

# Brook Miller Mobility Ltd T20 TROPHY

## **TT1 TITLE AND CONSTITUTION**

### TT1.1 COMPETITION NAME:

The competition shall be called the *Brook Miller Mobility Ltd* 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 on a League basis by the 14 Premiership Teams from the previous season, together with the two promoted teams from that season.

TT1.3.2 The teams will be placed into four group pools of four teams, and play each other once.

TT1.3.3 The group stages shall be followed by quarter finals, semi-finals, (both of which will be pre drawn), and the grand final.

## **TT2 DRAWS AND TIES**

### TT2.1 START DATE & TIME

TT2.1.1 All games shall start at 6.30pm with the exception of the final which shall commence at 4.00pm.

TT2.1.2 The group games are to be played on a Tuesday evening in the week allocated by the Match Secretary.

### TT2.2 THE QUARTER FINALS:

TT2.2.1 The quarter finals shall be contested by the four group winners (who will have home advantage), and the four group runners up with the highest number of points.

TT2.2.1.1 In the event of there being sides with equal points in the group games the best average of runs achieved for and against per wicket, calculated from all group matches played, will take the higher position.

TT2.2.2 The quarter-finals shall be played on a Tuesday in the week allocated by the Match Secretary.

TT2.2.3 Should it not be possible due to adverse weather for a tie to be started or completed it shall be declared void, and played during the following seven days.

TT2.2.4 If no play is possible during that period of time the result shall be decided by a bowl out as per Rule C4.9.

TT2.2.5 Should a bowl out not be possible then the result shall be decided by the toss of a coin.

### TT2.3 THE SEMI-FINALS:

TT2.3.1 The semi-finals shall be played on a Tuesday in the week allocated by the Match Secretary.

TT2.3.2 Should it not be possible due to adverse weather for a tie to be started or completed it shall be declared void, and played during the following seven days as decided by the League Executive.

TT2.3.3 If no play is possible during that period of time the result shall be decided by a bowl out as per Rule C4.9

TT2.3.4 should a bowl out not be possible then the result shall be decided by the toss of a coin.

#### TT2.4 THE GRAND FINAL:

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

#### TT2.5 UNFULFILLED FIXTURES:

TT2.5.1 Any club failing to fulfil a fixture shall be fined £50.

TT2.5.2 In the event that the transgressors are the away side they shall be required to pay a further £50 in compensation to their opponents.

TT2.5.3 In any event the transgressors will also be required to pay both umpires, if the said umpires have attended the match.

### **TT3 PLAYER ELIGIBILITY**

Eligibility shall be as per the 3rd round of the Sykes Cup - Rule C3.2.3.

### **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 pink ball, not necessarily new but of acceptable quality, which will be of a brand and grade approved by the Executive, and purchased from the League. Any spare balls should also meet the above criteria. Sight screens shall be white. Coloured stumps are optional.

#### TT4.4 COLOURED CLOTHING:

TT4.4.1 The use of coloured clothing is optional.

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

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

#### TT4.5 SIGHT SCREENS & STUMPS:

TT4.5.1 Sight screens shall be white.

TT4.5.2 Coloured stumps are optional, provided these are not red in colour.

## **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 In the first innings: should the bowling team fail to complete the scheduled 20 overs in the time allocated of one hour and fifteen minutes, then the umpires shall declare the innings closed after the completion of the over being bowled at that time limit.

TT5.4.1.1 The team batting second shall, in such circumstances, only be allowed to bat the same number of overs completed less one time penalty over.

TT5.4.1.2 Should the team bowling second not have completed its overs within the time allocated, play shall continue unless inclement weather or bad light intervenes.

TT5.4.1 3 If an innings is interrupted, as specified in Rule TT5.6, the over rate penalty shall apply based on the revised cessation time for that innings.

### **TT5.5 THE INTERVAL:**

Between innings, and at the request of the captain of the team batting second, the home team (host club in the Final) 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 In a delayed or interrupted tie, one over shall be deducted for every full three minutes and 45 seconds of playing time lost. This will not apply in the Final unless the tie can not be completed.

TT5.6.2 The number of overs shall be calculated so that both teams have the opportunity of batting for the same number of overs, with a minimum of five per side.

TT5.6.3 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.

TT5.6.4 The umpires shall inform the fielding team captain when taking the field, and on any subsequent occasion if play is interrupted, of the cessation time for that innings.

TT5.6.5 The umpire at the bowler's end shall inform the fielding captain, the batsmen and his fellow umpire of any special time allowances as and when they may arise. The latter shall not be subject to retrospective negotiation.

#### 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 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:

A player, when bowling, shall only be allowed a run up of a maximum of 10 yards.

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 shall be the winners.

TT5.13.2 Where an interruption in play occurs during the second innings of a tie, and it is subsequently not possible to complete the full scheduled overs,

TT5.13.2.1 Should at least half of the allocated overs have been completed then a result is achievable. The winning side shall be the one with the greater number of runs scored from the equivalent number of overs bowled at the point where the game is abandoned.

TT5.13.2.2 When less than half of the overs have been completed the tie shall be deemed to be abandoned under the provisions of Rule TT5.14.

TT5.13.3 Should the scores be level in the quarter finals, 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.
2. The team with the higher number of sixes.
3. The team with the lesser number of extras.

TT5.14 POINTS IN GROUP MATCHES:

TT5.14.1 Four points awarded to the winning team see Rule TT5.14.

TT5.14.2 Two points awarded to each side in a tied match.

TT5.14.3 One point awarded to each side where no play possible or game abandoned as Rule TT5.13.2.2.

## **TT6 UMPIRES**

TT6.1 For all ties, 50% of the 1<sup>st</sup> XI Competition Standard League all inclusive expenses (calculated to the nearest £1.00 above) shall be paid to each umpire (For 2019: £22).

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 home club will be liable for the payment of both 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 Brook Miller Mobility Ltd T20 Trophy and are entitled to hold it until the 1<sup>st</sup> 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.