

## Cockspur Club Twenty20 Competition Rules

### 1 Title

The title of the competition shall be the Cockspur Club Twenty20.

- 2 This version of the rules is effective in all matches in the Competition from 17th August 2010 to 28th September 2010. Except as varied hereunder the Laws of Cricket (2000 Code, 3rd Edition - 2008) shall apply.

### 3 Management

Please refer to Generic Rule 1.

### 4 Entry

Open to all clubs which qualify from ECB Premier League Twenty20 competitions or otherwise invited by ECB Cricket Partnerships Department.

It shall be a condition of entry that the Club is a bona-fide Cricket Club, affiliated to their local County Board, having a recognized home and away weekend fixture list and playing on a home ground of suitable standard. Clubs must play their home matches on the main square of their home ground unless prior permission has been obtained from the ECB Cricket Partnerships Department to move the fixture to an alternative ground, if such permission is not given ECB will order the match to be re-played on the opponent's ground. Should the umpires report a pitch as being unfit, the ECB shall have the option of ordering the match to be replayed on the opponent's ground, if time permits, or of awarding the match to the opposition.

If a Club, after entry, fails to fulfil any fixture in the Competition, other than due to bad weather, they will be banned from entering the Competition for the following season.

## **5 Competition Structure**

The Competition shall be organised on a knockout basis. Each League will hold its own competition open only to clubs affiliated to it, the winner shall progress on to a National Knockout, the draw for which the ECB will be responsible.

## **6 Eligibility**

Please refer to Generic Rule 3.

6.1 A cricketer shall only be eligible to play for a club in the Competition if he is qualified to play for England or is registered under the provisions of ECB Generic Rule 3.6.8 as an overseas player resident in England.

6.2 A cricketer shall not be eligible to play in the Competition

6.2.1 if he receives remuneration for playing cricket and that remuneration is his main source of income

6.2.2 if he is registered and has a contract of any length which allows them to play for a First Class County Club, unless covered as Home Grown player, as per Generic Rule 3.6.5.2

6.2.3 if he has a registration or contract with a First Class County Club that is cancelled after 1st April 2010.

Any club that fields an ineligible player shall be disqualified.

## **7 Balls**

Please refer to Generic Rule 4.

For each match from the Area Finals onwards ECB will supply pink Tiflex Oxbridge Magna balls to the host club.

## **8 Clothing**

Players in all matches in the Competition will wear clothing and equipment in accordance with ECB guidelines. Clothing at Finals Day will be provided by ECB, clothing in all preceding rounds can be either white or coloured.

**9 Umpires**

Until Area Finals umpires are to be arranged locally by the host club. From Area Finals onwards appointments will be made by the local ECB Regional Appointments Coordinator. Appointed umpires will be full members of ECB Association of Cricket Officials and have current CRB clearance. ECB shall be responsible for payment for all matches from the Area Finals onwards.

All clubs must submit a report on the umpires for each match they play in the Competition using the official ECB form. This must be sent to Oliver Mott at the ECB Cricket Partnerships Department on the day following the match by any of the following means:

Email: oliver.mott@ecb.co.uk  
 Post: Lord's Cricket Ground, London, NW8 8QZ  
 Fax: 020 7289 5619

**10 Scorers**

Please refer to Generic Rule 6.

**11 Fixtures**

All matches are to take place on or before the dates prescribed in the table below

Stage	Date	Reserve Date
League Final	on or before 16th August	none
Area Finals Day	22nd August	29th/30th August
Regional Final	5th September	12th September
National Finals Day	23rd September	none

Matches can only be played on an alternative date if changed by mutual agreement of the clubs and the ECB, and must be within the time-scale for the Regional Rounds. Any rearrangement must be with the agreement of the ECB Cricket Partnerships Department beforehand. Matches where no result can be achieved on the scheduled date can be re-arranged to be played by the closing date for that Round.

In the event of no decision being reached in the match because of inclement weather, inability to re-arrange a fixture before the deadline date, or for another reason, then in the last resort, the decision shall be made by the toss of a coin between the two captains when both captains are present. In the event of the captains not being able to be present, the tossing of the coin shall be referred to the ECB Cricket Partnerships Department. It is suggested that rather than the tossing of a coin, Clubs should play a match for even a small number of overs, wherever possible, according to the time still available.

## **12 Team Sheets**

Please refer to Generic Rule 8.

## **13 Results**

From Area Finals onwards it is the responsibility of the WINNING side to enter the result and full scorecard details at <http://cct20.play-cricket.com> within 48 hours of the match being completed. The losing side should confirm that the summary result has been correctly entered. Both sides must ensure that their squad details have been entered into <http://cct20.play-cricket.com> prior to each match they play.

## **14 Helmets and/or Faceguards**

Please refer to Generic Rule 9.

## **15 Code of Conduct**

Please refer to Generic Rule 11.

## Playing Conditions

### 1 Duration

1 innings per side, each limited to a maximum of 20 overs.

### 2 Hours of Play

2.1 Start times are to be agreed by participants at Area and Regional Finals and determined by ECB at Finals Day. It is recommended that the listed sunset time is considered when agreeing start times; the HM Nautical Almanac Office 'Daylight/Moonlight Diagram' should be used for this purpose.

2.2 Teams have 1 hour 15 minutes to bowl 20 overs.

2.3 In the event of an interruption or delay during the 1st innings, the calculation of the number of overs to be bowled shall be based upon one over for every 3 ¾ minutes in the total time available for play up to the scheduled close of play. In the 2nd innings of the match, overs shall be reduced at a rate of one over for every full 3 ¾ minutes lost, unless the 1st innings has finished early or the 2nd innings started early, in which case no overs are lost until the time that has been gained is subsequently lost.

### 3 The Result

3.1 Each side must have faced (or had the opportunity to face) a minimum of 5 overs in order to constitute a match.

3.2 In the event of the side in the 1st innings batting for longer than the side in the 2nd innings the target score shall be decided by average run rate based on the number of legitimate balls faced.

3.3 If tied at the completion of a match, the team that has lost fewer wickets shall be adjudged the winner.

- 3.4 If tied on average run rate then fewer wickets lost at the close of the 2nd innings shall determine the winner.
- 3.5 If this gives no result, then the team with the higher score at the end of 5th completed over shall be adjudged the winner.
- 3.6 If still equal, the side with the higher score at the end of 4th, 3rd, 2nd and 1st completed over shall be adjudged the winner.

#### **4 Rearrangement of overs due to inclement weather**

The objective of rearranging overs is to give the greatest opportunity for a match of equal overs without reverting to a bowl out.

If in the view of the ECB Organiser - bearing in mind the prevailing ground, weather and light conditions - it is considered to be most unlikely that the full quota of overs will be bowled in any match; it is recommended that a pre-emptive decision is made to reduce overs in both innings equally. The level of the reduction will be made at the discretion of the umpires and ECB Organiser.

#### **5 Over rate penalties**

- 5.1 A 6 run penalty shall apply for each over not bowled in the required time, as determined by the umpires.
- 5.2 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 15 minutes playing time.
- 5.3 In reduced over matches the fielding side has a one over leeway in addition to any time that the umpires may allow for stoppages.
- 5.4 20 overs shall be bowled and the penalty runs are added to the final total.

5.5 Umpires are instructed to apply a strict interpretation of time wasting by the batsman (5 run penalties) specifically; batsmen are expected to be ready for the start of a new over as soon as the bowler is ready.

**6 Bowl Out**

Please refer to Generic Playing Condition 9.

**7 Timed out**

The incoming batsman must be in a 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. Any infringement of this rule shall result in the incoming batsman being declared out by the umpires.

**8 Fielding restrictions**

Please refer to Generic Playing Condition 4, with the exception of Generic Rules 4.3 and 4.6 as varied hereunder.

8.1 For the first 6 overs of each innings only two fielders are permitted to be outside the field restriction marking at the instant of delivery.

8.2 In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

<b>Total overs</b>	<b>No. of overs for which fielding in innings restrictions in clauses above shall apply</b>
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

#### **9 Boundaries**

Please refer to Generic Playing Condition 12.

#### **10 Overs per bowler**

Please refer to Generic Playing Condition 1.

#### **11 ECB Fast Bowling Directives.**

The ECB Fast Bowling Directives will apply to all matches in this competition. Please refer to Generic Playing Condition 2.

#### **12 Free Hit after a foot-fault no ball**

- 12.1 The delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it.
- 12.2 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 shall become a free hit for whichever batsman is facing it.
- 12.3 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.
- 12.4 Field changes are permitted for free hit deliveries providing all effective fielding restrictions are adhered to.

- 12.5 The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.
  
- 13 **Law 25 – Wide Ball - Judging a Wide**  
Please refer to Generic Playing Condition 7.
  
- 14 **Law 42.6 – Dangerous and Unfair Bowling**  
Law 42.6 (i) (a) Bowling of Fast, short-pitched balls, will apply.
  
- 15 **Law 42.6 (b) Bowling of high full pitched balls, to be amended to read as follows:**  
Any high full pitched ball (regardless of its pace) which passes or would have passed above waist height of the striker standing upright at the crease shall be called and signalled No ball by the umpire at the bowler's end. In addition, if the high full pitched ball is fast, it shall be deemed dangerous and unfair and the umpire at the bowler's end, in addition to the call and signal of No ball, will adopt the procedures of Law 42.7.
  
- 16 **Law 42.7 - Dangerous and Unfair Bowling - action by the umpire**  
Law 42.7 applies except that the reference to Law 42.6 is the amended Law 42.6 as above.

