

Total Indoor Cricket Solutions T20 TROPHY

TT1 TITLE AND CONSTITUTION

- a) The competition shall be called the Total Indoor Cricket Solutions T20 Trophy (The Competition) and played under League Rules except as provided below.
- b) It 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. The teams will be placed into four group pools of four teams. 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

- a) All games shall start at 6.30pm with the exception of the final which shall commence at 4.00pm.
- b) The group games to be played on a Tuesday evening in the week allocated by the Match Secretary.

Points for group matches.

Four points awarded to the winning team as described in Rule TT5d).

Two points awarded to each side in a tied match.

One point Awarded to each side where no play possible or game abandoned as Rule TT5 j).

- c) 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. In the event of there being sides with equal points the best average of runs achieved for and against per wicket, calculated from all group matches played, will take the higher position.
- d) In quarter finals where no play is possible on the allocated Tuesday, the game may be played at any time during the next seven days. If no play is possible during that period of time the result shall be decided by a bowl out as per the bowl out procedures outlined in Rule C4g).
- e) The semi-finals shall be played on a Tuesday in the week allocated by the Match Secretary. 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. If no play is possible during that period of time the result shall be decided by a bowl out as per Rule TT2d), should a bowl out not be possible then the result shall be decided by the toss of a coin.
- f) 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.
- g) Any club failing to fulfil a fixture shall be fined £50, and in the event that the transgressors are the away side shall be required to pay a further £50 in compensation to their opponents. 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 for this competition shall be as per the 3rd round of the Sykes Cup - Rule C3b).

TT4 MATCH PROCEDURES - GROUND MARKINGS AND EQUIPMENT

- a) 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.
- b) 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 five 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.
- c) 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.
- d) The use of coloured clothing is optional. The League directive on clothing advertising shall apply except that numbers and/or names may be used on the back of shirts. Should advertising, numbering or lettering be used all eleven players in the team shall be attired in the same design.

TT5 MATCH PROCEDURES - PLAYING CONDITIONS AND RESULTS

- a) Except as provided herein the Laws of Cricket (2017 Code) shall apply.
- b) The 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.
- c) There shall normally be two sessions of play of one hour and fifteen minutes each, separated by an interval of ten minutes, during which time the pitch may be rolled at the request of the captain of the team batting second.
- d) In an uninterrupted tie each team shall bat for 20 complete overs unless all out earlier. 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. The team batting second shall, in such circumstances, only be allowed to bat the same number of overs completed less one time penalty over. Should the team bowling second not have completed its overs within the time allocated play shall continue unless inclement weather or bad light intervenes. If an innings is interrupted, as specified in Rule TT 5e), the over rate penalty shall apply based on the revised cessation time for that innings.
- e) In delayed or interrupted ties one over shall be deducted for every full three minutes and 45 seconds of playing time lost. 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. 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.
- f) 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. 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.

- g) During any over there shall be no more than five fielders on the leg side at the instant of delivery.
- h) The fielding zone, defined in Rule TT4b), shall apply as follows:
- 1) For the first six overs of each innings only two fielders shall be permitted outside the zone at the instant of delivery.
 - 2) For each over following the sixth, only five fielders shall be permitted outside the zone at the instant of delivery. In the event of any infringement of this Rule the umpire at square leg shall call and signal 'no ball'.
- i) 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.
- j) A player, when bowling, shall only be allowed a run up of a maximum of ten yards and shall not be allowed to bowl more than four overs in an innings. Where play is delayed or interrupted during the first innings of a tie, and the total overs are consequently reduced for both teams, no player shall bowl more than one-fifth of the total overs remaining. In the case of the team bowling first in an interrupted tie this reduced allocation will be further restricted by any overs a player may already have bowled before this interruption. Where, in these circumstances, the reduced number of overs is not exactly divisible by five, not more than one additional over shall be allowed to each qualifying bowler in turn until the full revised total has been allocated. Thus for ease of calculation:
- 19 over match - 4 bowlers may bowl a maximum of 4 overs each.
 - 18 over match - 3 bowlers may bowl a maximum of 4 overs each.
 - 17 over match - 2 bowlers may bowl a maximum of 4 overs each.
 - 16 over match - 1 bowler may bowl a maximum of 4 overs.
 - 15 over match - any bowler may bowl a maximum of 3 overs.
 - 14 over match - 4 bowlers may bowl a maximum of 3 overs each.
 - 13 over match - 3 bowlers may bowl a maximum of 3 overs each.
 - 12 over match - 2 bowlers may bowl a maximum of 3 overs each.
 - 11 over match - 1 bowler may bowl a maximum of 3 overs.
 - 10 over match - any bowler may bowl a maximum of 2 overs.
 - 9 over match - 4 bowlers may bowl a maximum of 2 overs each.
 - 8 over match - 3 bowlers may bowl a maximum of 2 overs each.
 - 7 over match - 2 bowlers may bowl a maximum of 2 overs each.
 - 6 over match - 1 bowler may bowl a maximum of 2 overs.
 - 5 over match - any bowler may bowl a maximum of 1 over.

In the event of a bowler being unable to complete an over the remaining balls shall be bowled by another bowler but will count as a full over for that bowler's allocation. 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, 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. When less than half of the overs have been completed the tie shall be deemed to be abandoned under the provisions of Rule TT2b).

- k) In circumstances where the number of overs is reduced for either team, the fielding restrictions outlined under Rule TT5h)1) 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>No of 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.

- l) The Law of Cricket 21.15, shall apply except that the **penalty for a no ball shall be two runs**. The delivery following a no ball called for a foot fault shall be a free hit, for whichever batsman is facing. 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. The fielding team is not allowed to change the field on the free hit ball, if the same batsman (who received the original no ball) is on strike. 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.
- m) 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.
- n) In the quarter finals, semi-finals and final only, should the scores be level, 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.

TT6 UMPIRES

For all ties, 50% of the 1st XI Competition Standard League all inclusive expenses (calculated to the nearest £1.00 above) shall be paid to each umpire (For 2018: £20). In any extended tie additional travelling expenses shall be paid for each further day that they are in attendance. For ties up to and including the semi-final the home club will be liable for the payment of both umpires. 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

The team winning the Competition shall receive the Total Indoor Cricket Solutions T20 Trophy and are entitled to hold it until the 1st July of the following season.