

(TWENTY20) CHALLENGE CUP

(Sponsored by Red Insure Ltd)

RULES

1. The competition shall be called "The Birmingham and District Premier Cricket League (Twenty20) Challenge Cup" sponsored by Red Insure Ltd.
2. The competition shall be open to all League Clubs, who may enter one team each.
3. Except as specified herein, the Laws of Cricket (2000 Code 4th Edition - 2010) shall apply.
4. A full draw shall be made prior to the start of the season and may be regionalised into zones.
5. Only registered Club players shall be eligible to participate in the Competition, and no player shall be eligible to play for more than one Club in any one season. The penalty for fielding an unregistered player will be expulsion from the Competition with no right of appeal.
6. Midweek matches shall start no later than 6.30 p.m., apart from the Preliminary Round (which shall start no later than 6.15 p.m.) For matches with an earlier start than 6.30 p.m., the timings in all rules shall be adjusted by the amount by which the starting time is also adjusted.
7. The Semi-Finals and Final will be held on the same day at a venue, a time and on a date to be confirmed, by the Management Board, at the start of the season.
8. Before the toss for innings, each Captain must nominate his players who may not thereafter be changed without the consent of the opposing Captain. The nominated players must be set out on a team sheet which is presented to the Umpires. The team is deemed able to start at 6.30 p.m. if seven or more players are present for the toss at 6.15 p.m.
9. If a team is unable to toss at 6.15 p.m., it shall forfeit the right to toss for innings.
10. There will normally be two sessions of play of one hour and 15 minutes each, separated by an interval of 10 minutes, during which time the pitch may be rolled at the request of the Captain of the side batting second.
11. In an uninterrupted match, each team should bat for 20 complete six ball overs unless all out, earlier. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs. Because of the prospect of poor light or bad weather, the Umpires and Captains may, before the toss for innings, agree to reduce the number of overs per innings to a minimum of 5 complete six ball overs per side.
12. No player shall be allowed to bowl more than four overs in any one innings, however, in a delayed start or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no player shall 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. When an interruption occurs, mid-over, and, on resumption, the bowler

has exceeded the new maximum allocation, he will be allowed to finish the over. 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.

13. The side scoring the most runs wins.
14. In all rounds, League Umpires from the full list shall be appointed. Such Umpires will each receive an allowance of £20.00 from the home Club for each match attended.
15. Umpires who become unavailable after appointments are made should contact the Umpires Co-ordinator for the competition, Ken Horden, on 01952 585925.
16. Whenever games are in doubt, due to bad weather, Umpires should contact the home club to confirm if the match is still on.
17. The number of completed overs bowled shall be clearly shown throughout each innings so that players and spectators shall know, at any time, the number bowled.
18. If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with six runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this, consequently, takes their score past that of the side batting first, then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
19. In delayed or interrupted matches, one over will be deducted for every full three minutes and 45 seconds of playing time lost. The number of overs shall be arranged so that both teams have the opportunity of batting for the same number of overs (minimum five overs per side). For reduced overs matches, the timings shall be adjusted by the amount that the starting time is also adjusted, allowing three minutes and 45 seconds for each six ball over to be bowled.
20. If the innings is terminated before the scheduled or re-scheduled cut off time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.
21. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowlers end will inform the fielding captain, the batsmen and his fellow umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation.) In addition, in all reduced overs matches, the fielding team will be given one over's leeway.

22. At the instant of delivery, there shall not be more than five fielders on the leg side. For the first six overs of each innings, only two fielders are permitted to be outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch (the fielding circle). The fielding circle should be marked by painted white "dots" at five yard intervals, each "dot" to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter. For the remaining overs of each innings, only five fielders are permitted to be outside the fielding circle at the instant of delivery.
23. In circumstances where the number of overs are reduced for either team, the fielding restrictions shall be reduced, proportionately, in accordance with the table, below, for each innings. Fractions are to be ignored in all calculations regarding the number of overs. If, on resumption, the number of overs for the fielding restrictions has already been exceeded, this should take effect immediately.

Total overs in innings	Number of overs for which fielding restrictions will apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5
20	6

In the event of an infringement of any of the above fielding restrictions, the striker's end Umpire shall call and signal "No ball".

24. In the event of the striker's end Umpire failing to call and signal "no ball" when the fielding restrictions have been breached or when Law 41.5 has been breached, immediately the ball becomes dead, the striker may draw the matter to the attention of the Umpires. 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, he shall confirm that the events of the delivery shall be unchanged.
25. Law 24.12 will apply, except that the penalty for a No ball shall be two runs. The delivery following a No ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing. If the delivery for the free hit is not a legitimate delivery (any kind of 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 may be dismissed, only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball. Field changes are permitted for free hit deliveries.
26. In addition to Law 25 (Wide ball) 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. Any ball passing behind the batsman (not touching his person or equipment) will be called and signalled "Wide ball" by the Umpire at the bowler's end. A penalty of one run shall be scored. This penalty shall stand, in addition to any other runs which are scored or awarded.

27. Law 42.6 Dangerous and unfair bowling

If the ball which, after pitching, passes, or would have passed, above the shoulder height of the striker standing upright at the crease, the Umpire at the bowler's end shall call and signal 'No Ball'.

Law 42.6(b) - Bowling of high full pitched balls - is replaced by:

Any high full pitched ball (regardless of its pace) which passes or would have passed above waist height of the striker standing upright at the crease shall be called and signalled No Ball by the umpire at the bowler's end and shall not be subject to any warning procedure.

A fast high full pitched ball which passes or would have passed above waist height of the striker standing upright at the crease, shall be deemed to be dangerous and the umpire at the bowlers' end, in addition to the call and signal of No Ball, will adopt the procedures of Law 42.7.

28. Law 42.8 – Deliberate bowling of high full pitched balls

Law 42.8 shall be replaced by :-

If the Umpire considers that a high full pitch which is deemed to be dangerous was deliberately bowled, then the caution and warning prescribed in Law 42.7 shall be dispensed with. The Umpire shall :

(a) call and signal 'no ball'

(b) direct the Captain, when the ball is dead, to take the bowler off forthwith

(c) implement the remainder of the procedures as laid down in Law 42.7 (c)

29. Law 14 (Declaration and Forfeiture) will not apply in this competition. The Captain of the batting side may not declare his innings closed at any time during the course of the match.

30. Law 31 (Timed Out) 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 one minute and 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket, immediately a wicket falls, and is expected to jog to the wicket.

31. In all Rounds, used balls of a similar condition shall be provided by the home Club.

32. In the event of a tie, the side losing the lesser number of wickets shall be declared the winners but, if both sides have lost the same number of wickets, the side with the lesser number of extras shall be the winners. Should it, in the opinion of the Umpires, be necessary to abandon the game for any reason, the winners will be the side with the highest overall run rate per over, provided that the side batting second has received a minimum of five overs. If the side batting second has not received a minimum of five overs, the game shall be replayed in its entirety.
33. If a match is cancelled, the home club should contact the visiting team and both Umpires, as soon as the decision is made, in an attempt to prevent unnecessary travel. If the match is cancelled and the home club has failed to contact the Umpires, they are entitled to claim their attendance fee of £20.00 each.
34. If the ground of the team drawn at home is unavailable on the scheduled date, the fixture must be switched to the ground of the team drawn away.
35. Abandoned games shall be re-played on successive days, commencing on the Monday evening following the appointed date, apart from Round One when the game shall be re-played on the following Wednesday and subsequent days to avoid a clash with a League fixture on Bank Holiday Monday.
36. Abandoned or postponed matches must be played on the scheduled replay date, without exception. No dispensation will be allowed for player unavailability. If the ground of the team drawn at home is unavailable on the replay date, the fixture must be switched to the ground of the team drawn away.
37. The home club should confirm that both Umpires are available to stand in the re-arranged match. If either, or both, are unavailable, clubs should contact the Umpires Co-ordinator for the competition, Ken Horden, on 01952 585925.
38. The result of each match shall be telephoned to the General Manager of the League by the WINNING Club by 10.00 p.m. on the day of the match.
39. It is the responsibility of the HOME side to enter the result and full scorecard details onto the League's play-cricket.com site within 48 hours of the match being completed. The AWAY side should confirm that the summary result has been properly entered. Both sides must ensure that their squad details have been entered onto play-cricket.com prior to each match they play.
40. The winners shall hold the trophy (which will remain the property of BDPCL) until 30th June of the following year, and the trophy holders will be responsible for the safe keeping of the trophy.
41. The decision of any matter arising in connection with the competition shall rest with the Management Board.