

# Playing Rules - Readers T20 Trophy 2024

1. Matches shall be played in accordance with the spirit and the Laws of Cricket (2017 Code 3rd Edition 2022) and all relevant ECB directives and guidelines, 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 adult 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 the League season
6. Evening matches should start by 6.15pm.
7. Toss to take place a minimum of 15 minutes prior to the 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 – Group matches
  - 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 fewest number of wickets. If both teams 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.
  - d. Points awarded: Win 2pts, Loss 0pts, Abandoned without result 1pt each.

- e. Failure to fulfil a fixture will be regarded as a loss and match awarded to opposition.
- 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. The fielding side must be in position to bowl the first ball of the 20th over within 75 minutes of playing time. In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction area in 13(b) than would normally be the case. All penalties in this regard will be imposed at the end of the over in progress when the scheduled or re-scheduled cessation time for the innings was exceeded. The full quota of overs will be completed.
  - d. Time may be added at the discretion of the umpires for any stoppage or delay in play. When the umpires agree that time is to be allowed for a stoppage, they shall inform the batters and the captain of the fielding side of the time to be allowed.
  - e. Captains are to remind their players that the incoming batter must be ready to take strike within 90 seconds of the fall of the previous wicket.
  - f. 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.
  - g. If time is lost in the second innings, overs are to be reduced by one per every full four minutes lost.
  - h. An interval of fifteen minutes will take place between innings.
- 10. In the event of a delayed start prior to the toss, both captains must agree to a new start time, otherwise overs are to be reduced as per rule 9(f).
- 11. No bowler may bowl more than 4 overs. In a match with an innings of less than 20 overs no bowler may bowl more than one fifth of the total overs available. Where the total number of overs is not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.
- 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. An off side wide shall be called if, in the umpire's opinion, the delivery has passed between the return crease and a line 17 inches inside the return crease and the striker has not brought it within reach of a run-scoring stroke. 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 pitched delivery passing the striker clearly 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. The delivery following a No Ball shall be a free hit for whichever batter is facing.
  - g. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or

a Wide Ball) then the next delivery will become a free hit for whichever batter is facing it.

h. For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for a free hit is called a Wide Ball.

i. 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.

j. 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.

k. 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.

l. The free hit delivery counts as a ball in the over unless it in turn is a Wide Ball or 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 no more than five fielders outside of the fielding circle at the instant of delivery.

c. If there is a breach of rule (b) the umpire at the striker's end shall call and signal No Ball.

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 – Semi-finals and Final as per 8 above except:

If runs and wickets are equal at the end of match, then a 'Super Over' will be bowled by each side in accordance with rule 11 of the Readers 20/20 Competition.

15. If matches under 14 above are cancelled due to poor weather, then teams can only rearrange the match date once, otherwise alternative means to secure the result, namely 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 Cricket League Division 1 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 competition 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
- 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
18. The HOME club must report the result on play -cricket.com by 9pm on the day of the match, following the same process as for Saturday League matches, as set out on page 48 of this handbook.
19. All complaints regarding this competition must be made to the organiser within 72 hours of the completion of the match. All queries should be directed to the organiser via e-mail. The organiser's decision in these matters is final.

Competition organiser:

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