

# WORCESTERSHIRE COUNTY LEAGUE - LEAGUE KNOCK-OUT COMPETITIONS

## RULES

1. Matches to be of 20 six ball overs per side, or may be reduced to a minimum of ~~10~~ 8 overs by agreement between Captains. The scheduled start time for each match shall be 18:15 pm and from that the scheduled end of the first innings shall be calculated. A clock must be visible from the pitch for this process.

2. The team fielding first MUST bowl their 20 overs in a maximum of 1 hour and ~~10~~ 20 minutes, failure to do so will mean that the team batting second will only receive the number of overs completed in this time. If after 80 minutes (no time allowances for time lost) less than ~~15~~ 20 overs have been started, the remaining over or overs must be completed and then the second innings is reduced as stated. In addition, six penalty runs will be awarded to the opposition for every over not started in time. If the overs are reduced the time for completing the first innings will be reduced proportionately.

3. Matches to commence at 6. 15pm, except the Final, which will commence at 6.00pm.

4. Seven players must be available 5 minutes before commencement or offending side is deemed to have lost the toss.

5. A bowler may bowl a maximum of 20% of the innings overs (Maximum of 4 overs per bowler in a 20 over game) pro-rata down with overs lost.

6. Two similar balls to be used. Away team to have 1st choice of ball. The league will provide balls for the final

7. In delayed starts, one over shall be deducted for every 4 minutes lost The number of overs shall then be arranged so that both teams have the opportunity of batting for the same number of overs (minimum eight overs per side to constitute a match). For interrupted matches, for every 4 minutes lost, one over shall be deducted from the total number of overs remaining. Wherever possible, the team batting first MUST receive it's full allocation of 20 overs and overs lost should be taken off the second innings until 8 overs are remaining, then overs are taken form the first innings.

8. Innings can never be reduced to less than 8 overs but if the second innings is less than the first, the result will be based on a pure runs per over calculation.

9. For each match there shall be an area bounded by two semi-circles centred on each middle stump, each with a radius of 30 yards and joined by a parallel line on each side of the pitch. The "boundary" of the fielding restriction area should be marked with white plastic or rubber discs (7" diameter) at intervals of no more than 8 yards. (minimum of 29 discs required). Additionally white painted dots or a continuous painted white line may be used. At the instant of delivery, no more than five fielders shall be permitted outside the field restriction area. In the event of an infringement, the striker's end umpire shall call and signal "No ball"

10. If any ball, which after pitching, passes or would have passed above shoulder height of the striker standing upright at the crease the Bowler's end Umpire shall call and signal ' No Ball '

11. Any full pitch delivery above waist height is a "no ball" as is any delivery bouncing more than once before reaching the popping crease. All No-balls shall cost one run each (plus additional runs scored) and shall be re-bowled as a 'free hit' (except above shoulder high no balls) which shall be re-bowled as a normal delivery.

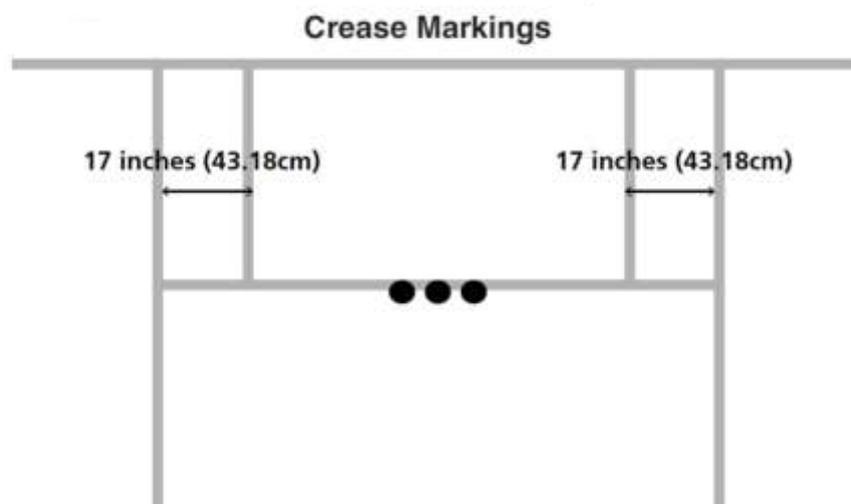
12. Umpires are instructed to apply a consistent interpretation in regard to the wide law in order to prevent negative bowling wide of the wicket.

As a guideline to the umpires for the calling of wides on the offside the crease marking detailed in the diagram printed below shall be marked in blue at each end of the pitch.

A wide ball shall be called if, irrespective of where the ball pitches, it passes on the leg side of the striker and the leg stump, despite the striker's movement. (For additional clarity, a ball that passes between the batsman and the leg stump shall not be called a wide. If a ball is hit by the batsman or if a ball hits any part of his equipment, it shall not be called a wide, irrespective of where it pitched or would have passed.)

If the striker plays a switch hit or a reverse sweep or gets into a position to play such a shot, he shall be deemed to bring the ball equally within his reach on the leg side as on the off side. Consequently, in these circumstances 8.3 shall not apply and the guidance given in 8.2 shall apply on both the off side and the leg side.

Each wide shall cost 2 runs (plus additional runs scored) and shall only be repeated in the final over of an innings where the cost shall be one run (plus any additional runs scored).



13. With the exception of the 5 run penalty for the ball hitting a stationary fielding helmet (LAW 41.3) and penalty runs for non-started first innings overs there will be no penalty runs awarded unless panel umpires are officiating.

14. If scores finish level, the winner to be the team which (a) loses least wickets, b) scores most runs from the bat, thereafter (c) the toss of a coin. In the Final if (a) and (b) are equal the Trophy will be shared.

15. Category 2 players are ineligible to play in all WCL Knockout Competitions. All players must be registered players for the club. See eligibility to play in all competitions below for further player qualification criteria.-

16. The Final will be played on a neutral ground as advised by the WCL.

17. It is the responsibility of the side drawn at home to contact the side drawn away and offer suitable dates (giving suitable notice) for the match.

**18. WINNERS TO NOTIFY RESULT TO LEAGUE RESULTS LINE (01905 337915/07795 390303) AND UPLOAD SUMMARY SCORECARD ONTO THE PLAY-CRICKET.COM SYSTEM NO LATER THAN 24 HOURS FOLLOWING COMPLETION OF THE MATCH.**

19. The decision of the Administrator in all matters shall be final.

**20. Bowl outs in Finals** - Each team shall nominate five players to bowl at a standard set of wickets (stumps plus bails) with a standard ball, and from the normal 22 yards. A bowler from the home team shall bowl first, followed by one from the away team, bowlers 2-5 will then bowl in turn. The team with most direct hits, dislodging the bails, shall advance to the next round.

Should the number of hits be equal, a "sudden death" phase shall commence, with one further player from each team alternating to bowl at the wickets, until one team's representative score a hit and the other does not. No player shall bowl a second attempt until all players from that team have made one attempt. Should the result remain equal after all players from the team have made an attempt, the bowl out should continue as "sudden death" with players

bowling in the same order as they did the first time through their team's rotation.

**Eligibility to play in the KO Cup Competition, the Shield Competition & the Carter Cup is as follows;**

Preliminary Round & 1st Round

A player who has played two (2) or more matches for a higher ranked team is ineligible

2nd Round/Quarter-Final

A player who has played three (3) or more matches for a higher ranked team is ineligible

Semi Final

A player who has played four (4) or more matches for a higher ranked team is ineligible

Final

A player who has played five (5) or more matches for a higher ranked team is ineligible

A player must have played a minimum of FIVE (5) games for his/the associated team during the season to be eligible to play in the Final - only the League Administrator/Cricket & Registrations Sub Committee Chairman may approve a player who has not.

**February 2019**