

Twenty20 Competitions

PLAYING CONDITIONS

RULES AND BYE-LAWS

1. Sections A and B of Competition Rules and all relevant Bye-Laws shall apply, except as provided below.

ELIGIBILITY

2. The Domestic Cricket Directorate shall decide the clubs that play in the Cup, Trophy and Shield.
3. The competitions shall be open to all players registered for those clubs.

DURATION OF MATCHES

4. Matches shall consist of one innings per side, each innings being limited to a maximum of 20 overs.

HOURS OF PLAY AND INTERVALS

All Matches

5. There shall be a 15-minute interval between innings. Where the first innings is completed before the scheduled finishing time, the interval shall take place immediately and the second innings shall start correspondingly earlier.
6. No drinks intervals shall be permitted.

All Matches excluding the Finals

7. The scheduled time for a 20-over innings is 1 hour 20 minutes. Where matches are reduced, the scheduled time for an innings is based on 4 minutes per over. Evening matches must start no later than **6.15 pm**. In the Cup only, Clubs may arrange start times for matches on 1 May and 18 June but in the event of a failure to agree, the matches shall start at 2pm.
8. Times may be brought forward if both clubs agree, in which event the Umpires' Appointments Secretary must be informed at least 24 hours in advance.

Finals only

9. Each Final shall start at a time specified by the Competition Secretary or his nominee. In the event of delays or interruptions to the Final, the Competition Secretary, or his nominee, may vary the duration of innings and/or specify a reserve date.

LENGTH OF INNINGS

Uninterrupted Matches (ie matches that are neither delayed nor interrupted)

10. Each team shall bat for 20 overs unless all out earlier.
11. If the team fielding first fails to bowl the required number of overs by the scheduled time for the end of the innings, play shall continue until the required number of overs has been bowled, or the innings is complete, and Bye-Law (o) shall apply.
12. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
13. If the team fielding second fails to bowl the required number of overs by the scheduled time for the end of the innings, play shall continue until the required number of overs has been bowled, or a result has been achieved, and Bye-Law (o) shall apply.

Delay or interruption to the innings of the team batting first

14. Where the delay or interruption affects the innings of the team batting first, the number of overs available to each side shall be reduced by one for each full eight minutes of playing time lost, down to a minimum of 5 overs per side.
15. Where the delay or interruption affects the innings of the team batting second, the number of overs available to it shall be reduced by one for each full four minutes of playing time lost, down to a minimum of 5 overs.
16. When overs are reduced umpires shall calculate a new scheduled time for the end of the innings at a rate of 4 minutes per over.
17. If the fielding team fails to bowl the revised number of overs by the scheduled time for the end of the innings, play shall continue until the required number of overs has been bowled, or the innings is completed, and Bye-Law (o) shall apply.
18. Over-rate penalties (Bye-Law (o)) shall apply only to innings of 10 or more overs' duration.

THE BALL

19. In the Cup and Trophy, white cricket balls shall be used. Normal cricket balls shall be used in the Shield unless both teams agree to play in coloured clothing.

20. A new ball shall be provided for each innings.
21. The participating clubs shall make available an adequate supply of spare cricket balls of the appropriate type.

THE RESULT

Group Stage (Cup only)

22. Where both teams had the opportunity of batting for the same number of overs:
 - (a) the team scoring the greater number of runs shall be the winner;
 - (b) if the scores are tied, the winner shall be the team losing the fewer wickets;
 - (c) if the scores are tied and the teams have lost the same number of wickets, the result shall be a tie.
23. Where the number of overs in the innings of either team has to be revised due to suspension of play after the start of the match, a revised target score shall be set for the number of overs that the team batting second will have the opportunity of facing, using the Duckworth/Lewis/Stern method. (see Bye-Law (s)) and:
 - (a) the team batting second shall be the winner if it achieves the target score;
 - (b) if the team batting second fails to reach the target by more than one run, the team batting first shall be the winner; or
 - (c) if the team batting second fails to reach target by 1 run, the result shall be a tie.
24. Where both teams do not have the opportunity of batting for 5 overs, the match shall be deemed a 'No Result'.

All Other Matches

25. Where both teams had the opportunity of batting for the same number of overs:
 - (a) the team scoring the greater number of runs shall be the winner;
 - (b) if the scores are tied, the winner shall be the team losing fewer wickets;
 - (c) if the scores are tied and both teams have lost the same number of wickets, the winner shall be determined by a one over per side eliminator (OOPSE);
 - (d) if the scores are tied and both teams have lost the same number of wickets, and it is not possible to play an OOPSE, the result shall be decided by a bowl-out.
26. Where the number of overs in the innings of either team has to be revised due to suspension of play after the start of the match, a revised target score shall be set for the number of overs that the team batting second will have the opportunity of facing, using the current Duckworth/ Lewis/ Stern method. (See Bye-Law (s)) and:
 - (a) the team batting second shall be the winner if it achieves the target score;
 - (b) if the team batting second fails to reach the target by more than one run, the team batting first shall be the winner;
 - (c) If the team batting second fails to reach target by 1 run, the result shall be decided by an OOPSE;

(e) where the latter applies, and it is not possible to play an OOPSE, the result shall be decided by a bowl-out.

27. Where both teams do not have the opportunity of batting for 5 overs, the match shall be replayed on the reserve date. Where both teams do not have the opportunity of batting for 5 overs on the reserve date, the result shall be decided by a bowl-out.

Bowl-Outs

28. Arrangements:
- (a) five players from each side shall each bowl one over-arm delivery at an unguarded wicket;
 - (b) the first bowler from Team A shall bowl one delivery then the first bowler from Team B shall bowl one delivery, then the second bowler from Team A shall bowl one delivery, and so on;
 - (c) the side that bowls down the wicket the greater number of times shall be the winner;
 - (d) where the scores are equal, the same bowlers, bowling in the same order, shall each bowl one ball alternately to achieve a result on a 'sudden death' basis;
 - (e) each side shall use their own used ball; if the ball becomes wet, it may be changed, subject to the Umpires' approval;
 - (f) a No Ball shall count as a player's delivery but shall not count towards the score.

POWERPLAYS

- 29
- (a) For the first 6 overs of each innings, there shall be a minimum of 7 fieldsmen (plus the bowler and wicket-keeper) within the fielding 'circle,' as defined in Bye-Law (h), at the instant of delivery.
 - (b) For the remainder of each innings, there shall be a minimum of 4 fieldsmen (plus the bowler and wicket-keeper) within the fielding 'circle' at the instant of delivery.
 - (c) Where the number of overs for both teams is reduced, the number of overs specified at (a) above shall be reduced proportionately in a ratio of 6:20 in accordance with the table below.

Total overs in innings	No. of overs for which restrictions apply
5 – 8	2
9 – 11	3
12 – 14	4
15 – 18	5
19 – 20	6

- (d) Where the number of overs of the team batting second is further reduced, the aim shall be to maintain the fielding restrictions for the same proportion of the second innings as in the first innings.

(e) In the event of an infringement of these restrictions, the striker's end umpire shall call and signal 'No Ball.'

NUMBER OF OVERS PER BOWLER

30. No bowler shall bowl more than 4 overs. In a match where the overs are reduced, no bowler shall bowl more than one-fifth of the total overs allowed (unless this number has been exceeded before the reduction), except that, where the total number of overs is not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.
31. Where an interruption occurs mid-over, and on resumption the bowler has exceeded the new maximum allocation, he shall be allowed to finish the uncompleted over.

LAW 31 – TIMED OUT

32. Law 31 shall apply, except that the incoming batsman shall 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 or a batsman retires.

POINTS – GROUP MATCHES (CUP ONLY)

33. Win – 4 points, Tie – 2 points, No Result – 2 points, Loss – 0 points
34. Where teams finish equal on points at the end of the Group stage:
 - (a) the winner shall be the team with the highest net run rate in Group matches (ignoring matches where there is a bowl-out);
 - (b) where teams are still equal, the winner shall be the team that took the greatest number of wickets per 100 balls bowled (inclusive of 'No Balls' and 'Wides') in Group matches;
 - (c) where teams are still equal, the winner shall be decided by a bowl-out.
35. The winners of each group will host the runners-up of the other group in the Semi-Finals.

RUN RATE (CUP GROUP MATCHES ONLY)

36. A team's run rate shall be the average number of runs per over scored by the team (including any penalties awarded under Bye-Law (o)).
37. Where a team is all out, its run rate shall be based on the maximum total number of overs available to it when its innings ended, and not on the actual length of its innings.
38. A team's net run rate shall be the average number of runs per over scored by that team, less the average number of runs per over scored by its opponents (including any penalties awarded under Bye-Law (o)).
39. Scores in OOPSEs will not count as part of a team's net run rate calculations.

PROCEDURE FOR THE ONE OVER PER SIDE ELIMINATOR (OOPSE)

40. The following procedure shall apply should an OOPSE be required in any match:
- (a) The OOPSE shall take place as soon as possible on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority.
 - (b) Prior to the start of the OOPSE, each team shall nominate three batsmen and one bowler to the umpires.
 - (c) The umpires shall choose from which end bowling shall take place and both teams shall bowl from this end.
 - (d) Each team's over is played with the same fielding restrictions as per Condition 29(b).
 - (e) The team batting second in the match will bat first in the one over eliminator.
 - (f) 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.
 - (g) The loss of two wickets in the over ends the team's one over innings.
 - (h) In the event of the teams having the same score after the OOPSE has been completed, the team that hit the greater number of boundary sixes over its two innings – ie the main match and the OOPSE - shall be the winner.
 - (i) If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the greater number of boundaries over its two innings shall be the winner.
 - (j) If the total numbers of boundaries over the two innings are equal, the team which took the greater total number of wickets over the two innings shall be the winner.
 - (k) If still equal, a count-back from the final ball of the OOPSE shall be conducted. 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, ie 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.