

Playing Rules - Readers 20/20 Competition 2023

1. Match Rules

This version of the rules is effective in all matches in the 20/20 Competition ("The Competition"). Except as varied hereunder the Laws of Cricket (2017 Code 2nd Edition 2019) shall apply.

2. Management

- 2.1. The Competition shall be under the control of the League and all decisions relating to these rules or to matches played in the competition shall be final and binding.

3. Competition Structure

The Competition will be organised on a group basis comprising four groups (the 'Group Stage'). The winner of each group will progress to the 'Finals Day' which will comprise two Semi-Finals and a Final. See 9.5 and 9.6.

4. Eligibility

- 4.1. All players shall be bona fide members of the club registered with the League
- 4.2. Eligibility of all players must fall within one of the following categories:
 - An unlimited number of players registered under Category 1
 - A maximum of one player registered under Category 3
 - Any player who would have been registered previously under Category 3 but does not meet the 'three consecutive years' residency requirement will be permitted to play as a Category 1 player
- 4.3. No other players shall be eligible and any club that fields an ineligible player shall be disqualified

5. Balls

- 5.1. All balls used in the competition shall be those approved by the League (see inside back cover)
- 5.2. A new ball shall be used from the commencement of each innings
- 5.3. In all group matches the home club is responsible for providing the match balls. Balls for Finals Day will be provided by the League
- 5.4. The umpires are to be provided with at least six good quality spare balls before the start of the match. As soon as a ball is hit out of the playing area and not immediately found the umpire will obtain a replacement ball and continue with the match. The fielding side should not search for a lost ball.

6. Clothing

Players in all matches in the competition shall wear coloured clothing.

7. Umpires

- 7.1. Umpires will be appointed by the League from the Umpires Panel for all matches
- 7.2. All clubs must submit a report on the umpires for each match they play in the Competition
- 7.3. Umpires appointed by the Panel shall be entitled to receive a fee of £25 and each side shall pay one umpire. For the avoidance of doubt a sole umpire shall not be entitled to receive more than £25. Fees will be paid by the League

and clubs will be invoiced for the cost. On Finals Day the umpires will be paid by the League.

8. Scorers

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.

9. Fixtures (2023)

- 9.1. There will be a Group Stage on the Saturday 29th April comprising four groups of four sides. The reserve date is Sunday 14th May. The winners of the first two matches will contest match 3.
- 9.2. A side is not permitted to concede a match; any side that concedes a match may be denied entry into the competition in the following season.
- 9.3. Finals Day will take place on Sunday 11th June at a venue to be determined by the League.

10. Team Sheets

Each side must provide the umpires with a fully completed and signed ECB approved team sheet before the Toss.

11. Results

All results must be reported on the day of the match using the standard League Results Service. They should also be reported on Play Cricket within 48 hours of the end of the match.

12. Points and Group Winners

- 12.1. The winners of the four groups referred to in 9.1 will play in the Semi-Finals on Finals Day.
- 12.2. For Finals Day the sides to contest the Semi-Finals will be drawn at random from the four group winners.

13. Discipline

Section 12 of the Premier League Playing Rules, setting out sanctions for breaches of the League's Disciplinary Code, shall apply to this competition. For the avoidance of doubt a Level 3 offence shall carry a suspension of 4 overs.

Playing Conditions - Readers 20/20 Competition

1. Duration

- 1.1. One innings per side, each limited to a maximum of 20 overs
- 1.2. In a match that has a delayed start or is interrupted each side must have faced (or had the opportunity to face) a minimum of 5 overs in order to constitute a match

2. Hours of Play

- 2.1. The start time shall be not earlier than 10.00am. The Close of Play for the purpose of clause 4 shall be agreed between the captains and the umpires and shall not be later than 8.30pm; in the event of disagreement the umpires' decision will be final.

- 2.2. The interval between innings shall be 10 minutes.

3. Over Rate

- 3.1. The fielding side must be in position to bowl the first ball of the 20th over within 75 minutes of playing time
- 3.2. A 6 run penalty shall apply for each complete over not bowled in the required time, as determined by the umpires
- 3.3. In reduced over matches the fielding side has a one over leeway in addition to any time that the umpires may allow for stoppages
- 3.4. 20 overs shall be bowled and the penalty runs shall be added to the final total
- 3.5. Umpires are instructed to apply a strict interpretation of time wasting by the batsman (5 run penalties). Batsmen are expected to be ready for the start of a new over as soon as the bowler is ready to bowl.
- 3.6. The time allowed to each team to bowl its overs may be extended by the umpires in exceptional circumstances. The loss of two or more wickets in the penultimate over shall be regarded as exceptional circumstances but otherwise only if any relevant individual stoppage lasts longer than three minutes. Any such allowance must be agreed by the umpire(s) and notified to the teams at the time of the occurrence. The scorers are to be informed as soon as practicable.

4. Delayed Start and Interruptions

- 4.1. The objective of rearranging overs is to give the greatest opportunity for a match of equal overs. If, in the view of the umpires, taking into account 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. Any reduction in the number of overs shall be at the sole discretion of the umpires.
- 4.2. In the event of an interruption or delay after the match has commenced, the calculation of the number of overs to be bowled shall be based upon:
 - 4.2.1. If only one match is being played on the day: one over for every 4 minutes of the total time available for play up to the scheduled close of close of play, allowing 10 minutes for the Interval between innings. In any calculation of

overs remaining the number of overs to be received by the side batting second shall not exceed the number of overs available to the side batting first.

- 4.2.2. If more than one match is being played on the day then the umpires shall be responsible for determining if any overs are to be deducted, having regard for the available playing time for all matches scheduled for the day. If overs are to be deducted the calculation shall be based on one over for every complete four minutes of playing time lost.
- 4.3. The Duckworth-Lewis-Stern Method will be used to calculate the target score of the side batting second using the Duckworth-Lewis-Stern regulations as provided by the League to every club. The umpires shall agree with the scorers and shall inform the captains of the target score before play is resumed. In the event of a miscalculation of the target score the original score shall not be altered once the captains have been informed. The target score shall be displayed clearly on the scoreboard.

5. 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 dismissed Timed Out by the umpires. An appeal by the fielding side is not required.

6. Fielding Restrictions

- 6.1. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards. The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The fielding restriction area should be marked by '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.
- 6.2. For the first 6 overs of each innings at the instant of delivery only two fielders shall be permitted to be outside the field restriction marking defined in 6.1
- 6.3. After the first 6 overs of each innings at the instant of delivery a maximum of five fielders shall be permitted to be outside the fielding restriction marking defined in 6.1
- 6.4. Throughout the innings, at the instant of delivery, there may not be more than five fielders on the leg side.
- 6.5. In circumstances when the number of overs of the batting team is reduced, the restrictions in 6.2 and 6.3 shall be reduced in accordance with the table below.

Overs in match	Number of overs with fielding restrictions
5 - 6	1
7 - 9	2
10 - 13	3
14 - 16	4
17 - 19	5

7. Overs Per Bowler

- 7.1. No bowler may bowl more than 4 overs. In a match with an innings less than 20 overs no bowler may bowl more than one fifth of the total overs available. Where the total overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.
- 7.2. In the event that a reduction in overs results in one or more bowlers having exceeded the newly calculated maximum then the umpires shall calculate the overs allowed for the remaining bowlers. A bowler who has exceeded the new maximum shall be permitted to complete an incomplete over.
- 7.3. When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, the bowler shall finish the incomplete over
- 7.4. In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned
- 7.5. Where possible, the number of overs bowled by each individual bowler shall be indicated on the scoreboard, from the commencement of an innings

8. No Ball

- 8.1. Law 41.6 (Bowling of dangerous and unfair pitched deliveries) shall apply with the following additions:
 - 8.1.1. Irrespective of how wide of the striker a delivery is, the bowler shall be limited to one delivery per over that passes or would have passed over shoulder height of the striker standing upright at the crease
 - 8.1.2. The umpire shall inform the bowler and the batsmen when a delivery under 8.1.1 has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal no ball on each such occasion
 - 8.1.3. Law 41.6.5 shall not apply; warnings under law 41.6.3 shall be added to any warnings under 41.7.1 and action taken in accordance with Law 41.6.4
- 8.2. Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply with the following amendment:
 - 8.2.1. Law 41.7.3 shall not apply. Any warnings applied in Law 41.7.1 shall be added to any warnings applied in Law 41.6.3 and action taken in accordance with Law 41.7.2
 - 8.3. When the ball is dead and after signalling No Ball to the scorers, the Bowler's End Umpire will call and signal a Free Hit by extending one arm straight upwards and moving it in a circular motion. **Note:** this applies to all modes of No ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease.
 - 8.4. The delivery following a no ball shall be a free hit for whichever batsman is facing it, except for no balls under law 21.10 (short-pitched deliveries passing over head height of the striker standing upright at the crease)
 - 8.5. If the delivery for the free hit is not a legitimate delivery (no ball or wide), then the next delivery shall become a free hit for whichever batsman is facing it.

- 8.6. 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.
- 8.7. Field changes are not permitted for free hit unless there is a change of striker or the no ball was the result of a fielding restriction breach, in which case changes are permitted only to correct the breach, as directed by the umpires. However, in all circumstances, fielders within 15 yards of the striker may retreat on the same line to not more than 15 yards from the striker.

9. Wide Ball

- 9.1. 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. This penalty shall stand in addition to any other runs which are scored or awarded
- 9.2. A leg side wide shall be called if, irrespective of where the ball pitches, it passes outside the line of the striker and the leg stump, despite the striker's movement
- 9.3. An off side wide shall be called if the ball passes wide of the additional marking specified in 9.5 unless the striker has brought the delivery clearly within reach of a run-scoring stroke
- 9.4. Additional crease markings: An additional crease marking shall be made 17" inside each return crease and between the Popping and Bowling creases
Please note that the crease is the inside edge of both these new markings and the return crease markings.

10. The Result

- 10.1. The umpires will be responsible for recording the score at the end of each over and will be the sole judges in deciding the winners
 - 10.2. At the completion of an uninterrupted match, in which both sides have the opportunity to bat for the same number of overs:
 - 10.2.1 the side scoring the highest number of runs shall be the winners;
 - 10.2.2 if the scores are level then the side that has lost fewest wickets shall be the winners;
 - 10.2.3 if both sides have lost the same number of wickets then the side with the highest score at the end of the 6th completed over shall be the winners;
 - 10.2.4 if still equal then at the end of the 5th, 4th, 3rd, 2nd and 1st completed over;
 - 10.2.5 If still equal then rule 11 shall apply
 - 10.3. If, after an interruption in play after the start of the match, the number of overs to be received by either side is reduced to a lesser number than allocated before the start, then a revised target score (Par Score plus one run) shall be set for the side batting second to achieve. This will be calculated using the Duckworth-Lewis-Stern Method as specified by the League.
 - (a) If the target is reached or exceeded the side batting second shall be deemed to have won
 - (b) If the Par Score is not reached the side batting first shall be deemed to have won
 - (c) If the Par Score is equalled then rule 11 shall apply
- Such result shall be reported as "A win under the DLS method"

11. Super Over

A 'Super Over' will be bowled by each side as follows:

- 11.1. Each captain will nominate three batsmen and one bowler
- 11.2. The side that batted second in the match shall bat first in the Super Over and face one over of six legitimate balls bowled by the nominated bowler. The other side shall bat second and face one over of six legitimate balls bowled by the nominated bowler
- 11.3. If either side loses two wickets in its over then its innings will end; the winner will be the side which scores most runs
- 11.4. If the scores are equal then there will be a second super over with different batsmen & bowlers nominated under 11.1, except that a batsman who has not commenced his innings (under Law 2.10) may be nominated again.
- 11.5. The sequence of 11.1 to 11.4 will continue with the side batting first alternating until a result is achieved
- 11.6. Fielding restrictions under rules 6.3 and 6.4 shall apply
- 11.7. The umpires will allow 10 minutes between the end of the match and the Super Over and a maximum of 10 minutes between each Super Over

12. Bowl Out

- 12.1. 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 or indoors) will take place to achieve a result. Five players from each side will bowl two over arm deliveries each at a wicket (conforming to Law 8) from a wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases marked (conforming to Law 9))
- 12.2. The side which bowls down the wicket (as defined in Law 29.1.1.1) the 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
- 12.3. The following shall also apply in respect of bowl-outs:
 - (d) The same suitably acceptable ball (not new) will be used by both teams. If this ball becomes wet, it may be changed subject to the umpires' approval
 - (e) 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.
 - (f) If the original match has started, then the five cricketers nominated to take part in the bowl-out must be chosen from the eleven cricketers and 12th man selected to play in the match. 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 the players in the squad as registered on Play-Cricket.
 - (g) Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.
- 12.4. In the event of a bowl out not being possible the result will be determined by the toss of a coin with both captains and their representative present.

13. Boundaries

Other than in exceptional circumstances, the boundary, from the middle of the pitch, shall measure: **Minimum:** 55m (60 yards) / **Maximum:** 70m (77 yards).

Playing Rules - Readers T20 Trophy 2023

1. Matches shall be played in accordance with the spirit and the laws of the game, subject to the match conditions specified below.

2. When possible each side must provide a competent non-playing umpire. In the event of there being only one non-playing umpire then this umpire shall stand at the bowler's end for the duration of the match.

In matches where there are no non-playing umpires, captains should ensure that only responsible mature players undertake umpiring duties.

3. Each team should provide a competent scorer, who should sit together. In the event of no non-playing competent scorer it is the responsibility of the batting side to keep an accurate record of the score.

The total score, wickets lost and overs completed must be displayed on a scoreboard visible from the Square not less than at the conclusion of every over and, if possible, whenever the score changes

4. A team must have a minimum of eight players at the match to constitute a team. However, a match may start if the batting team has less than eight players and they assure the fielding team that the other players have reasonable explanation(s) for late arrival. (Teams should be aware that the laws of cricket still apply)

5. Fixtures will be arranged by the clubs and are to be played on Sundays as prescribed.

However if it proves impossible to arrange fixtures by the time limits set clubs may play on any other day of the week if both captains agree. Sundays are clearly the preferred days and the competition has been formulated on that basis

- Group matches where each team plays the others in the group twice are to be played by the last Sunday in July
- Quarter- finals in August
- Semi Final & Final Date before end of League season

6. Evening matches should start by 6.15pm.

7. In all matches the toss to occur 15 minutes prior to match start time and if a team is not available to toss then that team will be adjudged to have lost the toss.

8. Result

a. The winner of each completed match is the team that scores the most runs

b. If the scores are equal at the end of the match, then the winning team is the one that has lost the least number of wickets. In group matches if each team have lost the same number of wickets then the winning team is the one that batted first.

c. In the event of the second innings being abandoned after ten overs but before the match completion, then the result will be decided by the side with the highest run rate, calculated as the runs scored per valid delivery received, multiplied by six. If a side is all out then the number of deliveries received shall be the total number that side was entitled to receive.

- 9. Innings, duration and interruptions**
 - a. Each match shall consist of one innings per side, each limited to a maximum of 20 overs
 - b. Ten overs must be bowled in each innings, subject to the laws of cricket, to constitute a match
 - c. Each innings including time lost shall last no more than 80 minutes. However allowance shall be made for any stoppage in play exceeding 5 minutes provided that the scorers, captain of the fielding side and batsmen at the wicket are informed by the umpires at the end of the stoppage of the time to be added.
 - d. Captains are to remind their players that the incoming batsman must be ready to take strike within 90 seconds of the fall of the previous wicket
 - e. If time is lost after the agreed start time in the first innings then match overs are to be reduced by 2 overs for every full eight minutes lost.
 - f. If time is lost in the second innings overs are to be reduced by one per every four full minutes lost.
 - g. An interval of fifteen minutes will take place between innings.
- 10. In the event of a delayed start prior to toss, both Captains must agree to a new start time, otherwise overs are to be reduced as per rule 9e.**
- 11. No player is permitted to bowl more than 20% of total overs, in each innings. i.e. four overs in a 20 over match. Each over to consist of six legitimate balls only**
- 12. Wides, No Balls and Free Hits**
 - a. Any delivery that passes to the leg-side of the striker in his normal batting position will be called a wide
 - b. Any delivery that passes wide of a line 17 inches inside the Return Crease will constitute a wide. The Home club is encouraged to make this additional pitch marking when preparing the pitch to assist the players and umpires and ensure consistency.
 - c. Any high full toss that passes the striker above waist height shall be a no ball
 - d. Any short delivery passing the striker above shoulder height shall be a no ball
 - e. Note that both waist and shoulder height are to be judged based on the position of the striker standing upright at the popping crease
 - f. Any front foot no-ball will result in the next delivery being a free hit. If the next delivery is a wide or a no ball then the following delivery will be a free hit. Before the next delivery the umpires shall call and signal a Free Hit by a circular motion of the arm above the head
 - g. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball.
- 13. Fielding restrictions:**
 - a. Two semi-circles with a radius of 30 yards shall be drawn on the field of play, with their centre being the middle stump at either end of the pitch. The ends of each semi-circle shall be joined by a straight line on the same side of the pitch. The fielding restriction shall be marked by white dots and covered with white circular disks and shall be referred to as the 'Fielding Circle'

- b. For the first six overs (or 30% of the length of the innings, rounded down, if reduced below 20 overs) no more than two fielders shall be permitted to be outside the fielding circle at the instant of delivery. Thereafter there must be a minimum of four fielders inside the fielding circle at the instant of delivery.
 - c. In the event that there is a breach of rule (b) the umpire at the Striker's End shall call and signal No Ball (but the Free Hit rule shall not apply)
 - d. Where the fielding restriction markings in (a) are not present the captain of the fielding side shall ensure that the placement of fielders meets the restrictions set out in (b) and will follow any instructions given by the umpires to ensure that this requirement is met.
 - e. In the Semi-Finals and Final rule (d) shall not apply.
14. Result – Group matches – Win 2pts, Loss 0pts, Abandoned without result 1pt each
Failure to fulfil a fixture will be regarded as a loss and match awarded to opposition
15. Result – Semi-finals and Final as per 8 above except:
If runs are equal at the end of match, then a 'Super Over' will be bowled by each side as follows:
The side that batted second shall bat first and face one over of six legitimate balls with two wickets available; the other side shall bat second with one over of six legitimate balls and two wickets available.
If either side loses two wickets in its over then the other side will be the winner; otherwise the winner will be the side which scores most runs. If the scores are equal then there will be a second super over with different batsmen & bowlers and with batting sides alternating
16. If matches under 15 above are cancelled due to poor weather, then teams can only rearrange match date once; otherwise alternative means to secure the result viz. a "bowl out – best of five balls by five different bowlers" or finally "a toss of the coin – best of three".
17. Player eligibility
- a. Each player must be a regular playing member of the respective Club and he/she can only play for one Club in 'T20 Trophy' matches in any one season
 - b. No player can play if they regularly play for a team above Saracens Hertfordshire Premier League Division one in the current season
 - c. If a Club fields a player who normally plays for another Club in Saturday League matches then the Sunday club must get dispensation from the organiser, otherwise the Club will be deemed to have played an ineligible player
 - d. Clubs playing an ineligible player will be deemed to have lost all matches in which the player has played.

18. Cricket Balls
- Each team to supply the new match ball for their innings
 - The Home side to provide a minimum of six spare balls of equal grade
19. The HOME club must report the result using the Herts Cricket App or on the website at www.hertsleague.co.uk by 9pm on the day of the match. This is the same process as for the Saturday League matches - see page 46 for full details.
20. All complaints must be made to the organiser by email within 72 hours of the completion of the match.
- The 'organiser' is the 'final arbiter' concerning any matter relating to 'Sunday T/20' matches.
- All queries contact the organiser by e-mail: barryhellewell@hotmail.com



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