

## Rules & Playing Conditions – t20 Cup Competitions

*Coloured Text in Italics is subject to change as are dependant on Vote outcomes.*

### 1 Title

The titles of the Competition shall be The John J. Mallen t20 Cup Competition, and the Harry Tomlins t20 Cup Competition.

### 2 Entry

- 2.1 The John J. Mallen t20 Cup Competition is open to all member clubs.  
The Harry Tomlins t20 Cup Competition is open to clubs in Division 2 and below.
- 2.2 Each member club may enter one team.
- 2.3 Member clubs are required to submit their application to the League Secretary prior to the end of November of each year.

### 3 Constitution

- 3.1 The competitions will be straight knockout tournaments.
- 3.2 The winners of each final will be crowned winners.
- 3.3 The winner of the John J. Mallen t20 Cup Competition will go forward to the ECB Vitality Club t20 Plate Competition.
- 3.4 Any team withdrawing from the competition will have their results expunged.

### 4 Qualification & Registration of Players

Clubs are encouraged to utilise Rule 4, Section D to fulfil fixtures where required.

- 4.1 Any club that fields an unregistered or ineligible player shall be disqualified.
- 4.2 No player who has played for a club in the competition is eligible to play for another club in the competition in the same season.
- 4.3 No player will be eligible to play unless they have played at least half of their matches (both t20 and League) for that team or a lower team during the current season.
- 4.4 Any such breach will result in the player(s) being deemed as ineligible.

### 5 Match Balls

Each club should be provided with one pink ball for use during the match. Should a pink ball not have been supplied, a red ball should be used which complies with Rule 8.1, Section B (*'Tier 2'*).

Each club must provide used spare pink and/or red balls. All red balls are to comply with Rule 8.1, Section B ('Tier 2') and be in sufficient quantity to minimise time lost during the innings.

All spare balls are to be placed in a suitable container, which is to be stored at the side of the pitch, ideally by the scorer, for ease of supply.

## 6 Umpires & Scorers

- 6.1 Each appointed Umpire shall, not later than the end of the interval, be paid match expenses of £25.00.

In the event of only one registered League Umpire being appointed, or turning up for a match, and that Umpire takes the bowling end throughout the match, they shall be paid £35.00.

Following the arrival of both teams and the Umpire(s) at the ground, should there be no play in the game, and, should prevailing ground, weather, and light conditions allow, a bowl out takes place to determine a winner, each Umpire shall be paid match expenses of £15.00.

The cost of the Umpire(s) is to be shared by both clubs.

- 6.2 In all games, each team shall provide their own competent, non-playing scorer in all matches. If a team fails to provide a scorer a player has to be nominated from the team to take up the duty for the entire duration of the match. Failure to comply with this rule will result in a £25.00 fine.
- 6.3 The use of live electronic scoring is strongly encouraged for all matches.

## 7 Clothing

Players in all matches will wear clothing and equipment in accordance with ECB Guidelines. Clothing can be either white or coloured, however there is a preference for coloured clothing where possible.

Coloured clothing should not be predominantly pink or red.

## 8 No-Ball

Law 41.6 (Bowling of dangerous and unfair short-pitched deliveries) shall apply with the following additions:

- 8.1 Regardless of how wide of the striker a delivery is, there shall be no more than one delivery per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.
- 8.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batters at the wicket when a delivery within the limit in Rule 8.1 has been bowled. It is unfair if the limit is exceeded, and the umpire

shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

- 8.3 A different signal shall be used to signify a fast short pitched “No Ball”. The Umpire shall call and signal “No Ball” then raise the other arm across the chest. If the bowler exceeds their limit of short-pitched deliveries in an over not only must the Umpire call “No Ball” but he must invoke the procedures of Law 41.6.3 regarding cautioning the bowler. If a bowler is “No Balled” a second time in the innings for the same offence the Umpire is to invoke Law 41.6.4 and the bowler shall be removed forthwith and shall not be allowed to bowl again in that innings.

Note: For the avoidance of doubt the warnings detailed in Laws 41.6.1, 41.6.2 and those above in Rules 8.1 and 8.2, Section G, are cumulative.

- 8.4 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply.

## 9 Free Hit after a No Ball

- 9.1 The delivery following a no ball shall be a free hit for whichever batter is facing it.

Note: this applies to all modes of No ball except for a short-pitched delivery that passes or would have passed clearly over head height of the striker standing upright at the popping crease.

- 9.2 If the delivery for a free hit is not a legitimate delivery (any kind of no ball or wide), then the next delivery shall become a free hit for whichever batter is facing it.
- 9.3 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.
- 9.4 Field changes are not permitted for free hit deliveries unless there is a change of striker, or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.
- 9.5 The umpires shall signal free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

## 10 Law 22 – Wide Ball – Judging a Wide

Any ball, not being a No Ball, that passes the striker’s leg stump, irrespective of where that ball pitched, will be called, and signalled a wide. It will not be a wide if the ball contacts the striker, their person or equipment, or the bat in hand before it passes the line of the stumps, or the ball passes between the striker and the leg stump.

In addition, any ball that passes outside the off-side wide-line, will be called, and signalled a wide. The off-side wide-line will be marked at 35 inches (89 cm) on each side of the imaginary centre line [17 inches (43.2 cm)] inside each Return crease.

## 11 Restrictions of the Placement of Fielders

- 11.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.
- 11.2 A fielding circle shall be marked on the field of play by white plastic or rubber disks.

The fielding circle shall consist of two semi-circles which shall have as their centre the middle stump at either end of the pitch. The ends of which shall be joined by a straight parallel line.

The radius of each semi-circle shall be 30 yards (27.4 metres).

- 11.3 The first 6 overs of each innings will constitute a 'Power Play' whereby only two fielders are permitted to be outside the field restriction markings at the instant of delivery.
- 11.4 For the remainder of the innings only five fielders are permitted to be outside the field restriction markings at the instant of delivery.
- 11.5 In circumstances when the number of overs of the batting team is reduced, the number of 'Power Play' Overs shall be reduced and details found in Appendix A, Tables 1, 2 and 3.

If the batting side has received more 'Power Play' overs than the maximum now allows, then the 'Power Play' is over. Rule 11.4, Section G, shall apply.

- 11.6 In the event of an infringement of the above fielding restrictions, the Umpire at the striker's end shall call and signal 'No Ball' (Rule 9, Section G, shall apply).

## 12 Timed Out

The incoming batter must be in position to take ground, or for their 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 batter being declared out by the Umpires.

## 13 Matches

- 13.1 All matches shall be played on or before the dates published by the League Management Committee.

Participating clubs are to inform the Match Administrator of the day, date and start time of matches, as agreed between the participating clubs.

Where reserve dates are available, these will be communicated by the Match Administrator. Reserve dates will only be used with the mutual agreement of both clubs concerned and if circumstances allow.

- 13.2 In exceptional circumstances, a match may be played on an artificial pitch. The umpires will have sole authority over this decision.
- 13.3 In the event of inclement weather where a match is not possible, Rule 20.1, Section G will apply.
- 13.4 The Finals for both competitions will be played on a date and venue as chosen by the League Management Committee.

#### **14 Hours of Play**

- 14.1 All matches will commence at a time as agreed between the participating clubs, but no match can start after 6.00pm.
- 14.2 Matches will last no more than 3 hours in total.
- 14.3 The Umpires will have sole authority as to when the interval shall be taken.

#### **15 Length of Innings**

- 15.1 Each team shall bat for 20 overs unless all out earlier.  
If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- 15.2 All teams 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.  
Teams should aim for a minimum of 4 overs in every 15 minutes of playing time.  
It is the responsibility of the captain to ensure that their team bowl their allocated overs within the playing time.
- 15.3 The interval should be no longer than 15 minutes.
- 15.4 With the agreement of both Captains – bearing in mind the prevailing ground, weather, and light conditions – it is considered 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 deduction will be decided by the two Captains.  
No match shall be reduced to less than 10 overs duration scheduled at 5 overs per team.
- 15.5 Umpires shall make time allowances for unavoidable stoppages caused by injury or other extenuating circumstances.  
In such circumstances the match schedule may be extended, but by no more than 30 minutes. The tables shown in the Appendices are to be updated, as necessary.

Stoppages for ball loss and replacement, batter change, and any other non-injury or extenuating circumstances have been included in the match schedule and need not be recorded.

- 15.6 If in the opinion of the Umpires, the team fielding fails to bowl the required number of overs by the scheduled time for the cessation of their innings, play shall continue until the full quota of overs have been completed.

One fewer fielder shall be permitted outside the fielding restriction area (see Rule 11.4, Section G) than would normally be the case in the over(s) in progress at that time.

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.

In an interrupted match where one innings is reduced to 10 overs or less, this rule will not apply.

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

## 16 Overs per Bowler

- 16.1 No bowler shall bowl more than 20% of the scheduled number of overs for the innings, therefore each bowler can bowl a maximum of 4 overs.
- 16.2 In an interrupted match, no bowler shall bowl more than 20% of the re-scheduled total number of overs for the innings, unless this has already been exceeded before the interruption.

For the avoidance of doubt, the number of overs a bowler has remaining is the re-scheduled maximum number of overs minus any overs the bowler has already completed. Therefore, if a bowler has already, or now exceeded the re-scheduled maximum, they will no longer be permitted to bowl.

If an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.

- 16.3 The ECB Fast Bowling Directives provision requiring an equivalent number of overs from the same end to have elapsed before a subsequent spell can commence shall not apply (e.g., the 4 overs may be bowled at any time in the innings irrespective of the number of spells bowled).

## 17 Delayed Start

- 17.1 The interval will be reduced to 10 minutes.
- 17.2 The number of overs to be bowled is calculated from the time of the revised start time and is found in Appendix A, Table 1.

## 18 Interruptions – 1<sup>st</sup> Innings

- 18.1 The interval will be reduced to 10 minutes.
- 18.2 The revised number of overs available to each team, the time allowance, and the maximum number of overs per bowler, is calculated from the time of the resumption and is shown in Appendix A, Table 2.
- 18.3 If the side batting first has received more overs than the maximum now available then the innings is immediately closed. The side batting second will receive the revised number of overs and the total to win is re-calculated using the Duckworth/Lewis method (see Rule 21, Section G).

The batting side should always be aware of the target score required should the innings suffer from further interruptions or is ended and should attempt to always be ahead of this score.

- 18.4 Should an interruption have occurred during an over, on the resumption of play, the part over shall be completed in addition to the remaining number of overs remaining.

## 19 Interruptions – 2<sup>nd</sup> Innings

- 19.1 The revised number of overs remaining, the time allowance and the maximum number of overs per bowler, is calculated from the time of the resumption in play and is shown in Appendix A, Table 3.

A minimum of 5 overs must be bowled to the team batting second to constitute a match (subject to the provisions of Rule 20, Section G).

- 19.2 Should an interruption have occurred during an over, on the resumption of play, the part over shall be completed before starting the revised number of overs.
- 19.3 The total required to win is re-calculated using the Duckworth/Lewis method (see Rule 21, Section G).

The batting side should be aware of the Par score required should the innings suffer from further interruptions or is abandoned and should attempt to always be ahead of this score to gain victory.

## 20 The Result

- 20.1 A result can only be achieved if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

If both teams have not had the opportunity of batting for a minimum of 5 overs, or a match cancelled when all players and officials are present, the result shall be determined by the following criteria, taken in order:

- i. A replay on a reserve date.

- ii. A bowl out (should prevailing ground, weather and light conditions allow) (see Rule 23).
  - iii. The toss of a coin when both Captains are present.
  - iv. The toss of a coin, by the League Secretary.
- 20.2 Where the maximum number of overs available to both sides remain unaltered once play has commenced the team scoring the higher number of runs shall be the winner.
- If the scores are equal, the result shall be a tie (see Rule 20.4, Section G).
- 20.3 If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, not has passed its opponent's score, the following shall apply:
- i. If the match is abandoned before the Close of Play, the result shall be decided using the Duckworth/Lewis method (see Rule 21, Section G).
  - ii. If, due to suspension of play, the number of overs in the innings of the side batting second has had to be revised, their target score shall be calculated using the Duckworth/Lewis method (see Rule 21, Section G).
- With 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.
- 20.4 If the result is a Tie, the winner shall be determined by the following criteria, taken in order:
- i. A super over (should time, prevailing ground, weather, and light conditions allow) (see Rule 22)
  - ii. The team that has lost the fewest wickets.
  - iii. The team with the higher score at the end of the 6th completed over.
  - iv. The side with the higher score at the end of the 5th, 4th, 3rd, 2nd, and 1st completed over.
  - v. A bowl out (should prevailing ground, weather and light conditions allow) (see Rule 23, Section G).
  - vi. The toss of a coin when both Captains are present.
  - vii. The toss of a coin, by the Match Administrator.

## 21 Duckworth/Lewis

- 21.1 The Duckworth/Lewis (DL) (Standard Edition) method must be used in all matches. If any match is suspended after it has started such that the number of overs available to be faced by either side is reduced from that determined when the match started, the revised target shall be computed using the latest version of the Standard Duckworth/Lewis Method provided with the Play-Cricket Scorer Pro Laptop program or with the App on Tablets or Smart Phones in accordance



with the instructions provided with that software and displayed on the screen. Arrangements shall be made for the provision of back-up capability, in case of computer malfunction, for the operation or continued operation. This shall be in the form of [another] smartphone or tablet where Play-Cricket Scorer is installed.

Note: It will be the responsibility of the **HOME** club to ensure that a competent person is available to input the scores to set the Target as calculated automatically and ensure that the Par Score for the end of the over is correct and that this score is displayed on the ground.

- 21.2 For this competition, the G50 value to be used is 245.

## 22 Super Over

- 22.1 The teams shall compete in a Super Over to determine the winner.
- 22.2 Subject to weather conditions, the Super Over will take place at a time to be determined by the Officials.
- In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- 22.3 The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the captains.
- 22.4 The umpires shall stand at the same end as that in which they finished the match.
- 22.5 In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- 22.6 Only nominated players in the main match may participate in the Super Over. Should any player (including the batters and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
- 22.7 Any penalty time being served in the main match shall be carried forward to the Super Over.
- 22.8 Each team's over is played with the same fielding restrictions as per Rules 11.1 and 11.4, Section G.
- 22.9 The team batting second in the match will bat first in the Super Over.
- 22.10 The Umpires shall select a ball from the available spare balls which shall be used for both overs of the Super Over. The ball to be used shall not be a new ball.
- 22.11 The loss of two wickets in the over ends the team's one over innings.

- 22.12 In the event of the teams having the same score after the Super Over has been completed, the team whose batters hit the greatest number of boundaries in the Super Over shall be the winner.
- 22.13 If still equal, a count-back from the final ball of the Super Over. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un-bowled 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, i.e., including any runs resulting from wides, no ball or penalty runs.
- 22.14 If still equal, then another Super Over shall be played.

### 23 Bowl Outs

- 23.1 In the event of no result being obtained by other methods and where there is no reserve date on which to play the game, a bowl out (outdoors only) will take place to achieve a result.
- 23.2 Five players from each side will bowl two overarm deliveries each at a wicket (conforming to Law 8) from a wicket pitched at 22 yards with, if practicable, bowling, popping and return creases marked (conforming to Law 7). The side, which bowls down the wicket (as defined in Law 29.1.1) the most times, shall be the winner. If the scores are equal, the same players will bowl one ball alternately to achieve a result on a 'sudden death' basis.
- 23.3 The following shall also apply in respect of bowl-outs:
- The same suitably acceptable ball (not a new one) will be used by both teams. If the ball becomes wet, it may be changed subject to the Umpires' approval.
- If a bowler bowls a No ball it will count as one of the two deliveries but will not count towards the score of the team.
- The five cricketers nominated to take part in the bowl-out must be chosen from the eleven cricketers selected to play in the match.
- If required, each side will appoint a wicketkeeper to stand behind the wicket but out of reach of the stumps.

## Appendix A

Table 1 – Delayed Start Matches

Start Time	Overs per Team	Length of Innings	Overs per Bowler	No. of PowerPlay Overs
(h ):00	20	1h 20m	5b x 4o	6
(h ):18	19	1h 16m	4b x 4o, 1b x 3o	5
(h ):26	18	1h 12m	3b x 4o, 2b x 3o	5
(h ):34	17	1h 8m	2b x 4o, 3b x 3o	5
(h ):42	16	1h 4m	1b x 4o, 4b x 3o	4
(h ):50	15	1h	5b x 3o	4
(h ):58	14	56m	4b x 3o, 1b x 2o	4
(h+1):06	13	52m	3b x 3o, 2b x 2o	3
(h+1):14	12	48m	2b x 3o, 3b x 2o	3
(h+1):22	11	44m	1b x 3o, 4b x 2o	3
(h+1):30	10	40m	5b x 2o	3
(h+1):38	9	36m	4b x 2o, 1b x 1o	2
(h+1):46	8	32m	3b x 2o, 2b x 1o	2
(h+1):54	7	28m	2b x 2o, 3b x 1o	2
(h+2):02	6	24m	1b x 2o, 4b x 1o	1
(h+2):10	5	20m	5b x 1o	1
<b>No play before (h+2):10</b>	<b>Abandoned - bowl out or coin toss for winner if no reserve date available</b>			

Notes:

For a game starting at 1:00pm:

h = 1

h+1 = 2

h+2 = 3

Table 2 – Interrupted Matches (1<sup>st</sup> Innings)

Time of Resumption	Overs Remaining [A]	Time of Resumption	Overs Remaining [A]
(h ):00	40	(h+1):22	22
(h ):14	39	(h+1):26	21
(h ):18	38	(h+1):30	20
(h ):22	37	(h+1):34	19
(h ):26	36	(h+1):38	18
(h ):30	35	(h+1):42	17
(h ):34	34	(h+1):46	16
(h ):38	33	(h+1):50	15
(h ):42	32	(h+1):54	14
(h ):46	31	(h+1):58	13
(h ):50	30	(h+2):02	12
(h ):54	29	(h+2):06	11
(h ):58	28	(h+2):10	10
(h+1):02	27	(h+2):14	9
(h+1):06	26	(h+2):18	8
(h+1):10	25	(h+2):22	7
(h+1):14	24	(h+2):26	6
(h+1):18	23	(h+2):30	5
<b>No resumption in play before (h+2):30</b>	<b>Abandoned - bowl out or coin toss for winner if no reserve date available</b>		

The following calculations are required:

- B = The number of completed overs bowled at the interruption.
- C = Overs Available = A + B (A from above table)
- Overs per Team = C/2 and rounded down

When the number of overs per team has been calculated, the 'Length of Innings', 'Overs per Bowler' and 'No. of PowerPlay overs' can be determined from Table 3.

Table 3 – Interrupted Matches (2<sup>nd</sup> Innings)

Time of Resumption	Overs Remaining	Length of Innings (+ over in progress)	Overs per Bowler	No. of PowerPlay Overs
(h+1):40	20	1h 20m	5b x 4o	6
(h+1):44	19	1h 16m	4b x 4o, 1b x 3o	5
(h+1):48	18	1h 12m	3b x 4o, 2b x 3o	5
(h+1):52	17	1h 8m	2b x 4o, 3b x 3o	5
(h+1):56	16	1h 4m	1b x 4o, 4b x 3o	4
(h+2):00	15	1h 0m	5b x 3o	4
(h+2):04	14	56m	4b x 3o, 1b x 2o	4
(h+2):08	13	52m	3b x 3o, 2b x 2o	3
(h+2):12	12	48m	2b x 3o, 3b x 2o	3
(h+2):16	11	44m	1b x 3o, 4b x 2o	3
(h+2):20	10	40m	5b x 2o	3
(h+2):24	9	36m	4b x 2o, 1b x 1o	2
(h+2):28	8	32m	3b x 2o, 2b x 1o	2
(h+2):32	7	28m	2b x 2o, 3b x 1o	2
(h+2):36	6	24m	1b x 2o, 4b x 1o	1
(h+2):40	5	20m	5b x 1o	1
<b>No resumption in play before (h+2):40</b>	<b>Abandoned</b> bowl out or coin toss for winner if no reserve date available			

The following should be used where there is sufficient time to allow the innings to consist of a minimum of 5 overs or where play can resume and the overs available can be added to those already completed to conclude the game.

Time of Resumption	Overs Remaining	Length of Innings (+ over in progress)	Overs per Bowler	No. of PowerPlay Overs
(h+2):44	4	16m	As above (Determined by total number of overs)	
(h+2):48	3	12m		
(h+2):52	2	8m		
(h+2):56	1	4m		
<b>No resumption in play before (h+2):56</b>	<b>Abandoned if less than 5 overs completed -</b> bowl out or coin toss for winner if no reserve date available			