

Playing Rules - Sunday T/20 Trophy

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 second Sunday in July
 - Quarter- finals by the first Sunday in August
 - Semi Final & Final Date by end of August
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 that passes 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. 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
14. Result – Quarter-finals, 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
15. If matches under 14 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".
16. 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 'T/20 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.
17. Cricket Balls
 - a. Each team to supply the new match ball for their innings
 - b. The Home side to provide a minimum of six spare balls of equal grade
18. The winning Club to text the result and match scores within four hours of the completion of the match to SHPCL.
19. 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