



**SURRIDGE INTER CORPS TWENTY20 CRICKET COMPETITION**  
**PLAYING CONDITIONS 2015**

**1. Laws and Officials.**

1.1. **Laws.** Except as otherwise provided in these rules, matches shall be conducted in accordance with the MCC Laws of Cricket (2000 – Oct 2013) together with any subsequent amendments.

1.2. **Officials.** The ACA, in consultation with the ACOA, will appoint a Tournament Referee for the competition who is to be available for the duration of the tournament. The Tournament Referee will be based at Aldershot throughout, but is to monitor events at the other grounds on Day 1 and 2. ACOA will also provide umpire and scorer support for all matches. On Day 1 and 2, the officials based at Deepcut and Arborfield will also act as 'tournament referees' for those leagues. If necessary, they can refer to the Tournament Referee based at Aldershot whose decision is final in regards to any disputes.

**2. Interrupted Play.**

2.1. **Interrupted matches.** When playing time is lost in the first innings the revised number of overs shall be based on a rate of 3.75 mins per over in the total time remaining for play. Fractions of overs are to be ignored in deciding the number of overs to be bowled. Each team should have the opportunity to bat the same number of overs. If the overall number of overs calculated is odd then 1 over is to be added and the new total divided by 2. If playing time is lost during the innings of the team batting second then the number of overs shall be reduced at the rate of 1 over for every 3.75 minutes lost unless the first innings finished early/second innings started early in which case no overs are lost until the time gained is subsequently lost. Fractions of overs that result from this calculation are to be ignored. After any hold up in play, the Umpires will notify the Tournament Referee and Scorers of the number of overs lost and the Tournament Referee 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 Tournament Referee will notify the Captains, Scorers and all others concerned of such decisions. The Tournament Referee must understand the Duckworth/Lewis method. A computer, with the CODA Duckworth Lewis 2014 programme installed, and a printer must be available to produce D/L tables for the Captains and provide D/L target scores on the scoreboard (using last man or a suitable briefed section on the scoreboard). If after the restart of play it is

discovered that the wrong Duckworth/Lewis target has been set the faulty target shall stand.

**2.2 Interruptions outside of play/unable to achieve a result through gameplay.** Wherever possible games are to be completed fully on the days allocated for play. If this is not possible then games will be reduced in overs in line with the calculations stipulated at Para 2.1. in order to complete the game on the scheduled day. The minimum overs per side that will constitute a game are to be 5. If games cannot be completed on the day allocated they will be rescheduled for the following day (less for games scheduled on Day 3). Where it is not possible to complete a game through play or achieve a result, for whatever reason, results will be determined by a single wicket bowl off between the two sides. The format for this will be as follows: a toss will take place with the winner of the toss to decide whether their team goes first or second. Five players from each side will bowl over-arm one (1) delivery 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) either indoors or outdoors. The first bowler from Team A will bowl one delivery, then the first bowler from Team B will bowl one delivery, then the second bowler from Team A will bowl one delivery, 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 (the order of bowlers may change for this bowl out, however, the team bowling first shall remain as per the original bowl out. 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':

2.2.1. The same suitably acceptable ball (not a new one unless the match has not started) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval.

2.2.2. If a bowler bowls a 'no ball' it will count as his delivery but will not count towards the score of the team.

2.2.3. 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 team's registered 15 cricketers for that day.

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

3. **Duration.** Three days will be allocated for the Tournament. The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

4. **Hours of play.**

4.1. **Daily.** Hours of Play each day are to be 1000 – 1915 (less for Day 3 when the plate competition will start at 0945). Play may be extended beyond 1915 should match officials consider the playing conditions suitable to do so.

4.2. **Length of innings.** Teams have 1 hr 15 mins to bowl 20 overs. If the team fielding first fails to bowl the required number of overs by the time scheduled for cessation of the first innings play shall continue until the required number of overs have been bowled. If the team fielding second fails to bowl 20 overs by the scheduled cessation of play the match shall be extended until all 20 overs are completed. In each case over rate penalties will apply as given in Para 14. If the team batting first is dismissed in less than 20 overs the team batting second shall be entitled to bat for 20 overs or until the match is decided whichever is the earlier.

#### 4.3. **Intervals.**

4.3.1. **Between Innings.** The interval will normally be of 15 minutes duration. In reduced overs games the interval will be reduced to 10 mins. 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 begin correspondingly earlier. In circumstances where the team fielding first has not completed the allotted number of overs by the scheduled completion time then the interval will be reduced by the amount of time the innings over-ran. The minimum interval time will be 10 minutes.

4.3.2. **Drinks.** No drinks intervals will be taken.

5. **The Ball.** All match balls and spares will be provided by the tournament organisers and will be held by match officials. Coloured clothing is to be worn and white balls are to be used. If white clothing is authorised then red balls will be used.

#### 6. **Results.**

6.1. **Individual matches.** To constitute a match a minimum of 5 overs must be completed by each side. Where there is no interruption to play the team scoring the higher number of runs shall be the winner. In the event of a tie the team losing the lesser number of wickets shall be the winner. If this does not produce a result then the winner shall be the team with the higher score after 10 overs, or if equal 9 overs etc shall be the winner. The Duckworth/Lewis method shall be used to determine the winner in interrupted or abandoned matches where the required minimum of 5 overs has been bowled by each side. Where the minimum number of overs has not been bowled the match will be declared a no result.

6.2. **The Competition.** The competition points systems for each day's play and progression is as follows:

6.2.1. The following points system will be employed during the league competition on Day 1:

- Win, with bonus point 4.
- Win, without bonus point 3.
- Loss, but not conceding bonus point 1.
- Loss, conceding bonus point 0.
- No result, 1 point.

6.2.2. The following points system will be employed during the league competition on Day 2:

- Win, 2 points.
- Loss, 0 point.
- No result, 1 point.

6.2.3. Day 1 only, the team that achieves a **run rate** of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced.

6.2.4. In the event of teams finishing on equal points in the Day 1 leagues, positions for Day 2 leagues will be determined, in order, as follows:

- the team with the highest number of points.
- the team with the highest Net Run Rate\* (NRR is explained at Para 6.3)
- \*in a match declared as no result, and settled by a 'bowl off' run rate is not applicable.

6.2.5. In the event of teams finishing on equal points in the Day 2 leagues, positions for Day 3 games will be determined using the method in Para 6.2.4.

6.3. **Net Run Rate.** Only those matches where a result is achieved will count for the purpose of net run rate calculations. 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 calculated to 2 decimal places (rounded up). In the event of a team being all out in less than its full quota of overs the net run rate shall be based on the full quota of overs to which it was entitled and not the number of overs in which the team was dismissed. 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 score on abandonment of the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis being applied at an earlier point in the match Team 1 will be accredited with 1 run less than the target score for Team 2 off the total number of overs allocated to Team 2 to reach the target. The calculations will be determined by the Tournament Referee on a laptop incorporating the formula from the Excel spreadsheet.

## 7. **Fielding restrictions.**

7.1. At the instant of delivery there shall not be more than 5 fieldsmen on the legside.

7.2. For the first 6 overs only of each innings, only 2 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 normally 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 5 fieldsmen are permitted to be outside the 30 yard fielding restriction area at the instant of delivery.

7.4. Fielding restrictions as set out in the Rules referred to in 7.2 shall apply for the first 6 overs of each innings. Where the number of overs is reduced (ignoring fractions) the number of overs to which those fielding restrictions apply will also be reduced as follows:

Total overs in innings	Overs with fielding restrictions
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5
20	6

7.5. Where the number of overs is reduced and the team batting first has already completed a full 6 overs of fielding restrictions then the aim will be to maintain the restrictions in the same proportion for the second innings that they were maintained in the first (fractions ignored). For example play is suspended after 14 overs of the first innings with 6 overs of fielding restrictions being in place. Play is resumed and there are only 10 overs of the second innings available. Fielding restrictions apply in the same proportion i.e.  $6/14 \times 10$  overs ignoring fractions.

8. **Number of overs per bowler.** Each bowler may bowl a maximum of 4 overs. In a delayed or interrupted match no bowler may bowl more than one fifth of the total overs allowed for his team unless such number has been exceeded before the interruption. Where the number of overs is not divisible by 5 the minimum number of bowlers will be allowed one additional over in order to make up the balance. For example: after 8 overs play, during which the opening bowlers have each bowled 4 overs, the match is interrupted and the innings is reduced to 12 overs. In this case 2 bowlers would be allowed 3 overs and 3 bowlers 2 overs each. As the 2 opening bowlers have already exceeded this limit they count as the bowlers who were allowed the extra over (3 as opposed to 2) and so any remaining bowlers are limited to 2 overs each.

9. **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.

10. **No Ball.** The No Ball penalty shall be 2 runs.

11. **Free hit after foot fault No Ball.**

11.1. The delivery following a foot fault no ball shall be a free hit for whichever batsman is facing it. If that ball is not a legitimate delivery the free hit shall apply to the next delivery. A batsman can only be dismissed on a free hit for circumstances that apply to a No Ball.

11.2. Field changes are NOT permitted for free hit deliveries (unless there is a change of batsman) and the overall field restrictions STILL apply.

11.3. For safety reasons – in the event that a fielder(s) is fielding/standing close to and in front of the bat, for the 'Free Hit' he is allowed to withdraw on the same line to a distance no further than 15m.

12. **Timed out.** The incoming batsman must be in a position to take guard or his partner ready to receive the next ball within 1 min 30 secs of the fall of the previous wicket.

13. **Short pitched bowling.** No more than one short pitched ball, above the shoulder and below head height of the batsman standing upright in the crease, per over is allowed.

14. **Over rate penalties.** Teams are expected to be in a position to bowl the first ball of the last of their 20 overs within 1 hr 15 mins of 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 started within the stipulated playing time. This will apply in both innings. If the innings is interrupted the penalty will apply to the re-scheduled cessation time. In reduced overs matches the fielding side will be given one over's leeway.

15. **Time wasting.** Umpires shall apply a strict interpretation to laws relating to time wasting by the batsman (5 run penalties). Specifically batsmen are to be ready for the start of a new over as soon as the bowler is ready.

16. **Wide Balls.** Law 25.1 refers. Umpires will be 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 criteria will be adopted as a guide to umpires:

16.1. Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. For guidance purposes, a legside wide should be called if a ball passes on the legside outside the pads or body of the batsman standing in a normal guard position. Any movement by the striker away from the wicket to the legside causing the ball to pass to the legside of the stumps but between him and the stumps will not be a wide.

16.2. For this competition 2 white lines, 17" either side of the wicket will be drawn on the crease. Any ball passing on or outside of these markings on a striker's Off Side shall be called a wide.

17. **Double Bounce Deliveries.** The current England and Wales Cricket Board (ECB) Guideline concerning Double Bounce Deliveries will apply in ALL matches. The umpire at the bowlers' end shall call and signal No ball if a ball which he considers to have been delivered, without having previously touched bat or person of the striker, either (i) bounces more than **ONCE** or (ii) rolls along the ground before it reaches the popping crease.

18. **Under 19 years old restrictions.** The ECB Directives on Fast Bowling for under 19 year olds, and the Wearing of Helmets by under 18 year olds will apply in all matches. The qualifying date for the ECB directive is the date of the match.

18.1. Teams are to submit a completed signed Daily Team Sheet to be handed to the Tournament Referee for each day.

18.2. The Captains of each side shall inform the umpires prior to the match of any players aged under 19 years of age. These are to be annotated on team sheets.

18.3. Both umpires and scorers from the commencement of an innings shall maintain a record of the number of overs bowled by each individual bowler.

19. **Boundary.** To obtain standardisation of Boundaries at all four venues for the duration of the tournament, the distance of the boundary, measured from the centre of the pitch, shall be not less than *60 yards (55 metres) and no more than 65 yards (60 metres)*. However, tolerance must be afforded for parts of a ground that may be affected by ground layout, obstacles and natural features and any local customs. This will be managed and set by the ACA Sec and Tournament Director with boundaries set prior to the tournament and discussed with the Groundsman and Corps Sec.

20. **Skins.** Skins may be worn and ideally should be the same as the base colour of playing shirt. No visible logos are permitted. White coloured skins are permitted to be worn with the white ball and they may be worn below the sleeve. However, a bowler wearing a full or part of a garment on his bowling arm will be informed by the Umpires that it is to be either rolled up, pulled up or removed from sight to either on or above the elbow of the bowling arm prior to the commencement of their bowling.