



THE RYMAN
SURREY CHAMPIONSHIP

Twenty20 Competition - 2015

Sponsored by Readers

Ownership: Rules & Playing Conditions Sub-Committee. Enquiries to Competition Manager – Simon Robins

Contents

1. Control and Management.....	3
2. Entry Qualifications.....	3
3. Playing Qualifications (<i>Please note that these qualifications rules differ from the Surrey Championship Playing Conditions and the ECB Regulations. Once a club is through to the ECB Competition then they must abide by and meet the conditions laid down by the ECB.</i>).....	3
4. Completion Dates.....	4
5. The Draw and Playing of Rounds	4
6. Umpires' and Captains' Responsibilities	5
7. Scheduled hours of play.....	6
8. Playing Conditions.....	6
8.1 General.....	6
8.2 Duration	6
8.3 Restriction on the Placement of Fieldsmen.....	7
8.4 Team Batting First.....	7
8.5. Team Batting Second	8
8.6 Number of Overs per Bowler	8
8.7 Laws 24.12 – No Ball – Penalty	9
8.8 Free Hit after a Foot Fault No Ball	9
8.9 Law 25 - Wide Ball.....	9
8.10 Law 31 – Timed Out	9
8.11 Short Pitched Bowling.....	9
9. The Ball.....	10
10. The Result.....	10
11. Notification of Results.....	10
12. Protests and Appeals	11
13. Semi-Final and Final day	11

1. Control and Management

The entire control and management of the Surrey Championship Twenty20 Competition (hereinafter referred to as the Twenty20) shall be vested in the Executive Committee and/or the Competition Manager of the Surrey Championship and played under the Laws of Cricket, except where superseded by these Competition Rules and shall be played for the Surrey Championship Twenty 20 Cup. The Cup shall not become the property of any one Club. The number of Clubs competing shall be determined by the Executive Committee and/or the Competition Manager, which will use its discretion regarding the issue of invitations for Clubs to enter.

2. Entry Qualifications

- 2.1 All competing Clubs shall be affiliated to the Surrey Cricket Board and be playing Surrey Championship 1st XI Club Cricket.
- 2.2 All clubs with a 1st XI in the 2015 Surrey Championship can enter the competition. All Premier 1st XI clubs are entered automatically and are expected to take part. The remaining 50 1st XI clubs have to apply to participate and pay a non-refundable entry fee of £25.

3. Playing Qualifications *(Please note that these qualifications rules differ from the Surrey Championship Playing Conditions and the ECB Regulations. Once a club is through to the ECB Competition then they must abide by and meet the conditions laid down by the ECB.)*

- 3.1 A player must be a bona fide playing member of a Surrey Championship Club.
- 3.2 No player may play for more than one Surrey Championship club in any one season.
- 3.3 A cricketer shall only be eligible to play for a club in the Competition if he is qualified to play for England or is registered under the provisions of ECB Generic Rule 3.6.8 as an overseas player resident in England. (i.e. an exempt overseas player).
- 3.4 In addition, a 'Home Grown' Contracted player can play in the Surrey Championship Competition but if the club is successful in getting through to the ECB National Competition then they will need to abide by the ECB Regulations.
- 3.5 A cricketer, including an exempt overseas player, shall not be eligible to play in the Competition if:
 - Receives remuneration for playing cricket and that remuneration is his main source of income.
 - Is registered, in any category, and has a contract of any length which allows them to play for a First Class County Club, **unless** covered as 'Home Grown' player.
 - Is a 'Full' Contracted player who has a registration or contract with a First Class County Club that is cancelled after 1st April 2015.
 - A full Overseas Player.
 - Played in any League matches for any other club in the Surrey Championship, Fullers Surrey County League or any other League, this season.

ANY CLUB THAT FIELDS AN INELIGIBLE PLAYER SHALL BE DISQUALIFIED.

NB: The winner of the Surrey Championship Twenty20 Competition will go through to the ECB National T20 Competition and must meet the eligibility and other Regulations set by the ECB.

4. Completion Dates

- Round 1 – by 15th May 2015
- Round 2 – by 5th June 2015
- Round 3 – by 26th June 2015
- Round 4 – by 10th July 2015

Semi-finals & Final to be held on Sunday 26th July 2015 and will be played at ASHFORD CC.

The ECB National Area Finals take place on Sunday 2nd August 2015. To be hosted by the Ryman Surrey Championship at a venue to be advised.

The ECB National Regional Final will take place on Sunday 16th August 2015. Venue to be advised.

The ECB National Finals Day will be held on Tuesday 1st September at a venue to be advised.

5. The Draw and Playing of Rounds

The Draw

- 5.1 The draw will be made and matches played as the Executive Committee and the Competition Manager may determine. Immediately after the draw, the Competition Manager shall inform each of the Clubs drawn the name of the Club it has been drawn against and the date by which the match must be completed.
- 5.2 The Club drawn first shall be the "home" team and provide the pitch and be responsible for the placement of the fielding discs. All grounds used shall be of an acceptable standard and be suitably equipped with adequate sightcreens.
- 5.3. Please note all matches in all rounds **MUST** be played by the dates detailed above, no extensions will be given. These dates are set to ensure that all matches are completed in time for the winners to take part in the National Area Finals on the date set by the ECB.

Playing the Rounds

- 5.4 The home team must make contact with the opposition as soon as possible and arrange a date for the match.
 - a) The home team **MUST** provide 3 dates to the opposition for the match to take place.
 - b) The away team to confirm a date at that point.
 - c) ALL matches must be played at the Home team's main ground, or if the opposition agrees, a venue that is suitable to both teams.
 - d) The first-named team in each match in each round is drawn at home.
 - e) The date of the match **MUST** be advised to The Competition Manager as soon as it has been arranged.

5.5 Where a match has to be re-arranged it must be arranged for the first possible date that both sides are available and to meet the final completion date of the relevant Round.

- a) The home side will not necessarily have to give a choice of three dates as there may not be sufficient time in the timetable to do so. However, the home side must make the effort to come to an agreement with the away side on the new date.
- b) Once a re-arranged date for the match has been **agreed** then either club who is unable to raise a side will concede the match.
- c) The date of the re-arranged match **MUST** be advised to The Competition Manager as soon as it has been arranged.
- d) In the event of a match not starting **due to bad weather** and no suitable date being available for it to be re-arranged then the two sides can agree to have a bowl out (5 players bowling 2 deliveries each). The side hitting the stumps the most number of times shall be the winner. If the teams are equal then the result shall be determined on a knockout basis.
- e) Alternatively the teams can decide to toss a coin. The Competition Manager can arrange this if the sides have been unable to meet to undertake the toss of a coin.

5.6 A Club failing to play a Club against which it has been drawn by the final completion date fixed for that round shall be adjudged to have conceded the match and shall take no further part in the competition for that year. Their entry fee shall not be returned. Should a Club refuse to compete or not be ready to commence play at the appointed time, they may be removed at the discretion of the Executive Committee.

6. Umpires' and Captains' Responsibilities

- 6.1 One umpire to be supplied by each side in rounds 1 - 3. The Surrey Championship will arrange for umpires for the Round 4 matches and clubs will pay the umpires £30 on the day. The Surrey Championship will provide and pay for umpires for the Finals Day.
- 6.2 Umpires for all rounds shall have sole control of the match in which they are officiating. It shall be the Umpires' responsibility to inform the Captains of the number of overs to be played including any reductions necessary in the event of any time loss. They shall also be responsible for informing the Captains of the agreed boundaries before the start of play.
- 6.3 Before the toss the Captain of each side shall inform the Umpires of the names his players including the relevant age group of any player under the age of 19 on 31st August of the previous year. The named players may not thereafter be changed without the consent of the opposing Captain.
- 6.4 The current ECB Fast Bowling Directives will apply to all matches. Captains and Umpires shall be responsible for ensuring that the Directives are followed.
- 6.5 The current ECB guidance on the wearing of helmets by players up to the age of 18 shall be followed.

7. Scheduled hours of play

First Innings – 17.30 – 18.45

Second innings – 18.50 – 20.05

Games organised on weekends can be started at a time agreed by both sides, but the duration of each innings must remain as above.

8. Playing Conditions.

8.1 General

8.1.1 The Official time for starting shall be 17.30, unless agreed differently by both Captains. The Semi Finals and Final will be played at grounds and starting times to be agreed and confirmed by the Executive Committee and/or the Competition Manager of the Surrey Championship. (See section 4 for details).

8.1.2 In the event of the match not being played owing to circumstances over which neither Club has control, the match will be played on a date to be agreed by the Executive Committee and/or the Competition Manager of the Surrey Championship.

8.2 Duration

8.2.1 In an uninterrupted match each batting side shall be entitled to receive a maximum number of 20 x 6 ball overs, unless all out earlier.

8.2.2 A team shall not be permitted to declare its innings closed.

Uninterrupted matches

8.2.3 In an uninterrupted match, the fielding side shall bowl its overs in 1 hour 15 minutes. Should either fielding side fail to bowl their 20 overs within the 1 hour 15 minutes, it will complete the remaining overs and the batting side shall be credited with 6 runs for every whole over that has not been bowled in the allotted time. This will apply to both innings of the match.

Lost balls or injury during matches

8.2.4 The 1 hour 15 minutes may be extended for an interruption during play on the field due to injury or lost ball, or other unavoidable cause. The Umpires shall inform the Captain of the fielding side and the batsman at the crease of any increased time allowance as and when they arise.

8.2.5 To constitute an interruption on the field any single stoppage should be at least 1 minute. Where an interruption before or during the match due to any cause which requires the umpires to reduce the number as in 8.4.1 below the Umpires on taking the field will inform the fielding Captain of the revised time by which the overs are to be completed based on 3.75 minutes per remaining over to be bowled. This shall apply to both innings on each occasion they take the field.

8.2.6 Umpires are instructed to apply strict interpretation of time wasting by the batsman (5 penalty runs) specifically; batsmen are expected to be ready for the start of a new over as soon as the bowler is ready.

Delayed start and or interruptions.

8.2.7 In the event of time being lost due to any cause, either prior to the scheduled start or during a match, the Umpires, shall, if possible, adjust the length of the innings so that each batting side shall be entitled to an equal maximum number of overs which shall not be less than 10.

8.2.8 In all matches, before making any of the following calculations the Umpires shall ignore the first 30 minutes of time lost. If 10 overs per team are not possible due to further time loss the match shall be abandoned.

Reducing overs

8.2.9 The match shall be reduced, due to time lost, as follows:

- For every 7.5 minutes lost during the first innings the time allowed for that innings will be reduced by 3.75 minutes and the maximum number of overs reduced by one.
- The team batting second will receive the same number of overs as bowled to the team batting first unless the team batting first loses all its wickets, in which case the side batting second will receive the revised maximum number of overs.
- For every 3.75 minutes lost during the second innings 1 over will be deducted from that innings.

8.2.10 The interval between innings shall be 5 minutes.

8.3 Restriction on the Placement of Fieldsmen

8.3.1 At the instant of delivery there shall not be more than five fieldsmen on the leg side.

8.3.2 For the first 6 overs only of each innings, two fieldsmen only are permitted to be outside an area bounded by semi-circles which shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards. The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area is to be marked by 'dots' at five-yard intervals, or by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

8.3.3 For the remaining overs of each innings, five fieldsmen only are permitted to be outside the fielding circle at the instant of delivery.

8.4 Team Batting First

8.4.1 Where the number of overs of either team is reduced, the number of overs in regard to the restrictions in 8.2.7 - 8.2.9 above shall be in accordance with the following table. If on resumption after a delay the number of overs has been exceeded, this shall take effect immediately.

Total Overs In Innings	Numbers of Overs for Field Restrictions
10 - 11	3
12 - 14	4
15 - 18	5
19	6

8.5. Team Batting Second

- a) Where the number of overs for the team batting second is reduced, the number of field restriction overs shall be reduced in accordance with the table above. For the sake of clarity the table shall apply to both first and second innings.
- b) Where, in an interrupted innings, on resumption the calculated number of field restriction overs (as set out above) has already been exceeded, then restrictions shall end immediately subject to c) below.
- c) If an innings is interrupted during an over, the status of that over must be retained when that over is completed.
- d) In the event of an infringement of any of the above fielding restrictions, the striker's end Umpire shall call and signal 'No Ball'
- e) In the event of the striker's end Umpire failing to call and signal 'No Ball'. When the fielding restrictions in this playing condition have been breached or when Law 41.5 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to the Umpire's attention. If the striker's end Umpire is able to verify the breach he shall call and signal 'No Ball'. If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

8.6 Number of Overs per Bowler

8.6.1 No bowler may bowl more than four overs. However, in a delayed start or interrupted match, where the number of 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 bowled before the interruption), except that where the total overs is not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. after 8 overs have been bowled rain interrupts play such that the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and 3 bowlers can bowl 2.

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 bowler is limited to 2 overs.

When an interruption occurs mid-over and, on resumption, the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over. In the event of a bowler being incapacitated or suspended and being unable to complete an over, the

remaining balls will be bowled by another bowler providing that bowler did not bowl the previous over or part thereof. Such part of an over will count as a full over only insofar as each bowler's limit is concerned.

The number of overs bowled by each individual bowler shall be recorded by the Umpires.

8.7 Laws 24.12 – No Ball – Penalty

Law 24.12 will apply except that the **penalty for a No Ball will be 2 runs.**

8.8 Free Hit after a Foot Fault No Ball

In addition to 8.5 above, the delivery following a No Ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (a No Ball or Wide Ball), then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball.

CHANGE OF FIELD POSITIONS ARE NOT PERMITTED FOR 'FREE HIT' DELIVERIES, UNLESS THERE HAS BEEN A CHANGE OF STRIKER

The Umpires will signal a free hit by (after the normal No Ball call) extending one arm straight upwards and moving it in a circular motion.

8.9 Law 25 - Wide Ball

In addition to Law 25, Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket and down the leg side. A penalty of one run shall be scored. This penalty shall stand in addition to any runs which are scored.

8.10 Law 31 – Timed Out

Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the last wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls and shall be on the field of play before the outgoing batsman has departed the field of play.

8.11 Short Pitched Bowling

In addition to Law 42.6 (Dangerous and unfair bowling) the following shall apply:-

- There shall be no more than one delivery per over that passes, or would have passed, above the shoulder height of the striker standing upright at the crease - but not above the head as described in Law 42.6 (a) (ii).
- Should a second such ball be bowled in that over, then the Umpire at the bowler's end shall call and signal "No Ball". This ruling shall apply even though the striker has made contact with the ball with his bat, person or equipment.

- The Umpire will make it clear to the bowler (and any bowler called upon to complete an over) and the batsmen at the wicket when a delivery within this limit has been bowled. Should the bowler bowl a second such ball in an over, as well as calling 'No Ball', the Umpire will adopt the procedures of Law 42.7.

9. The Ball

One new ball shall be used for each innings. The balls shall be provided by the Surrey Championship. In the event of lost balls, clubs may use an alternative preferably of the same make as the lost ball.

10. The Result

10.1 Save as hereinafter provided a match shall be won by the team who has scored the most runs.

10.2 In the event of overs being reduced in the second innings the winning total required shall be determined as follows:

- a) The number of runs scored by the team batting first shall be divided by the number of overs which that team would have been entitled to receive after making allowance for any time lost after the appointed commencement of the match. The resulting figure (taken to 2 decimal places) is hereinafter called the run rate.
- b) The run rate shall be multiplied by the lowest number of overs which the side batting second shall be entitled to receive after making allowance for time lost after the commencement of that team's innings. The resulting figure (taken to 2 decimal places) is hereinafter called the "target score".
- c) If a side batting second surpasses the target score at any time prior to the conclusion of its innings and without that team having been dismissed then the match shall be won by the team batting second, failing which it shall be won by the team who batted first.
- d) A match can only be tied if the scores are equal at the end of the match and provided that no interruptions have occurred. In a match interrupted after the commencement, where the revised target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.

10.3 In the event of a match ending in a tie, it will be decided as follows:

- a) The two sides will have a bowl out of 6 balls each at a set of stumps. The side hitting the stumps the most number of times shall be the winner. If the teams are equal after 6 balls then the result shall be determined on a knockout basis.

11. Notification of Results

The Home Club MUST input the result and scores, including loss of wickets, immediately after the match on to the Surrey Championship playcricket website. In the event that this is not possible then the result should be emailed (or phoned) to the Competition Manager – **SIMON ROBINS on 07809 584111** **email: simon.robins@theo2.co.uk**

12. Protests and Appeals

Disputes and complaints shall be made in writing by email to the Competition Manager **within 48 hours of the incident or occurrence** to which they refer. The question of eligibility or qualification of competitors, interpretation of the Rules, as well as the other matters in dispute, shall be considered by the Executive Committee whose decision shall be final.

13. Semi-Final and Final day

The venue(s) for the semi-final and final will be determined by the Executive and or the Competition Manager.