

T20 TROPHY

TT1 TITLE AND CONSTITUTION

TT1.1 COMPETITION NAME:

The competition shall be called the T20 Trophy (The Competition).

TT1.2 COMPETITION RULES:

It shall be played under League Rules except as provided below:

TT1.3 QUALIFYING TEAMS & FORMAT:

TT1.3.1 The Competition shall be played between the 12 Premiership Teams.

TT1.3.2 Each odd year:

TT1.3.2.1 Teams will be randomly placed into 3 groups of four teams, and shall play each other once over two Sundays as allocated by the Match Secretary.

TT1.3.2.2 Six of the competing clubs shall have the opportunity to host a set of three Group games, with the host club playing in two of them.

TT1.3.3 Each even year:

TT1.3.3.1 The 3 groups shall remain the same, but with promoted clubs taking the place of relegated clubs, and shall play each other once over two Sundays as allocated by the Match Secretary.

TT1.3.3.2 Six of the competing clubs, with the exception of host clubs from the previous year, shall have the opportunity to host a set of three Group games, with the host club playing in two of them.

TT2 DRAWS AND TIES

TT2.1 GROUP GAMES:

TT2.1.1 START TIMES: There shall be three Group games on each of the two fixture dates commencing at: 10.45am; 1.45pm and 5.00pm.

TT2.1.2 RESERVE DATE: Should it not be possible, due to adverse weather for a group tie to be started or result to be achieved by DLS, it shall be rescheduled onto a single reserve date where all group fixtures that could not complete will be played. Should it not be possible for a fixture to be completed by the end of the reserve date then it will be deemed to be abandoned.

TT2.1.3 POINTS: 2 Points will be awarded for a win, 1 point for a tie (no account to be taken of wickets lost), 1 point for a game which is abandoned without a result being achieved.

TT2.2 THE SEMI-FINALS:

TT2.2.1 The three Group winners plus the best runner up across the three Groups, determined by points and then net run rate, will go through to the semi-finals.

TT2.2.2 The two group winners with the most points, followed by best net run rate will have home advantage, and the best runner up will not play the winner of their group.

TT2.2.3 If needed a draw shall then be made to determine the semi-final fixtures.

TT2.2.4 Both semi-finals shall be played on a single Sunday, as allocated by the Match Secretary and commence at 2.00pm. They shall take place on the same date as T20 Shield Semi-Finals.

TT2.2.5 RESERVE DATE: Should it not be possible, due to adverse weather for a semi-final to be started or result to be achieved by DLS, it will be rescheduled for the Reserve Date. Any further rescheduling will be decided by the Executive.

TT2.3 THE GRAND FINAL:

The Grand Final shall take place on the same day as the T20 Shield Final. It shall be staged at the ground of one of the four competing clubs, providing ground grading allows, and as selected by ballot.

TT2.4 UNFULFILLED FIXTURES:

TT2.4.1 Any club failing to fulfil a fixture shall be fined £50.

TT2.4.2 In the event that the transgressors are the away side they shall be required to pay a further £100 in compensation to their opponents.

TT2.4.3 In any event the transgressors will also be required to pay both umpires, if the said umpires have attended the match.

TT3 PLAYER ELIGIBILITY

TT3.1 IN SEASON REGISTRATIONS:

Eligibility to play in the Competition shall be as per Sykes Cup Rule C3.2.3 - three prior League or Cup/Shield matches played.

TT4 MATCH PROCEDURES - GROUND MARKINGS AND EQUIPMENT

TT4.1 THE PLAYING PITCH:

The playing pitch shall be sited as near as possible to the centre of the ground, that may not necessarily be the centre of the playing square, as ground conditions will allow.

TT4.2 FIELDING ZONE:

A fielding zone shall be drawn on the field of play. This shall consist of two semi circles having as their respective centres each middle stump and joined by a parallel line on each side of the pitch.

The radius of each of the circles shall be 30 yards but where any part of this zone would impinge within 5 yards of the boundary line then it shall be drawn at that limitation. The perimeter of the fielding zone shall be marked by a series of white discs which, to maintain uniformity, shall be purchased from the League.

TT4.3 MATCH BALLS:

Each team shall use its own new pink ball, of a brand and grade approved by the Executive, and purchased from the League. Spare balls should also be pink, and although not new, should be approved by the League, and of acceptable quality.

TT4.4 COLOURED CLOTHING:

TT4.4.1 The use of coloured clothing is *mandatory*.

TT4.4.2 The League directive on clothing advertising shall apply, and numbers and/or names may be used on the back of shirts.

TT4.4.3 Should advertising, numbering and/or names be used all eleven players in the team shall be attired in the same clothing design.

TT4.5 SIGHT SCREENS & STUMPS:

TT4.5.1 Sight screens shall be white.

TT4.5.2 Coloured stumps and bails are optional.

TT5 MATCH PROCEDURES - PLAYING CONDITIONS AND RESULTS

TT5.1 MATCH CONDUCT:

All matches shall be conducted in accordance with the Laws of Cricket, including the Spirit of Cricket and all ECB Directives, Guidelines & Regulations, with the exception of MCC Law 42.1.4 where the batsman at the wicket may deputise for their captain, except as otherwise provided by this Rule.

TT5.2 THE TOSS:

Captains shall toss for the choice of innings ten minutes before the scheduled start of the tie, and if a team is unable to toss at this time it shall forfeit the right of that choice.

TT5.3 LENGTH OF INNINGS:

TT5.3.1 In an uninterrupted tie each team shall bat for 20 complete overs unless all out earlier or a result is reached.

TT5.3.2 There shall normally be two sessions of play of one hour and fifteen minutes each, separated by an interval of ten minutes.

TT5.4 OVER RATE PENALTY:

TT5.4.1 Should the bowling team fail to complete the scheduled 20 overs in the time allocated of one hour and fifteen minutes, of actual playing time (any time lost due to injury or other unforeseen incidents are not to be included as playing time), from the start of the next new over a minimum of five fielders (plus the bowler and the wicketkeeper) must be inside the fielding zone for the remainder of the innings.

TT5.4.2 If the innings is interrupted, as specified in Rule TT5.6 the over-rate penalty shall apply based on the re-scheduled cessation time for that innings. The time allowed shall be reduced by 7 minutes for every two overs deducted.

TT5.5 THE INTERVAL:

Between innings, and at the request of the captain of the team batting second, the host club shall be responsible for the sweeping and rolling of the pitch and the remarking of the creases.

TT5.6 DELAYED OR INTERRUPTED TIES:

TT5.6.1 DELAYED START:

TT5.6.1.1 For a delayed start 1 over per side will be deducted for every 6 minutes lost up to a **minimum of a 5 overs per side match**. This shall not apply in the Final unless the tie cannot be completed within the agreed time frame.

TT5.6.1.2 In circumstances where, before the commencement of play, the prospect of inclement weather or bad light is a consideration umpires may reduce the number of overs as above.

TT5.6.2 INTERRUPTED GAMES:

TT5.6.2.1 Time Lost in the game

TT5.6.2.1.1 For all interruptions due to ground and/or weather conditions the umpires should note the time lost during any suspension period.

TT5.6.2.1.2 In a GROUP GAME interrupted by ground and/or weather conditions the Duckworth Lewis Stern method

shall be implemented. THERE SHALL BE NO WAIVER TIME. The amount of time lost in each suspension period to be known as "relevant time lost", shall determine a revision to the number of overs remaining in the game.

TT5.6.2.1.3 In a SEMI-FINAL interrupted by ground and/or weather conditions for MORE THAN 30 MINUTES accumulated time (THE WAIVER TIME) the Duckworth Lewis Stern method shall be implemented. The amount of time lost in each suspension period to be known as "relevant time lost", shall determine a revision to the number of overs remaining in the game.

TT5.6.2.1.4 In the FINAL Rule TT5.6.2.1.3 shall apply, together with any special on-day regulations determined by the Executive.

TT5.6.2.1.5 The umpires shall inform the DLSMM of the number of overs lost during any suspension period before any recommencement of play. The DLSMM will record a new Suspension Period in the PCS App and, if the 1st innings is complete calculate the Revised First Innings Total (RFIT).

TT5.6.2.2 Interruptions in 1st Innings:

For every full 6 minutes of any relevant time lost, 1 over shall be deducted from both innings up until the scheduled completion of the first innings. After this, overs will be deducted as in Rule TT5.6.2.3 below.

TT5.6.2.3 Interruptions in 2nd Innings:

For every full 6 minutes of any relevant time lost 2 overs shall be deducted from the 2nd innings.

TT5.6.2.4 Mid Over interruptions in play:

In a game interrupted in mid over by ground and/or weather conditions and resumption is within the same innings then the over in progress shall continue unless that part over is the only one remaining in the innings. In the latter case that innings shall be closed and if that were the 1st innings the length of the 2nd innings would be equal to the number of full overs played in the 1st innings.

TT5.6.2.5 Any revised 1st innings total should be posted on the scoreboard, and checked by the umpires before play commences.

TT5.7 RESTRICTIONS ON THE PLACEMENT OF FIELDERS:

TT5.7.1 A fielding zone shall be drawn on the field of play as per Rule TT4.2.

TT5.7.2 "POWER PLAY OVERS":

TT5.7.2.1 For the first 6 overs of each innings only 2 fielders shall be permitted outside the zone at the instant of delivery. In the event of any infringement, the umpire at square leg shall call and signal "no ball".

TT5.7.2.2 In circumstances where the number of overs is reduced for either team, the fielding restrictions shall be as follows:

<i>Total overs in innings</i>	<i>5-8</i>	<i>9-11</i>	<i>12-14</i>	<i>15-18</i>	<i>19-20</i>
<i>Fielding restriction overs</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>

If on any resumption of play the number of overs for the restrictions has been exceeded, then the above should take effect immediately.

TT5.7.3 For each over following the sixth over, except as in Rule TT5.7.2.2 above, a minimum of 4 fielders (plus the bowler and the wicketkeeper) must be inside the fielding zone at the instant of delivery. In the event of any infringement the umpire at square leg shall call and signal "no ball".

TT5.7.4 At any time during the innings there shall be no more than 5 fielders on the leg side at the instant of delivery. In the event of any infringement the umpire at square leg shall call and signal "no ball".

TT5.8 "TIMED OUT":

The Law of Cricket 40, timed out, shall apply except that the incoming batsman must be in a position to take guard, or for his partner to receive the next ball, within 90 seconds of the fall of the previous wicket. This amendment shall be strictly applied.

TT5.9 "LEG SIDE WIDE":

All deliveries passing wide of the leg stump, and outside the line of the batsman's body, that do not come into contact with the bat or any part of the batsman's person, shall be called WIDE.

TT5.10 NO BALL:

TT5.10.1 The Laws of Cricket 21.15, shall apply except that the **penalty for a no ball shall be two runs.**

TT5.10.2 The delivery following a no ball called for a foot fault (The Laws of Cricket 21.5) shall be a free hit, for whichever batsman is facing.

TT5.10.3 If the delivery for a free hit is not legitimate (no ball or wide) then the next hit also becomes a free hit, for whichever batsman is facing.

TT5.10.4 The fielding team is not allowed to change the field for a free hit, if the same batsman (who received the original no ball) is on strike.

TT5.10.5 For any free hit the striker may only be dismissed under the circumstances that apply for a no ball, even if the free hit delivery is a wide ball. All such penalties are in addition to any runs that may be scored otherwise.

TT5.11 BOWLER'S RUN UP:

Bowlers run ups are not restricted. However, players should be mindful of the over rate penalty that will be applied once an innings extends beyond one hour and fifteen minutes.

TT5.12 NUMBER OF OVERS PER BOWLER:

TT5.12.1 No bowler may bowl more than four overs.

TT5.12.2 DELAYED START OR INTERRUPTED MATCH:

TT5.12.2.1 Where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by

five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.

Example 1: Overs are reduced to 13 per side. Three bowlers may bowl a maximum of 3 overs.

Example 2: After 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

TT5.12.2.2 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incompleting over.

TT5.12.2.3 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

TT5.13 THE RESULT:

TT5.13.1 The team making the higher score in each tie, taking into account any use of the Duckworth Lewis Stern Method, shall be the winners.

TT5.13.2 INTERRUPTIONS IN PLAY;

TT5.13.2.1 **If a minimum of 5 overs** has been completed in the 2nd innings, and there is no further play, the DLSMM shall record a new suspension break in the PCS App stating "zero overs remaining". This will give a new RFIT which will determine the result.

TT5.13.2.2 The game is automatically abandoned when the total number of overs available for the 2nd Innings drops **below 5 overs** (provided a result has not previously been reached).

TT5.13.3 Should the scores be level in the semi-finals or Final, the winners shall be determined by reference to the following criteria in order of priority:

1. The team losing fewer wickets per over.
2. The team with the higher number of sixes per over.
3. The team with the lesser number of extras per over.

TT6 UMPIRES

TT6.1 For all ties, 50% of standard all inclusive expenses as detailed in Rule L10.5.1.1 (Calculated to the nearest £1.00 above), shall be paid to each umpire (*For 2023: £29*).

TT6.2 In any extended tie additional travelling expenses shall be paid for each further day that the umpires are in attendance.

TT6.3 For ties up to and including the semi-final the *hosting* club will be liable for the payment of the umpires.

TT6.4 The Executive shall be responsible for all costs in the Final, and for the provision and presentation of suitable mementoes to the appointed umpires.

TT7 TROPHIES

- TT7.1** The team winning the Competition shall receive the T20 Trophy and are entitled to hold it until the 1st July of the following season.
- TT7.2** Both finalists shall each be presented with 13 individual trophies.
- TT7.3** A special award shall be presented to the individual who is adjudged to have been the Player of the Final.