



## **Southern Connecticut Cricket Association**

# **The Twenty20 Cup**

### **1 Playing Conditions**

The Playing Conditions for First Class Cricket as they relate to the rules of the ICC 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. A Reserved Day will be allocated for Finals in case of weather interference. There will be no reserve days for regular League matches.

### **3 Hours of Play and Intervals**

#### **3.1 In all matches without a Reserve Day**

Each Innings (Session) will be limited to 1 Hour 15 Minutes with a 5 minute break between Innings (Sessions) and a 15 minute interval after the third Inning (Session).

**Note** Start times may be altered with the approval of SCTCA

3.1.1 On all occasions where play is delayed or interrupted the Umpires will reduce the length of the Interval accordingly.

3.1.2 Intervals for Drinks

There will be no drinks intervals permitted during the innings.

#### **3.2 Finals**

3.2.1 Both semi-finals (if applicable) and the finals will be played as designated by the SCTCA. All rules remain the same.

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:

To ensure that the Finals are completed on the scheduled day of the match (minimum overs to constitute a match is 5 overs per team).



## 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 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 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

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 10 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 rescheduled 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 10 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.

#### **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.

#### **5 The Ball**

The Balls used in this competition shall be approved by the SCTCA

#### **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 10 overs),

6.3 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.

#### 6.4 **Points System in the Twenty20 Competition**

6.4.1 Games will be played as outlined in the Association Schedule prior to the start of the competition. Six points will be awarded for a Win, three points for a Tie or No Result and no points for a Loss.

One (1) Bonus Point will be awarded for the following achievements.

- I. Player scoring a half century in an inning.
- II. Chasing the opponent's score in 12 overs or less.
- III. Chasing the opponent's score losing 5 wickets or less.
- IV. Bowler taking 5 wicket or more in an innings.
- V. Bowling out the opposing team. (10 wickets)

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

- I. Most matches won.
- II. When teams have both equal points and equal wins, the team with the most head to head wins will between them will prevail.
- III. If still equal, the team with the higher net run rate will be placed in the higher position (see below).
- IV. If still equal, the team with the higher number of wickets taken per balls bowled in which results were achieved, will be placed in the higher position.
- V. In the event that teams cannot be separated by (a) to (d) above, this will be done by drawing lots.



### 6.4.3 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.

## 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 centered 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 **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



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

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



**9 Covering**

Rules covering the regular competition apply.

**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 Rule 10 above, the delivery following a no ball called for a foot fault (Law 24.5) shall be deemed a **free hit** delivery 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**



Same Rule as is applies to ICC Limited Over Competition

## **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 rescheduled 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 Pitch Penalties**

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

## **18 Clothing and equipment.**

In all matches, players shall wear clothing and equipment approved by the SCtCA.