

LEAGUE CUP COMPETITION RULES

(2022 changes shown in bold type)

1. Trophies

All our League Cup competitions are currently not sponsored

Fred Graham Memorial Trophy	1st XI Cup trophy
Red Insure Trophy	2nd XI Cup trophy
Jack Gardner Trophy	3rd XI Cup trophy

2 Competition Structure & Administration

- 2.1 All matches shall be played under the Laws of Cricket and any appropriate ECB directives.
- 2.2 The format for the 1st XI and 3rd XI cup involve both Mini-group and knock out stages leading to a Finals Day comprising two semi-finals and a final. The format for the 2nd XI cup is a straight knock out competition again with a Finals day of semi-finals and a final.
- 2.3 In the 1st XI Cup **each portion of the draw** will each contain a seeded club (based on the previous season's Premier League positions). **Geographic considerations will then dictate which clubs are within which part of the draw thereafter.**
- 2.4 Dates for matches in Mini-groups are set by the Competition Secretary and can only be amended with his specific approval. Instructions regarding eligible dates for knock out matches will be issued with each competition draw. Again requests for any variation of dates need to be made to the appropriate Competition Secretary.
- 2.5 The away team has the right to travel and allow Umpires to determine the fitness of the ground for play. If the ground of the home team is unfit for play, the venue may be changed to the ground of the away team if it is fit for play.
- 2.6 In Mini-groups two points shall be awarded for a match won and one point each for an unfinished or cancelled match. The winning team in each mini league shall be the team with the most points. If two or more teams are tied on points the highest net run rate shall determine the winner. A team's net run rate is calculated by deducting from the

average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition. A team that is bowled out in a match is deemed to have received its full allocation of overs. If still a tie, the toss of a coin shall decide the winner. The winner of each mini league shall progress to the knock-out stage.

- 2.7 No club that has defaulted on a match in a mini-group shall be able to progress to the knock out stages of a cup. Their place will be taken by the next highest placed club that has not defaulted. In the unlikely event of all the teams in a mini group defaulting no side shall progress and the planned opponents will receive a bye through the next round.
- 2.8 If a knock out round cup tie reaches no conclusion for any reason on the specified date, then the clubs concerned shall re-arrange the match within the cut-off date set for the next round. In the event of clubs being unable to agree date, venue and duration of the game, a decision shall be taken by the Competition Secretary.
- 2.9 If a 1st XI or 2nd XI Cup match cannot be played on the scheduled day because of the weather every effort must be made to re-arrange the fixture within SIX days (for matches played on a Thursday by the following WED). If that objective is not achieved the Competition Secretary will decide the outcome.

If, due to bad weather, knock out matches cannot be rescheduled at least seven days prior to the date set for next round, the match shall be resolved by bowling at stumps involving all players from both teams. Alternatively, matches must be resolved by the toss of a coin by the Captains, or under the supervision of the Competition Secretary.

- 2.10 Fixed and deadline dates laid down for each round shall be strictly adhered to. For non-fixed date matches, home clubs are responsible for informing the relevant Competition Secretary of the dates agreed for all matches. If a match cannot be played on the original date, it should be re-arranged as soon as possible or by mutual agreement with the Umpires before the start of play. Alternatively, it can be resolved immediately by a bowl-out or a toss of the coin. Sunday games shall be governed by the same time limitations as those played in mid-week. If a match

is not played by the limit date, the outcome shall be resolved by the Competition Secretary.

- 2.11 For all 1st, 2nd and 3rd XI Cup games, scorecards must be entered on Play Cricket in accordance with the “ Club Duties & Advice “ section of this Handbook. There is no requirement for any marks or paperwork.
- 2.12 The league will provide match balls for semi-finals and finals of all competitions and additionally for quarter finals in the 1st XI competition.
- 2.13 Coloured clothing may be worn, in which case the appointed Umpires should be advised in advance.
- 2.14 Home teams are encouraged to provide refreshments at the close of play.
- 2.15 The Cricket Committee will decide the venues for the respective Finals Days.
- 2.16 The Cricket Committee’s decision on all matters not covered by these rules shall be final.

3 Umpires

- 3.1 In the 1st & 2nd XI Cup, the League shall appoint Umpires for all matches, their expenses to be met by the clubs. On Finals **Days**, the Umpires’ expenses shall be met by the League.
- 3.2 In the 3rd XI Cup before the semi-finals, each club shall provide an Umpire. For the semi-finals and final the League will appoint Umpires whose expenses will be met by the League.

4 Eligibility

- 4.1 No player may play for more than one team in each of the League’s Cup competitions.
- 4.2 Eligibility to play in these competitions is as defined in the League Playing Regulations. Additionally:
- 4.3 Each player taking part in the 2nd XI Cup must have played at least as many matches for their 2nd, 3rd and 4th XIs as for the club’s 1st XI in the League during the same season. Players in all cup competitions must have played at least one League game in the current season prior to appearing in a Cup match unless permission has been granted by the

relevant Competition Secretary.

- 4.4 For the 3rd XI mini-league matches eligibility is comparable with eligibility to play in 3rd XI League fixtures. If a player is eligible for a Sunday 3rd XI Cup game on a particular day, he is eligible for a 3rd XI Cup mini-league game on that date or in midweek, until the following Sunday
- 4.5 For the knock out stages, of the 3rd XI Cup each player must have played in at least as many matches for his club's 3rd, 4th or 5th XI as for any other XI in the League during the season;
- 4.6 A player selected to play for any League or Cup representative team may not play in a League Cup game the same day
- 5 Match Regulations (Applicable in all matches)
 - 5.1 In the 1st & 2nd XI Cups, each side shall use a pink ball. In the 1st XI Cup this must be a new ball. Agreement should be reached between the umpires and captains ahead of the toss to establish the process for replacing balls in the event of loss. In the 3rd XI Cup a standard league red ball (which may be a previously used ball) will be used.
 - 5.2 Unless the weather/light is a factor all matches including the semi-finals and final to be of 20 overs each side, unless bowled out earlier.
 - 5.3 Evening matches start at 6 p.m. and week-ends or Bank Holidays matches by mutual agreement although a default time will be set for fixed date matches. In the event of an evening match starting late, the number of overs remaining shall be re-calculated based on the time lost from 6:15 p.m. The interval between innings shall be no more than 10 minutes. The Umpires shall be the sole judges of the fitness of light for play.
 - 5.4 In matches with a 6 p.m. starting time if, in the Umpires' opinion, either team is not ready to start batting by 6.15 p.m., the opposing Captain shall have the choice of batting or bowling.
 - 5.5 Bowlers may bowl a maximum of four overs. In the event of a bowler breaking down and being unable to complete an over, the remaining balls shall be delivered by another bowler. Such part of an over shall count as a full over only in as far as the bowler's limits are concerned. In a reduced overs match, or in an innings that has been reduced, the number of overs to be bowled by one bowler shall be reduced accordingly. In the event of

an innings being reduced after the start, the bowling limit shall remain the same as when the innings commenced. A chart shall be produced to aid Umpires and Captains.

- 5.6 Umpires are required to apply a very strict and consistent interpretation of a Wide Ball in order to prevent negative bowling wide of the wicket.
- 5.7 Any player who has not fielded in the first innings due to arriving late shall not be permitted to bat in the second innings. If a fielder arrives on the field late during the first innings, he may only bat in the second innings after the same number of overs have been bowled for which he was absent, or alternatively bat at number 11.
- 5.8 Batsmen are urged to cross on the field of play and Umpires should advise on this before the start of each innings.
- 5.9 The Captain of a batting side shall not declare his innings closed at any time.

6 Match Regulations (Applicable only with appointed panel umpires)

- 6.1 If the team bowling first don't complete their 20 overs within the stipulated time of 75 minutes, they may be required to forfeit part of their reply under the direction of the Umpires. For example, if they bowl only 19 overs in the permitted time, they themselves may bat for only 19 overs. Any over in progress when the limit time is reached shall count as a completed over for calculation purposes. This rule also applies to matches with reduced overs. A chart outlining the cut-off times is produced to aid Umpires and Captains.
- 6.2 If the team bowling second do not complete their 20 overs within the same stipulated time of 75 minutes, 10 runs shall be added to the total of the team batting second for every incomplete over. Any over in progress when the time limit is reached shall count as a completed over for calculation purposes.
- 6.3 Fielding circles at a radius of 30 yards centred on the two middle stumps will be applied. At the instant of delivery, a minimum of four fielders plus the bowler and wicket-keeper must be within the fielding circle. In the event of an infringement, the striker's end umpire shall call and signal no ball. For the first six overs of each innings only two fielders are permitted

to be outside the fielding circle at the time of delivery. See Chart 3 in the event of a reduced overs match.

- 6.4 In the event of a foot-fault no ball, a free hit shall be awarded for the next delivery for each foot-fault no ball bowled. If any other type of no ball is bowled or wide called during the delivery of a free-hit, one run shall be added to the total for the no ball or wide and another free hit shall be bowled next delivery.
- 6.5 A batsman may be given out off a free-hit in the same way as off a no ball (e.g. run out etc.), even if the free hit is called a wide. The field may not be altered for a free hit after a foot-fault no ball, unless the batsmen have changed ends.

7 Bad Weather provisions

- 7.1 In matches where the start of play is delayed or suspended, the following rules shall apply:
- 7.2 The minimum length of a match shall be 12 overs per innings unless one or both teams have been bowled out in less than the agreed number of overs. The team batting second shall not bat for a greater number of overs than the team batting first unless the latter have been bowled out in less than the agreed number of overs.
- 7.3 Where the start of the match is delayed overs will be reduced from the game at the rate of one per side for each completed period of 7 minutes delay (residual minutes to be discounted).
- 7.4 When the innings of the side batting first is suspended; on resumption they shall still be entitled to bat the full amount of overs they had at the start of the innings before their innings is closed. The team batting second will then bat for as many overs as deemed possible by the umpires.
- 7.5 When the innings of the side batting second is suspended and on resumption it is not possible for that team, to bat for the same number of overs as the side batting first; they will bat for as many overs as are deemed possible by the Umpires, provided the minimum of 12 overs are bowled in an innings.

8 The Match Result (Mini Group matches)

8.1 Equal Overs Match

8.1.1 The winner will be the team scoring the most runs. If scores are equal the winner will be the side that has lost the least wickets. If still equal the side with the highest score at the end of the penultimate over, then if still equal at the end of the antepenultimate over and so on, shall be the winner.

8.2 Unequal Overs Match

8.2.1 If a match is abandoned the result shall be decided on average run rate throughout both innings provided the team batting second have received at least 12 overs;

8.2.2 If the team batting second has batted for as long as conditions permit and not received 12 overs, but have scored sufficient runs to have a higher overall scoring rate had they batted for 12 overs, they shall be the winners

8.2.2 If in the two cases above all is still equal proceed as in 8.1.1 to determine the match winners.

9 The Match Result (Knock Out matches)

9.1 In the quarter-finals, semi-finals and final, should the scores finish level regardless of the number of wickets which have fallen, a Golden Over shall be bowled. Each team shall select three batsmen and one bowler; each team bats for one over six-ball over with the team batting second in the original game now batting first. The loss of two wickets shall end the innings. If the scores finish level after the Golden Over, the team with the most six hits in their two combined innings shall be the winners. If still level, the team that has lost fewest wickets in their two combined innings shall be the winners. If still level, the winners will be the team with the highest score in the original game after 19 overs, then 18 and so on until a winner is found.

9.2 If in the view of the Umpires (or captains in games without non-playing umpires) there is insufficient light for a Golden Over then a bowl out should be used to decide the winners. Six bowlers from each side shall each bowl one ball and the most collective hits will decide the winner. If equal at the end of this the same bowlers will bowl in the same order on a sudden death basis until one pair has one hit and one miss to determine the winner.

CHART 1: MAXIMUM OVERS PER BOWLER

20 overs:	4 - 4 - 4 - 4 - 4
19 overs:	4 - 4 - 4 - 4 - 3
18 overs:	4 - 4 - 4 - 3 - 3
17 overs:	4 - 4 - 3 - 3 - 3
16 overs:	4 - 3 - 3 - 3 - 3
15 overs:	3 - 3 - 3 - 3 - 3
14 overs:	3 - 3 - 3 - 3 - 2
13 overs:	3 - 3 - 3 - 2 - 2
12 overs:	3 - 3 - 2 - 2 - 2

CHART 2: MAXIMUM TIME PERMITTED TO BOWL OVERS

Overs to be bowled	Minutes Allowed 3.5 mins per over	Additional Allowance (mins)	Maximum Time to bowl overs
20	70	5	75
19	66.5	4.75	71
18	63	4.5	67.5
17	59.5	4.25	64
16	56	4	60
15	52.5	3.75	56
14	49	3.5	52.5
13	45.5	3.25	49
12	42	3	45

CHART 3: FIELDING RESTRICTION OVERS

In circumstances when the number of overs of the batting team is reduced, the number of 'fielding restriction overs' (fro) will be reduced as set out below. This applies to both the first and second innings of the match.

Overs in innings is	12 - 13; fro = 3
	14 - 16; fro = 4
	17 - 19; fro = 5

Following the 'fro' and for the remainder of the innings, at the instant of delivery a minimum of four fielders plus the bowler and wicket keeper must be within the fielding circle. In the event of any infringement to these restrictions, the strikers end umpire shall call and signal no ball.