

Playing Rules - Readers 20/20 Competition

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 (2000 Code, 6th Edition, 2015) 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.

2.2. Clubs must play their home matches on the main square of their home ground unless prior permission has been obtained from the League to move the fixture to an alternative ground, if such permission is not given the League will order the match to be re-played on the opponent's ground. Should the umpires report a pitch as being unfit, the League shall have the option of ordering the match to be replayed on the opponent's ground, if time permits, or of awarding the match to the opposition.

3. Competition Structure

The Competition will be organised on a group basis comprising four groups (the 'Group Stage'). The top two sides in each group will qualify for the Quarter Finals; the four winners of the Quarter Finals 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. All players must be registered in Category 1 or Category 3e. Players registered under any other category are ineligible.

4.3. 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 the Quarter Finals and 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 may wear white or 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. 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

- 9.1. There will be a Group Stage on Saturday 29th April comprising four groups of four sides. The reserve date is Sunday 7th 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 9th July at a venue to be determined by the League; the Reserve Date is Sunday 23rd July.

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 (see 9.4 above) and 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, except that the sanction referred to in section 12.2.3 shall be 5 overs instead of 10.

Playing Conditions

1. Duration

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. Hours of Play

The start time for Group matches shall be agreed between the two clubs, provided that the latest start time shall be 6.00 pm. 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 8.45 pm; in the event of disagreement the umpires decision will be final.

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 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 Method will be used to calculate the target score of the side batting second using the Duckworth/Lewis 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 the event of a match of fewer than 20 overs no bowler shall bowl more than 20% of the total overs in the innings
- 7.2. When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he shall finish the incomplete over
- 7.3. 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
- 7.4. Where possible, the number of overs bowled by each individual bowler shall be indicated on the scoreboard, from the commencement of an innings

8. Free Hit After a Foot-Fault No Ball

- 8.1. The delivery following a no ball shall be a free hit for whichever batsman is facing it.
- 8.2. If the delivery for the free hit is not a legitimate delivery (no ball or wide ball), then the next delivery shall become a free hit for whichever batsman is facing it.
- 8.3. 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.
- 8.4. Field changes are permitted for free hit deliveries providing all effective fielding restrictions are adhered to.
- 8.5. 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.

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 his movement
- 9.3. For additional clarity, a ball that passes between the batsman and the leg stump shall not be considered a wide. If a ball is hit by the batsman or if the ball hits any part of his equipment, it shall not be called a wide irrespective of where it pitched or where it would have passed
- 9.4. 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
- 9.5. 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. Dangerous and Unfair Bowling

- 10.1. Law 42.6 (a) Bowling of Fast, short-pitched balls, will apply
- 10.2. Law 42.6 (b) Bowling of high full pitched balls, shall be amended to read as follows:
Any high full pitched ball (regardless of its pace) which passes or would have passed above waist height of the striker standing upright at the crease shall be called and signalled No ball by the umpire at the bowler's end. In addition, unless the high full pitched ball is a slow paced one, it shall be deemed dangerous and unfair and the umpire at the bowler's end, in addition to the call and signal of No ball, will adopt the procedures of Law 42.7
- 10.3. Law 42.7 (Dangerous and Unfair Bowling - action by the umpire) applies except that the reference to Law 42.6 is the amended Law 42.6 in 10.2

11. The Result

- 11.1. 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
- 11.2. At the completion of an uninterrupted match, in which both sides have the opportunity to bat for the same number of overs:
 - 11.2.1. the side scoring the highest number of runs shall be the winners;
 - 11.2.2. if the scores are level then the side that has lost fewest wickets shall be the winners;
 - 11.2.3. 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;
 - 11.2.4. if still equal then at the end of the 5th, 4th, 3rd, 2nd and 1st completed over;
 - 11.2.5. If still equal then rule 12 shall apply
- 11.3. 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 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 12 shall applySuch result shall be reported as "A win under the D/L method"

12. Super Over

- A 'Super Over' will be bowled by each side as follows:
- 12.1. Each captain will nominate three batsmen and one bowler
 - 12.2. 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

- 12.3. 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
- 12.4. If the scores are equal then there will be a second super over with different batsmen & bowlers nominated under 12.1, except that a batsman who has not commenced his innings (under Law 2.10) may be nominated again.
- 12.5. The sequence of 12.1 to 12.4 will continue with the side batting first alternating until a result is achieved
- 12.6. Fielding restrictions under rules 6.3 and 6.4 shall apply
- 12.7. 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

13. Bowl Out

- 13.1. 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 (or the length of pitch applicable in the Competition) with, if practicable, bowling, popping and return creases marked (conforming to Law 9)
- 13.2. The side, which bowls down the wicket (as defined in Law 28.1a) 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
- 13.3. The following shall also apply in respect of bowl-outs:
 - (d) The same suitably acceptable ball (not a new one) 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.
- 13.4. 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.

14. Boundaries

Other than in exceptional circumstances the size of the boundary, measured from the middle of the pitch being used in a match, shall conform to the following dimensions:

Minimum: 55m (60 yards) **Maximum:** 70m (77 yards)