

The Twenty20 Cup

1 Playing Conditions

The Playing Conditions for First Class Cricket as they relate to matches in The County Championship will apply, with the following exceptions:

2 Duration

The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

Two days will be allocated for Finals Day in case of weather interference. There will be no reserve day for Group League matches.

3 Hours of Play and Intervals

3.1 In all matches without a Reserve Day

(Group League matches and quarter-finals)

Standard Scheduled Start and Cessation Times are as follows:

First Session5.30pm - 6.45pm

Interval 6.45pm - 7.00pm

Second Session 7.00pm - 8.15pm

Note Start times may be altered with the approval of ECB

3.1.1 Interval Between Innings

If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the

scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 10 minutes.

3.1.2 On all occasions where play is delayed or interrupted the Umpires will reduce the length of the Interval to 10 minutes.

3.1.3 Intervals for Drinks

No drinks intervals are permitted.

3.2 Finals Day

3.2.1 Both semi-finals and the final will be played on Saturday 7 August (Reserve Day Sunday 8 August). The scheduled hours of play will be as follows:

First Semi-Final

First Session11.30am - 12.45pm

Interval12.45pm - 1.00pm

Second Session1.00pm - 2.15pm

Second Semi-Final

First Session..... 3.00pm - 4.15pm

Interval 4.15pm - 4.30pm

Second Session 4.30pm - 5.45pm

Final

First Session 7.15pm - 8.30pm

Interval 8.30pm - 8.45pm

Second Session 8.45pm - 10.00pm

3.2.2 The Chairman of the Cricket Advisory Committee will appoint a Technical Committee who will in conjunction with the Umpires, determine the re-arrangement of overs and timings of matches in the case of any match

being delayed or interrupted. At all times, the objectives of the Technical Committee will be prioritized as follows:

- 1 To ensure that both Semi-Finals and the Final are completed on the scheduled day of the matches (minimum overs to constitute a match is 5 overs per team).
- 1 To ensure wherever possible a 20-over per side floodlit Final
- 1 To ensure that wherever possible both semi-finals are of the same duration
- 1 To ensure that wherever possible, within each match, teams have the opportunity of batting for the same number of overs.
- 1 To balance the desire to achieve commercial objectives with the need to ensure matches of as long a duration as possible

In making its judgments, the Technical Committee will need to take into account the amount of play that may already have taken place, the amount of play remaining, and the most accurate weather forecast.

If there is a delayed start or one or more interruptions in play, the Technical Committee may order up to 30 minutes of extra time either at the break between the first and second semi-final and/or between the second semi-final and the final and/or at the end of the first day (latest re-scheduled finish 10.30pm) and readjust the timings for matches as appropriate. If the Technical Committee is satisfied that the Final cannot be completed on the first day, the timing for cessation of play on the first day will be 10.00pm.

The available hours of play on the Reserve Day are 10.00 - 8.00pm. No floodlights shall be available on the Reserve Day. The Technical Committee will

schedule play on the Reserve Day in order to maximise playing time.

- 3.2.3 There will normally be two sessions of play of 1 hour 15 minutes each, separated by an interval of 15 minutes. If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.
- 3.2.4 On any occasion where the innings of the side batting first is delayed or interrupted, the Umpires will reduce the length of the interval to 10 minutes.

In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 10 minutes.

- 3.2.5 No drinks intervals are permitted.

4 Length of Innings

- 4.1 In uninterrupted matches (ie. matches which are neither delayed nor interrupted):
- 4.1.1 Each team shall bat for 20 overs unless all out earlier.
- 4.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and Playing Condition 16 shall apply.
- 4.1.3 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- 4.1.4 If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second

innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Playing Condition 16 shall apply.

4.2 Delayed or interrupted matches - Group Stage Matches.

4.2.1 Any revision of the number of overs that may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason, shall only be made on the final scheduled day of the match.

4.2.2 Delay or interruptions to the innings of the team batting first.

(a) When playing time has been lost (see above) the revised number of further overs to be bowled in the match shall be based on a rate of 3.75 mins per over in the total remaining time available for play. When calculating the length of remaining playing time available for the match the duration of the interval between innings will be taken into account.

Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.

The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. (Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half).

- (b) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs has to be bowled to the side batting second, subject to the innings not being completed earlier.

A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 3.75 mins per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play, and the duration of the interval will be taken into account.

If this calculation produces a close of play time that is earlier than the original time for cessation of play on the final scheduled day for play, then one additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly.

If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

- (c) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed, and Playing Condition 16 shall apply. In all reduced overs matches both teams will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 16 only - they do not influence the recalculated number of overs or the scheduled close of either innings.

4.2.3 Delay or interruptions to the innings of the team batting second

- (a) When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 3.75 mins per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

- (b) A rescheduled time for the close of play will be fixed by applying a rate of 3.75 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.) This calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for the team batting second.

To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to the innings not being completed earlier.

The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

- (c) If the team fielding second fails to bowl the revised overs

by the scheduled or re-scheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result achieved, and Playing Condition 16 shall apply. In all reduced overs matches the fielding team will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 16 only - they do not influence the recalculated number of overs or the scheduled close of play.

Note The Home Authority will provide a Match Manager. The Match Manager must understand the Duckworth/Lewis method and must check the scorers' calculations. After any hold up in play, the Umpires will notify the Scorers of the number of overs lost and the Scorers will perform the Duckworth/Lewis calculations required. The Umpires will both satisfy themselves as to the correctness of all such calculations before allowing play to take place. The Match Manager will notify the Captains, Scorers and all others concerned of such decisions.

4.3 Delayed or Interrupted Matches - Finals Day

4.3.1 Any rearrangement of the number of overs that maybe necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason, shall be made by the Technical Committee in accordance with 3.2.2 above.

4.2.1 does not apply. The Technical Committee will apply the provisions of Clauses 4.2.2 and 4.2.3 as appropriate, and in accordance with 3.2.2 above.

4.3.2 After any hold up in play, the Technical Committee will perform the Duckworth/Lewis calculations required. The Umpires will both satisfy themselves as to the correctness of all such calculations before allowing play to take place. The Technical Committee shall notify the

Captains, Scorers and all others concerned of such decisions.

5 The Ball

As for Championship Playing Conditions except that white Kookaburra cricket balls will be used. One new ball shall be used for each innings.

6 The Result

6.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. In the event of a tie, the following shall apply:

6.1.1 The team losing the lesser number of wickets shall be the winner.

6.1.2 If the result cannot be decided by 6.1 or 6.1.1, the winner shall be the team with the higher score after 10 overs, or if still equal after 9 overs, or if still equal after 8 overs etc.

6.2 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 revised target being calculated by the Duckworth/Lewis method. An integral target will be set for the team batting second with one run less than this target resulting in a Tie (see 6.4 below). If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set the faulty target shall stand.

6.3 If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it

has received not less than 5 overs), the result shall be decided by the Duckworth/Lewis method.

- 6.4 In the event of a Tie when the Duckworth/Lewis method has been used, the match will be decided as outlined in 6.5.
- 6.5 In the event of a tie or no result being obtained in a Group Stage match within this rule, each team will be awarded one point. In the quarter-finals, semi-finals and final the Captains may, if circumstances (outdoors or indoors) permit, agree (in case of disagreement the Umpires shall decide) to the following form of 'bowl-out' contest to achieve a result: five players from each side will bowl over-arm two deliveries each at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9). The first bowler from Team A will bowl two deliveries, then the first bowler from Team B will bowl two deliveries, then the second bowler from Team A will bowl two deliveries, and so on. The side which bowls down the wicket (as defined in Law 28.1) most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis. If circumstances make the contest impossible, the match shall be decided by the toss of a coin.

The following shall also apply in respect of 'bowl-outs':

- 6.5.1 The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval.
- 6.5.2 If a bowler bowls a 'no ball' it will count as one of his two deliveries but will not count towards the score of the team.
- 6.5.3 If the original match has started, the five cricketers to take part in the 'bowl-out' must be selected from the

original 11 cricketers and the 12th man. If there has been no play in the original match (the toss has not taken place), the five cricketers may be selected from any of a County's registered cricketers.

6.5.4 Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

6.6 Points System in the Twenty20 Competition Group Stage

6.6.1 Each team will play every other team in its Group. Two points will be awarded for a Win, one point for a Tie or No Result and no points for a Loss.

6.6.2 The three Groups are as detailed in the Rules for ECB Competitions section.

6.6.3 After the Group matches, the top team from each group and the best second placed team will progress to finals day.

6.6.4 The tie-breakers for teams finishing on equal points will be:

- (a) Most wins in Group Matches.
- (b) When teams have both equal points and equal wins, and are in the same Group, the teams will be ordered according to which team achieved the most points in the matches played between them.
- (c) If still equal, the team with the higher net run rate in the Group Matches will be placed in the higher position (see below).
- (d) If still equal, the team with the higher number of wickets taken per balls bowled in the Group Matches in which results were achieved, will be placed in the higher position.
- (e) In the event that teams cannot be separated by (a) to (d) above, this will be done by drawing lots.

6.6.5 Net Run Rate

A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

7 Restrictions on the Placement of Fieldsmen

- 7.1 At the instant of delivery there shall not be more than five fieldsmen on the leg side.
- 7.2 For the first 6 overs only of each innings, only two fieldsmen 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' 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 For the remaining overs of each innings only five fieldsmen are permitted to be outside the fielding circle at the instant of delivery.

- 7.4 Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepoint of the popping crease at either end of the pitch. The radius of each of the circles is 15 yards (13.72 metres). The field restriction area should be marked by coloured 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated. For the first 6 overs only of each innings there must be a minimum of two stationary fieldsmen (excluding the wicket-keeper) within 15 yards of the striker at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (in the un-demarcated area) provided only that they are standing in slip, leg slip and gully positions.

7.5 Team Batting First

In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 7.2 and 7.4 above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below **for that innings only**. Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately)

Total overs in innings	No. of overs for which fielding restrictions in 7.2 and 7.4 above will apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5
20	6

Where the number of overs for the team batting second is reduced the aim will be to maintain the

restrictions in 7.2 and 7.4 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

7.6 Team Batting Second

Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in 7.2 and 7.4 for the **same proportion** of the second innings that they were maintained for the first innings (fractions to be ignored).

7.7 In the event of an infringement of any of the above fielding restrictions, the striker's end Umpire shall call and signal 'No Ball'.

7.8 In the event of the striker's end Umpire failing to call and signal No Ball when the fielding restrictions in this playing condition have been breached or when Law 41.5 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to that Umpire's attention. 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 then he shall confirm that the events of the delivery shall be unchanged.

8 Number of Overs Per Bowler

No bowler may bowl more than four overs, however in a delayed start or interrupted match, where the 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 exceeded before the interruption), except that 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. - e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two

bowlers can bowl 3 overs and three 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 bowlers are 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 incompleting 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.

The number of overs bowled by each individual bowler shall be indicated on the scoreboard from the commencement of an innings.

9 Covering

Championship Playing Condition 17 applies except that in Note (a) to 17.1.3, the time for the removal of covers shall be at the Groundsman's discretion.

10 Declarations

Law 14 will not apply in this competition. The Captain of the batting side may not declare his innings closed at any time during the course of a match.

11 Laws 24.12 - No Ball - Penalty

Law 24.12 will apply except that the penalty for a No ball will be 2 runs.

12 Free Hit after a Foot Fault No Ball

In addition to 10 above, the delivery following a no ball called for a foot fault (Law 24.5) 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 next 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 permitted for free hit deliveries.

13 Law 25 - Wide Ball

In addition to Law 25 and in place of Championship Playing Condition 26 the following will apply

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.

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

14 Law 31 - Timed Out

Law 31 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 previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

15 Short Pitch Bowling

Championship Playing Condition 31.1.1 applies except that in 31.1.1 (d), a bowler shall be limited to only one delivery as defined in paragraphs 31.1.1 (a), (b) and (c).

16 Over-Rate Penalties

All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hr 15 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 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 first becomes dead after the scheduled or re-scheduled cessation time for the innings.

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

The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway.

Over-rate penalties apply only to innings of 10 overs or more duration. In innings of less than 10 overs duration, Umpires shall apply the penalty run Laws for time wasting especially strictly.

This is the only penalty for a slow over-rate.

(For the purpose of net run-rate calculations in the Group Stage, any runs accrued through application of this clause shall be included in calculations).

17 Floodlit Matches

The floodlights will be turned on for the whole of the match. In the event of floodlight malfunction or if the floodlights cannot be used for safety reasons with resultant loss of time, then Twenty20 Playing

Conditions 4.2 and 4.3 shall apply as appropriate.

Use of floodlights does not preclude the application of Championship Playing Condition 9, Fitness of Ground, Weather and Light.

18 Pitch Penalties

The regulations in the 2004 Pitches Document shall apply as they refer to 1-day pitches.

19 Clothing, equipment and sightcreens

In all matches, players shall wear coloured clothing and equipment approved by the ECB. Sight Screens shall be black.