricket League's Twenty 20 Cup and shall be open to all League Clubs, who may enter one team each irrespective of the number of sides that the Club enters throughout the League's divisions. The competition will be played in 2 bands, the first to cover Premier Division 1 and Division 2 and Division 3 Clubs and the second to cover all other Clubs. Entries are optional and must be received by the League before 1st April.
- 1.2 Only registered Club players as shown on the Play Cricket registration system shall be eligible to participate in the competition, and no player shall be eligible to play for more than one Club in any one season. The penalty for fielding an unregistered player will be expulsion from the competition with the match awarded to the opposing Club, with further possible sanction in line with standard playing regulation 2.12.
- 1.2.1 To play in the competition, a player should be registered before the first round of the competition. Normal transfers will be considered, but players who have not played at least 4 club games before the regional finals cannot be selected for rounds beyond this stage of the competition. The competition committee will consider exceptions by appeal. The decision of the competition committee will be final.
- 1.3 A full draw shall be made prior to the start of the season and will, if the League so determines, be regionalised into zones for each competition.
- 1.4 The League will set a "play by" date for each round. The home Club will offer the away Club 2 possible mid-week dates for the fixture excluding dates on which the away Club has weekly League fixtures (other than junior fixtures), and a possible reserve date in case of cancellation all to be before the "play by" date. Failure to do this will lead to the match being awarded to the opposing Club. The away Club will select 1 of these dates. The home Club will notify the League general manager of these

T20 Playing Conditions and Regulations 2018

dates promptly and the League will if possible allocate Umpires to the fixture.

- 1.5 In all rounds, League Umpires from the full list will be appointed wherever practical. Such Umpires will each receive an allowance of £20 shared equally between the two Clubs. Any Umpire standing alone will each receive an allowance of £30.
- 1.6 If the League cannot provide Umpires the Clubs will provide 1 non-playing Umpire each if possible. If only one Club provides a non-playing Umpire that Umpire if he wishes can stand at the bowler's end throughout the match.
- 1.7 Whenever games are in doubt due to bad weather, the home Club will confirm whether the match is still on. If a match is cancelled, the home Club should contact the visiting team and both Umpires, as soon as the decision is made, in an attempt to prevent unnecessary travel. If the match is cancelled and the home Club has failed to contact the Umpires and they attend the venue, they are entitled to claim their attendance fee from the home team. If the ground of the team drawn at home is unavailable on the scheduled date, the fixture must be switched to the ground of the team drawn away if their ground is available. Abandoned games shall be re-played on the agreed reserve date. No dispensation will be allowed for player unavailability. If the ground of the team drawn at home is

T20 Playing Conditions and Regulations 2018

unavailable on the replay date, the fixture must be switched to the ground of the team drawn away if their ground is available.

- 1.8 The home Club should confirm that both Umpires are available to stand in the re-arranged match. If either, or both, are unavailable, Clubs should contact the Umpires Co-ordinator.
- 1.9 The result and scores of each match shall be sent to the WCL results service by the winning Club by 10.00 p.m. on the day of the match.
- 1.10 Midweek matches shall start no later than 6.30 p.m. The finals will be held on the same day at a venue, a time and a date to be confirmed, by the Management Committee.
- 1.11 The side scoring the most runs wins. In the event of a tie, the side with the most runs after 10 overs and then 5 overs will be declared the winner. If the result is still unresolved the side losing least wickets will be the winners and if this fails to resolve the matter the result will be a tie, but the team drawn away will progress to the next round. Should it, in the opinion of the Umpires, be necessary to abandon the game for any reason, the winners will be the side with the highest overall run rate per over, provided that the side batting second has received a minimum of five overs. If the side batting second has not received a minimum of five overs, the game shall be replayed in its entirety. In the event of a tie on run rate the tie breakers above will apply. If a side is all out the run rate calculations will be based on runs score divided by overs available rather than overs received.
- 1.12 Before the toss for innings, each Captain must nominate his players. The nominated players must be set out on a team sheet which is presented to an Umpire before the toss or, if neither Umpire is present at 6.15p.m., within five minutes of an Umpire arriving. The team is deemed able to start at 6.30 p.m. if seven or more players are present for the toss at 6.15 p.m. If a team is unable to toss at 6.15 p.m., it shall forfeit the toss. Play will start at 6.30pm providing seven or more players are present from each side. Any team not ready to start at 6.30pm will be

T20 Playing Conditions and Regulations 2018

penalised 6 runs per every 3 minutes 30 seconds or part thereof the start is delayed and if a team is not available by 7pm it will be deemed to have forfeited the match.

- 1.13 In all Rounds, used or new League supplied balls of a similar condition shall be provided by the home Club, one for each innings. There will also be at least 2 spare balls of similar condition available and in the case of a ball becoming lost outside the field of play a spare ball will be used immediately, with the batting side then making all reasonable efforts to find the original. There will be no additional time allowance for a lost ball (unless all spares have been exhausted) and fielding captains should prevent their players from taking excessive time to retrieve a lost ball.
- 1.14 There will normally be two sessions of play of one hour and 15 minutes each, separated by an interval of 5 minutes. There will be no rolling of the pitch between innings. If there is the prospect of poor light or bad weather, the Umpires and Captains may, before the commencement of play, agree to reduce the number of overs per innings subject to a minimum of 5 complete six ball overs per side.
- 1.15 In an uninterrupted match, each team should bat for 20 complete six ball overs unless all out earlier. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs. No player shall be allowed to bowl more than four overs in any one innings, however, in a delayed start or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no player shall bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption). Where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.
- 1.16 In delayed or interrupted matches (for any reason), one over will be deducted for every three minutes and 30 seconds (or part of) playing time lost. The number of overs shall be arranged so that

T20 Playing Conditions and Regulations 2018

both teams have the opportunity of batting for the same number of overs (minimum five overs per side). For reduced overs matches, the timings shall be adjusted by the amount that the starting time is also adjusted, allowing three minutes and 30 seconds for each six ball over to be bowled. If overs can not be arranged such that both side receive the same number of overs (interruptions in the second innings), the second innings shall be reduced subject to a minimum of 5 overs and the result will be determined on run rate.

- 1.17 When an interruption occurs, mid-over, and, on resumption, the bowler has exceeded the new maximum allocation, he will be allowed to finish the in-completed over. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over, only in so far as each bowler's limit is concerned.
- 1.18 If the team fielding fails to start the last of the required number of overs by the scheduled time for the cessation of the innings, play shall continue until the required number of overs has been bowled. The batting side will be credited with six runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this, consequently, takes their score past that of the side batting first, then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball becomes dead.
- 1.19 If the innings is terminated before the scheduled or re-scheduled cut off time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.
- 1.20 The Umpires shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion when play is interrupted, of the scheduled cessation time for that innings. The Umpire at the bowlers end will inform the fielding captain, the batsmen and his fellow Umpire of any time

T20 Playing Conditions and Regulations 2018

allowances for exceptional events as and when they arise. This matter will not be subject to retrospective negotiation and in the absence of any notifications of additional time captains should expect and Umpires give no leeway and issue no warnings as it is the captains' responsibility to play the match in a timely manner.

- 1.21 At the instant of delivery, there shall not be more than five fielders on the leg side.
- 1.22 For the first six overs of each innings, only two fielders are permitted to be outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch (the fielding circle). The fielding circle should be marked by painted white "dots, or by a white plastic or rubber (but not metal) disc" at five yard intervals. For the remaining overs of each innings, only five fielders are permitted to be outside the fielding circle at the instant of delivery.
- 1.23 In circumstances where the number of overs are reduced for either team, the overs in respect of which fielding restrictions shall apply shall be reduced, proportionately, in accordance with the table, below, for each innings. Fractions are to be ignored in all calculations regarding the number of overs. If, on resumption, the number of overs for the fielding restrictions has already been exceeded, this should take effect immediately.

Overs	Restrictions	Overs	Restrictions
5-6	1	14-16	4
7-9	2	17-19	5
10-13	3	20	6

- 1.24 In the event of an infringement of any of the above fielding restrictions, the striker's end Umpire shall call and signal "No ball". In the event of the striker's end Umpire failing to call and signal "no ball" when the fielding restrictions have been breached, immediately the ball becomes dead, the striker may

T20 Playing Conditions and Regulations 2018

draw the matter to the attention of the Umpire. If the striker's end Umpire is able to verify the breach, he shall call and signal "no ball." If the striker's end Umpire is unable to verify the breach, he shall confirm that the events of the delivery shall be unchanged.

- 1.25 Law 21 (No Ball) will apply, except that the penalty for a No ball under law 21.15 shall be amended to two runs. The delivery following a No ball called for a foot fault (Law 21.5) shall be a free hit for whichever batsman is facing. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or Wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker may be dismissed, only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball. Field changes are permitted for free hit deliveries. Law 22 (Wide ball) Umpires are instructed to apply a very strict and consistent interpretation, in regard to this Law, in order to prevent negative bowling wide of the wicket. Any ball passing behind the batsman (not touching his person or equipment) will be called and signalled "Wide ball" by the Umpire at the bowler's end. Any ball, which after pitching, passes or would have passed above shoulder height of a batsman standing upright at the crease shall be called and signalled "No ball" by the Umpire standing at the bowler's end.
- 1.26 Law 15 (Declaration and Forfeiture) will not apply in this competition. The Captain of the batting side may not declare his innings closed at any time.
- 1.27 Law 40 (Timed Out) will apply, except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within one minute and 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be

T20 Playing Conditions and Regulations 2018

ready to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

- 1.28 Except as specified herein, the Laws of Cricket (2017 Code) apply.
- 1.29 The decision of any matter arising in connection with the competition shall rest with the Management Committee.