

SOUTHERN PREMIER LEAGUE T20 CUP RULES & REGULATIONS

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1. Control and Management.

The entire control and management of the Southern League Twenty 20 Cup (hereinafter referred to as the Cup) shall be vested in the Management Committee of the Southern Premier Cricket League and played under the Laws of Cricket, except where superseded by these Competition Rules and shall be played for the Southern League Twenty 20 Cup. The Cup shall not become the property of any one Club. The number of Clubs competing shall be determined by the Management Committee, which will use its discretion regarding the issue of invitations for Clubs to enter.

2. Entry Qualifications.

All competing Clubs shall be affiliated to the Hampshire Cricket Board and be teams playing regularly in the Southern Premier League Divisions.

3. Playing Qualifications.

3.1 A player is entitled to play for the Cricket Section of the Club for which he is a fully paid up member and is registered in accordance with the Southern Premier Cricket League playing requirements. See SPCL Administration Rule 4: Eligibility of Players. However the allowance for emergency registration of Category 1 players contained in Clause 4.3.3 will change slightly as described later in this (3.1) section.

For the purpose of this Competition the Clause shall read:

‘No Category 1, 2 or 3 or 3 (exempt) player can play in the Competition until confirmation of that player’s registration is received from the Registration Secretary, together with his registration number. However, **for Rounds 1,2 & 3 only**, in an emergency, a **Category 1 only** player can be registered on the day of the match, provided that both Umpires have countersigned the registration form as being fully completed **BEFORE** the start of the match. The Registration Secretary must receive the fully completed registration form before **Wednesday Midday** following the Sunday of the match or the player shall be assumed to have played illegally, and the result of the match will automatically go in favour of the opposition.

In the event of a rescheduled match not being played on a Sunday then the time scale will be Midday of the third day immediately following the actual day the match (e.g. match day Wednesday = Midday Saturday).

In a Semi Final and Final no player shall be eligible to play unless confirmation of that player’s registration is received from the Registration Secretary, together with his registration number. The form can be faxed, ‘scanned and E-mailed, or hand delivered.

3.2 No player may represent more than one Club in this competition in any one season

4.0 The Draw and Playing of Rounds.

The draw will be made and matches played as the Management Committee may determine. Immediately after the draw, the Competition Manager or his nominated deputy, shall inform each of the Clubs drawn the name of the Club it has been drawn against and the date on which the tie is to be played. This competition shall take precedence over all other Sunday competition matches except for the ECB National Club Competition. Individual Clubs are not at liberty to alter the dates of fixtures without the consent of the Competition Manager, whose permission will only be given in exceptional circumstances. An inability to raise “the best” side is not a valid reason for postponement of a fixture. The Club drawn first shall be the “home” team and provide the pitch and be responsible for the placement of the fielding discs. All grounds used shall be of an acceptable standard to the Southern Premier League and be suitably equipped with adequate sightcreens.

5. Refusals

A Club refusing, or failing to play a Club against which it has been drawn on the date fixed for that round shall be adjudged to have lost the match and shall be liable to a fine not exceeding £100. Should a Club refuse to compete or not be ready to commence play at the appointed time, they may be removed at the discretion of the Management Committee.

6. Umpires' and Captains' Responsibilities

6.1 Umpires for all rounds will be appointed by the Management Committee and shall have sole control of the match in which they are officiating. It shall be the Umpires' responsibility to inform the Captains of the number of overs to be played including any reductions necessary in the event of any time loss. They shall also be responsible for informing the Captains of the agreed boundaries before the start of play.

Before the toss for innings each Captain shall nominate his players who may not thereafter be changed without the consent of the opposing Captain.

The current ECB Fast Bowling Directives will apply to all matches. Captains, Team Managers and Umpires shall be responsible for ensuring that the Directives are followed. The Captain of each side shall inform the Umpires, prior to the commencement of the match, of the names and relevant age group of any player under the age of 19 on 31st August of the previous year.

The current ECB guidance on the wearing of helmets by players up to the age of 18 shall be followed.

6.2 Each team shall supply a competent Scorer who shall not be a player in the match. If no Scorer is available, the Captain will nominate one of his team players to undertake the scoring. No substitute shall be allowed for this player, who may, however, resume his place in the nominated side, with any resultant penalties under the Laws, if a Scorer is subsequently provided.

7 Playing Conditions

7.1 General

7.1.1 The Official time for starting shall be **3.00pm**, unless agreed differently by both the away team and the Management Committee. The Semi Finals and Final will be played at grounds and starting times to be agreed and confirmed by the Management Committee.

7.1.2 In the event of the match not being played owing to circumstances over which neither Club has control, the match will be rescheduled and played on a date to be arranged by the Management Committee. This will normally be on the same day of the following week.

In the event of the postponement of a rescheduled match, the tie will be decided by either a bowl out or the toss of a coin whichever is more practicable. However, in the event of such a tie being the semi-final or final of the competition, other arrangements may be made at the sole discretion of the Management Committee in consultation with the competition manager.

7.2 Duration

7.2.1 In an uninterrupted match each batting side shall be entitled to receive a maximum number of 20 x 6 ball overs, unless all out earlier.

7.2.2 A team shall not be permitted to declare its innings closed.

7.2.3 In an uninterrupted match, the fielding side shall bowl its overs in 1hr 15mins. Should either fielding side fail to bowl their 20 overs within the 1hr 15minutes, it will complete the remaining overs and the batting side shall be credited with 6 runs for every whole over that has not been bowled in the allotted time. This will apply to both innings of the match. The 1hr 15mins may be extended for an interruption during play on the field due to injury or lost ball, or other unavoidable cause. The Umpires shall inform the Captain of the fielding side and the batsman at the crease of any increased time allowance as and when they arise. (The Umpires' decision will be final and not for negotiation). Where an interruption before or during the match due to any cause which requires the umpires to reduce the number as in 7.2.4 below the Umpires on taking the field will inform the fielding Captain of the

revised time by which the overs are to be completed based on 3.75minutes per remaining over to be bowled. This shall apply to both innings on each occasion they take the field.

7.2.4 In the event of time being lost due to any cause, either prior to the scheduled start or during a match, the Umpires, shall, if possible, adjust the length of the innings so that each batting side shall be entitled to an equal maximum number of overs which shall not be less than 10. **In all matches, before making any of the following calculations the Umpires shall ignore the first 30 minutes of time lost.** If 10 overs are not possible due to further time loss the match shall be abandoned. The match shall be reduced, due to time lost, as follows:

For every 7.5 minutes lost during the first innings the time allowed for that innings will be reduced by 3.75 minutes and the maximum number of overs reduced by one. The team batting second will receive the same number of overs as bowled to the team batting first unless the team batting first loses all its wickets, in which case the side batting second will receive the revised maximum number of overs.

For every 3.75 minutes lost during the second innings 1 over will be deducted from that innings.

7.2.5 The interval between innings shall be **10** minutes.

7.3 Restriction on the Placement of Fieldsmen

7.3.1 At the instant of delivery there shall not be more than five fieldsmen on the leg side.

7.3.2 For the first 6 overs only of each innings, two fieldsmen only are permitted to be outside an area bounded by semi-circles which shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards. The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area is to be marked by 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

7.3.3 For the remaining overs of each innings, five fieldsmen only are permitted to be outside the fielding circle at the instant of delivery.

7.3.4 Team Batting First

Where the number of overs of either team is reduced, the number of overs in regard to the restrictions in 7.3.2 and 7.3.3 above shall be in accordance with the following table. If on resumption after a delay the number of overs has been exceeded, this shall take effect immediately.

Total Overs In Innings	Numbers of Overs for Field Restrictions
10 – 11.....	3
12 – 14.....	4
15 – 18.....	5
19 – 20.....	8

7.3.5 Team Batting Second

- a) Where the number of overs for the team batting second is reduced, the number of field restriction overs shall be reduced in accordance with the table above. For the sake of clarity the table shall apply to both first and second innings.
- b) Where, in an interrupted innings, on resumption the calculated number of field restriction overs (as set out above) has already been exceeded, then restrictions shall end immediately subject to c) below.

- c) If an innings is interrupted during an over, the status of that over must be retained when that over is completed.
- d) In the event of an infringement of any of the above fielding restrictions, the striker's end Umpire shall call and signal 'No Ball'

7.4 Number of Overs Per Bowler

No bowler may bowl more than four overs. However, in a delayed start or interrupted match, where the number of overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one fifth of the total overs allowed (unless such a number has been bowled before the interruption), except that where the total overs is not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance – e.g. after 8 overs have been bowled rain interrupts play such that the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and 3 bowlers can bowl 2.

Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowler is limited to 2 overs.

When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over. In the event of a bowler being incapacitated or suspended and being unable to complete an over, the remaining balls will be bowled by another bowler providing that bowler did not bowl the previous over or part thereof. Such part of an over will count as a full over only insofar as each bowler's limit is concerned.

The number of overs bowled by each individual bowler shall be recorded by the Umpires.

7.5 Laws 21.15 – No Ball – Penalty

Law 21.15 will apply except that the penalty for No Ball will be 2 runs.

7.6 Free Hit after no ball

The delivery following a no ball called (all modes of no ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease) shall be a free hit for whichever batsman is facing it.

If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the net delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can 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 not permitted for free hit deliveries unless there is a change of striker or the no ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

The Umpires will signal a free hit by (after the normal No Ball call) extending one arm straight upwards and moving it in a circular motion.

7.7 Law 22 – Wide Ball

In addition to Law 22, 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.

The following directive should be adopted as a guide to umpires regarding legside wides:

Deliveries passing down the leg side behind the body of the striker (not touching the batsman's bat or any part of his body or clothing) wide of the wicket, whether he moves or not, shall be interpreted as Negative bowling and 'Wide Ball' shall be called by the bowlers end umpire.

*Should a batsman attempt a switch hit or reverse sweep, for the purposes of considering **WIDE BALL ONLY, both sides of the wicket shall be considered as the off side.***

A penalty of one run for a Wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.

7.8 Law 40 – Timed Out

Law 40 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 1 minute 30 seconds of the fall of the last wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls.

7.9 Short Pitched Bowling

In addition to Law 41.6 (Dangerous and unfair bowling) the following shall apply:-

A bowler shall be limited to one fast, short pitched ball per over (the Umpire at the bowler's end shall make it clear to both the bowler and the batsman when a short pitched ball has been bowled)

A fast, short pitched ball is defined as a ball which passes or would have passed above the shoulder of the batsman standing upright at the crease. This ruling shall apply even though the striker has made contact with the ball with his bat, person, or equipment. Note: A ball passing above head height being called No Ball by the Umpire, Law 21.10, shall count as 'one for the over' in the context of this regulation. (Law 41.6 (a) shall also apply, in full).

If this limit is exceeded the Umpire at the bowler's end shall call and signal 'No Ball' on each occasion. If a bowler exceeds his limit of short-pitched deliveries in an over, not only must the Umpire call "No Ball" but he must invoke the procedures of caution, final warning and reporting as set out in Law 42.7.

8 The Ball

One new orange Dukes quarter ball shall be used for each innings. The balls shall be provided by the SPCL

9 The Result

- i) Save as hereinafter provided a match shall be won by the team who has scored the most runs.
- ii) In the event of overs being reduced in the second innings the winning total required shall be determined as follows:
 - (a) The number of runs scored by the team batting first shall be divided by the number of overs which that team would have been entitled to receive after making allowance for any time lost after the appointed commencement of the match. The resulting figure (taken to 2 decimal places) is hereinafter called the run rate.
 - (b) The run rate shall be multiplied by the lowest number of overs which the side batting second shall be entitled to receive after making allowance for time lost after the commencement of that team's innings. The resulting figure (taken to 2 decimal places) is hereinafter called the "target score".
 - (c) If a side batting second surpasses the target score at any time prior to the conclusion of its innings and without that team having been dismissed then the match shall be won by the team batting second, failing which it shall be won by the team who batted first.
 - (d) A match can only be tied if the scores are equal at the end of the match and provided that no interruptions have occurred. In a match interrupted after the commencement, where the revised target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.
- (iii) In the event of a match ending in a tie, it will be decided as follows:

In the event of the scores being tied, no account shall be taken of wickets lost. The teams shall compete in a one over per side eliminator to determine the winner. The following procedure will apply should the provision for a one over per side eliminator be adopted in any match.

- (a) Subject to weather conditions the one over per side eliminator will take place at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- (b) The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the umpires.
- (c) The umpires shall stand at the same end as that in which they finished the match.
- (d) The umpires shall choose which end to bowl and both teams will bowl from the same end.
- (e) Prior to the commencement of the one over per side eliminator each team elects three batsmen and one bowler.

- (f) The nominated players are given in writing to the umpires. The umpires shall not disclose the names of the nominated players to any other person until both teams have submitted their respective nominees.
- (g) Each team's over is played with the same fielding restrictions as apply for the last over in the T20 match.
- (h) The team batting second in the match will bat first in the one over eliminator.
- (i) The same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of the team's innings shall be used for the "extra" over.
- (j) The loss of two wickets in the over ends the team's one over innings.
- (k) In the event of the teams having the same score after the one over per side eliminator has been completed, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the one over per side eliminator shall be the winner.
- (l) If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the over per side eliminator) shall be the winner.
- (m) If still equal, a count-back from the final ball of the one over eliminator shall be conducted. On count back, the team with the higher scoring delivery shall be the winner. **If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.**

Example:

Runs scored from: Team 1 Team 2

Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

10 Notification of Results

The Home Club shall input the match details onto the www.play-cricket website within 24 hours from the end of the game.

In the event of a no result, the Home Club must update the play-cricket website accordingly and inform the Competition manager by telephone, within 4 hours.

11 Protests and Appeals

Disputes and complaints shall be made in writing to the Competition Manager within 48 hours of the incident or occurrence to which they refer. The question of eligibility or qualification of competitors, interpretation of the Rules, as well as the other matters in dispute, shall be referred to the Management Committee whose decision shall be final.

12 Winning Club

The winning Club shall be presented with a pennant. The Cup will remain on display in the prescribed trophy cabinet at the Hampshire Rose Bowl. In the event of the winning Club holding the trophy on a temporary basis (i.e. immediately after the final), it must ensure it is returned within 48 hours in a clean, polished condition. The winning club shall be responsible for the Cup during that period and is to make good any damage sustained whilst in its possession.

13. Semi-Final and Final

The venue(s) for the semi-finals and final will be determined by the Management Committee.