

THE ESSEX SUNDAY LEAGUE



(An invitation league, sponsored by 'Spa-Tec (UK) Ltd' of Basildon)
essexsl.play-cricket.com

The Essex Sunday League Twenty20 Cup Competition Rules

1. Title

The title of the competition shall be The Essex Sunday League (ESL) Twenty20 Cup

2. This version of the rules is effective in all matches in The ESL Twenty20 Cup. Except as varied hereunder the Laws of Cricket shall apply.
3. Entry is open to all clubs who participate in the Essex Sunday League.

4. Eligibility

- 4.1. A cricketer shall only be eligible to play for a Club in the Competition if he is registered to play for that same club in the Essex Sunday League and for no other Sunday league club in the same season.
- 4.2. 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 exempt player resident in England.
- 4.3. A cricketer shall not be eligible to play in the Competition if:
 - 4.3.1. he receives remuneration for playing cricket and that remuneration is his main source of income
 - 4.3.2. he is registered and has a contract of any length which allows him to play for a First Class County Club, unless covered as Home Grown player, as per ECB Generic Rule 3.6.5.2
 - 4.3.3. he has a registration or contract with a First Class County Club that is cancelled after 1st April of the current year.

Any club that fields an ineligible player shall be disqualified.

5. Balls

Each Club shall provide one ESL approved red ball for each match. The Home side will also be responsible for supplying enough spare balls of equal standard. A new ball must be used at the start of each innings.

6. Clothing

Players in all matches in the Competition will wear clothing and equipment in accordance with ECB guidelines. Clothing in all rounds can be either white or coloured.

7. Umpires

Umpires are to be arranged by the Umpires' Appointments Secretary.

If there are two appointed umpires, they are entitled to a match fee of £20, which both clubs paying one umpire each. If there is only one appointed umpire, they will be entitled to a match fee of £30, with each club paying £15.

8. Scorers

Each team shall provide their own **competent, non-playing** scorer in all matches. If a team fails to provide a scorer a player has to be nominated from the team to take up the duty for the entire duration of the match. They will then play the match with 10 players only.

9. Fixtures

Fixtures will be played on a knock-out basis. The ESL Committee will stipulate dates by which each Round must be completed.

The home side must offer the away side 3 dates, 2 of which must be midweek. Disputes between Clubs or failure to agree on a playing date will be referred to the ESL Committee whose decision will be final.

10. Team Sheets

Each side must provide the umpires with a team sheet before the start of the match identifying any player who has not reached the age of 18 on the date of the match and showing the specific age group of any player who is in the Under 19 age group or younger. It is recommended that the ECB Team Sheet card (available from the local County Board) is used whenever possible.

11. Results

All results should be inputted onto Play cricket by the home side.

12. Helmets and/or Faceguards

Any player under the age of 18 playing in any ECB Competition shall be bound by the ECB Directive.

13. Code of Conduct

All players, team officials, club supporters and umpires shall be bound by the MCC Spirit of Cricket and the ECB Code of Conduct.

Playing Conditions

1. Duration

1 innings per side, each limited to a maximum of 20 overs.

2. Hours of Play

- 2.1. Teams have 1 hour 15 minutes to be in position to bowl the first ball of the last of their 20 overs.
- 2.2. In the event of an interruption or delay during the 1st innings, the calculation of the number of overs to be bowled shall be based upon one over for every 3 $\frac{3}{4}$ minutes in the total time available for play up to the scheduled close of play. In the 2nd innings of the match, overs shall be reduced at a rate of one over for every full 3 $\frac{3}{4}$ minutes lost, unless the 1st innings has finished early or the 2nd innings started early, in which case no overs are lost until the time that has been gained is subsequently lost.

3. The Result

- 3.1. Each side must have faced (or had the opportunity to face) a minimum of 5 overs in order to constitute a match.
- 3.2. In the event of the side in the 1st innings batting for longer than the side in the 2nd innings the target score shall be decided by average run rate based on the number of legitimate balls faced.
- 3.3. If tied at the completion of a match, the team that has lost fewer wickets shall be adjudged the winner.
- 3.4. If tied on average run rate then fewer wickets lost at the close of the 2nd innings shall determine the winner.
- 3.5. If this gives no result, then the team with the higher score at the end of 5th completed over shall be adjudged the winner.
- 3.6. If still equal, the side with the higher score at the end of 4th, 3rd, 2nd and 1st completed over shall be adjudged the winner.

4. Rearrangement of overs due to inclement weather

The objective of rearranging overs is to give the greatest opportunity for a match of equal overs without reverting to a bowl out.

If in the view of the captains and umpires - bearing in mind the prevailing ground, weather and light conditions - it is considered to be most unlikely that the full quota of overs will be bowled in any match; it is recommended that a pre-emptive decision is made to reduce overs in both innings equally. The level of the reduction will be made at the discretion of the umpires and captains.

5. Over rate penalties

- 5.1. A 6 run penalty shall apply for each over not bowled in the required time, as determined by the umpires.
- 5.2. All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 15 minutes playing time.
- 5.3. In reduced over matches the fielding side has a one over leeway in addition to any time that the umpires may allow for stoppages.
- 5.4. 20 overs shall be bowled and the penalty runs are added to the final total.
- 5.5. Umpires are instructed to apply a strict interpretation of time wasting by the batsman (5 run penalties) specifically; batsmen are expected to be ready for the start of a new over as soon as the bowler is ready.

6. Bowl Out

- 6.1. In the event of no result being obtained by other methods and where there is no reserve date on which to play the game, a bowl-out (outdoors or indoors) will take place to achieve a result. Five players from each side will bowl two over arm deliveries each at a wicket from a wicket pitched at a distance of 22 yards (or the length of pitch applicable in the Competition) with, if practicable, bowling, popping and return creases marked.
- 6.2. The side, which bowls down the wicket (as defined in Law 28.1a) the most times, shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis.
- 6.3. The following shall also apply in respect of bowl-outs:
 - 6.3.1. The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the umpires' approval.
 - 6.3.2. If a bowler bowls a No ball it will count as one of the two deliveries but will not count towards the score of the team.
 - 6.3.3. If the original match has started, then the five cricketers nominated to take part in the bowl-out must be chosen from the eleven cricketers and 12th man selected to play in the match. If there has been no play in the original match (the toss has not taken place), the five cricketers may be selected from any of the players in the squad as registered on Play-Cricket.
 - 6.4. Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

7. Timed out

The incoming batsman must be in a 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 previous wicket. Any infringement of this rule shall result in the incoming batsman being declared out by the umpires.

8. Fielding restrictions

- 8.1. For the first 6 overs of each innings only two fielders are permitted to be outside the field restriction marking at the instant of delivery.
- 8.2. In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
- 8.3. For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery.

Total overs	No. of overs for which fielding in innings restrictions in clauses above shall apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

9. Overs per bowler

- 9.1. No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. However, in a delayed start, or interrupted match, 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.
- 9.2. When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- 9.3. In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned..
- 9.4. The allocation of overs per bowler will not be reduced as a result of the deduction of any penalty overs.

10. Free Hit

- 10.1. The delivery following a no ball shall be a free hit for whichever batsman is facing it.
- 10.2. If the delivery for the free hit is not a legitimate delivery (no ball or a wide ball), then the next delivery shall become a free hit for whichever batsman is facing it.
- 10.3. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 10.4. Field changes are permitted for free hit deliveries providing all effective fielding restrictions are adhered to.
- 10.5. The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

11. Wide Ball: Judging a Wide

In addition to the Law, the following will apply;

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 offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. For guidance purposes, in adult cricket a legside wide should be called if a ball passes on the legside outside the pads of the batsman standing in a normal guard position.

12. Short-pitched bowling

- 12.1 In any one over the bowler may only bowl one delivery that would pass over the shoulder height but below the head height of the batsman when standing upright at the crease. Any further deliveries that pass above shoulder height shall be called No ball by the bowler's end umpire.
- 12.2 In addition to i above any ball passing over the batsman's head when standing upright at the crease will be called and signalled No ball by the bowler's end umpire. Such delivery will count as the bowler's one delivery for the over as defined in (a) above.