

Playing Conditions - Readers 20/20 Competition

1. Match Rules

This version of the rules is effective in all matches in the 20/20 Competition ("The Competition"). Except as varied hereunder, the Laws of Cricket (2017 Code 3rd Edition 2022) and all relevant ECB Regulations and guidelines shall apply.

2. Management

2.1. The Competition shall be under the control of the League and all decisions relating to these rules or to matches played in the Competition shall be final and binding.

3. Competition Structure

The Competition will be organised on a group basis comprising four groups (the 'Group Stage') of four sides each. The winner of each group will progress to the 'Finals Day' which will comprise two Semi-Finals and a Final. See 9.

4. Eligibility

- 4.1. All players shall be bona fide members of the club registered with the League.
- 4.2. Eligibility of all players must fall within one of the following categories:
 - An unlimited number of players registered under Category 1
 - A maximum of one player registered under Category 3
 - Category 2 players - contact the League Registration Officer at least 7 days prior to the match for confirmation.
- 4.3. A player under the age of 13 at midnight on 31st August in the year preceding the current season is not permitted to play in the Competition.
- 4.4. Any player under the age of 14 at midnight on 31st August in the year preceding the current season shall be eligible to play in the Competition provided the player has been selected for the County at U14 or above in the current season and has both sign off from an independent Level 2 coach and written parental consent to play in Open Age cricket. Such evidence shall be lodged with the Club's Safeguarding Officer prior to that player's registration with the League. The League may request evidence of compliance with these requirements.
- 4.5. No other players shall be eligible and any club that fields an ineligible player shall be disqualified.

5. Balls

- 5.1. All balls used in the Competition shall be those approved by the League (see inside back cover).
- 5.2. A new ball shall be used from the commencement of each innings.
- 5.3. Balls for the group matches and for Finals Day will be provided by the League.
- 5.4. The umpires are to be provided with at least two spare new balls (one for use in each innings if required) of the correct make and grade and a selection of suitable spare balls of varying ages and use prior to the start of the match. As soon as a ball is hit out of the playing area and not immediately found the umpire will obtain a replacement ball and continue with the match. The fielding side should not search for a lost ball.

6. Clothing

Players in all matches in the Competition shall wear coloured clothing.

7. Umpires

- 7.1. Umpires will be appointed by the League from the Umpires Panel for all matches.
- 7.2. All clubs must submit a report on the umpires for each match in the Competition.
- 7.3. Umpires appointed by the Panel shall be entitled to receive a fee to be agreed by the League Executive Committee. Fees will be paid by the League and clubs will be invoiced for the costs. On Finals Day the umpires will be paid by the League.

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 and who shall take no playing part in the match.

9. Fixtures

- 9.1. Dates and venues for the Group Stages and Finals Day (including reserve dates) will be advised by the League Executive Committee. The winners of the first two matches will contest match 3.
- 9.2. A side is not permitted to concede a match; any side that concedes a match may be denied entry into the Competition in the following season.

10. Team Sheets

Captains must pass team sheets to the umpires prior to the toss. Team sheets will contain names of players and, if applicable, identify all players aged under 20 so that all applicable ECB Regulations with respect to young players can be monitored.

11. Results

All results must be reported on the day of the match using the standard League Results Service. They should also be reported on Play Cricket within 48 hours of the end of the match.

12. Group Winners

- 12.1. The winners of the four groups referred to in 9.1 will play in the Semi-Finals on Finals Day.
- 12.2. For Finals Day the sides to contest the Semi-Finals will be drawn at random from the four group winners.

13. Discipline

Section 12 of the Premier League Playing Conditions, setting out sanctions for breaches of the League's Disciplinary Code, shall apply to this competition. For the avoidance of doubt a Level 3 offence shall carry a suspension of 4 overs.

14. Complaints

All complaints regarding this competition must be made to the organiser, Mark Shepherd, within 72 hours of the completion of the match. All queries should be directed to the organiser via e-mail: facilities@hertspremiercl.co.uk. The League Executive Committee's decision in these matters is final.

Playing Rules - Readers 20/20 Competition

1 Duration

- 1.1. One innings per side, each limited to a maximum of 20 overs.
- 1.2. In a match that has a delayed start or is interrupted each side must have faced (or had the opportunity to face) a minimum of 5 overs to constitute a match.

2 Hours of Play

- 2.1. The recommended start times where there are no interruptions shall be 10.00am, 1.15pm and 4.30pm, subject to a minimum of 30 minutes between the 2nd and 3rd matches. The Close of Play for the purpose of clause 4 shall be agreed between the captains and the umpires and shall not be later than 8pm. In the event of disagreement, the umpires' decision will be final.
- 2.2. The interval between innings shall be 10 minutes.

3 Over Rate

- 3.1. The fielding side must be in position to bowl the first ball of the 20th over within 75 minutes of playing time.
- 3.2. In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction area in 6.2 and 6.3 than would normally be the case in the Powerplay overs in progress at the time. All penalties in this regard will be imposed at the end of the over in progress when the scheduled or re-scheduled cessation time for the innings was exceeded. The full quota of overs will be completed.
- 3.3. In reduced over matches, the fielding side has a one over leeway in addition to any time that the umpires may allow for stoppages.
- 3.4. Umpires are instructed to apply a strict interpretation of time wasting by the batters (5 run penalties). Batters are expected to be ready for the start of a new over as soon as the bowler is ready to bowl.
- 3.5. Time may be added at the discretion of the umpires for any stoppage or delay in play. When the umpires agree that time is to be allowed for a stoppage, they shall inform the captain of the fielding side of the time to be allowed at an appropriate opportunity. For frequent moving of the sightscreens, the batting side shall assume responsibility unless other arrangements have been made.

4 Delayed Start and Interruptions

- 4.1. The objective of rearranging overs is to give the greatest opportunity for a match of equal overs. If, in the view of the umpires, taking into account the prevailing ground, weather and light conditions, it is considered 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. Any reduction in the number of overs shall be at the sole discretion of the umpires.
- 4.2. If there is a delayed start to, or interruptions occur in, either the first or second game, the umpires shall be responsible for determining if any overs are to be deducted, having regard for the available playing time for all matches scheduled for the day. If overs are to be reduced, the calculation shall be based on one over for every complete four minutes of playing time lost, with a view to making all remaining games scheduled of approximately equal length.

- 4.3. If only one match remains in the day: one over for every 4 minutes of the total time available for play up to the scheduled close of play, allowing 10 minutes for the Interval between innings. In any calculation of overs remaining, the number of overs to be received by the side batting second shall not exceed the number of overs available to the side batting first.
- 4.4. The DLS Method will be used to calculate the target score of the side batting second using the DLS regulations as provided by the League to every club. The umpires shall agree with the scorers and shall inform the captains of the target score before play is resumed. In the event of a miscalculation of the target score, the original score shall not be altered once the captains have been informed. The target score shall be displayed clearly on the scoreboard.

5 Timed Out

The incoming batter must be in a position to take guard, or for his/her 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 batter being dismissed Timed Out by the umpires. An appeal by the fielding side is not required.

6 Fielding Restrictions

- 6.1. Two semi-circles shall be drawn on the field of play. The semi-circles 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 fielding restriction area should be marked by '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.
- 6.2. For the first 6 overs of each innings, at the instant of delivery, no more than 2 fielders shall be permitted to be outside the restriction marking defined in 6.1.
- 6.3. After the first 6 overs of each innings, at the instant of delivery, no more than 5 fielders shall be permitted to be outside the field restriction marking.
- 6.4. Throughout the innings, at the instant of delivery, no more than five fielders shall be permitted to field on the leg side.
- 6.5. In the event of an infringement of any of the fielding restrictions specified in 6.2, 6.3 or 6.4, the umpire at the striker's end shall call and signal 'No Ball.'
- 6.6. If, in the opinion of either batter, the striker's end umpire fails to call and signal 'No Ball' when either these fielding restrictions or Law 28.4 (Limitation of On-side fielders) have been breached, then immediately the ball becomes dead, either batter may draw the matter to the attention of either umpire. If the striker's end umpire is able to verify the breach, he/she shall call and signal No Ball. If the striker's end umpire is unable to verify the breach, then he/she shall confirm that the events of the delivery shall be unchanged.
- 6.7. In circumstances when the number of overs of the batting team is reduced, the restrictions in 6.2 and 6.3 shall be reduced. In a reduced overs match, the number of overs with fielding restrictions, is as follows:
5-6 overs: 1 over restriction. 7-9: 2 overs. 10-13: 3 overs.
14-16: 4 overs. 17-19 overs: 5 overs

7 Overs Per Bowler

- 7.1. No bowler may bowl more than 4 overs. In a match with an innings of less than 20 overs, no bowler may bowl more than one fifth of the total overs available. Where the total overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.
- 7.2. If a reduction in overs results in one or more bowlers having exceeded the newly calculated maximum, then the umpires shall calculate the overs allowed for the remaining bowlers. If the interruption occurs mid-over and upon resumption that bowler has exceeded the new maximum allocation, that bowler shall be allowed to finish the incomplete over.
- 7.3. 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.
- 7.4. Where possible, the number of overs bowled by each individual bowler shall be indicated on the scoreboard, from the commencement of an innings.

8 No Ball

- 8.1 Underarm bowling is not permitted. If a bowler bowls a ball underarm the umpire shall call and signal 'No Ball' and follow the procedures in Law 21.3.
- 8.2 The delivery following a No Ball shall be a free hit for whichever batter is facing it. Note: this applies to all modes of No Ball except for the first short pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease. For clarity, such a delivery to be called a No Ball and considered the one short pitched delivery for the over.
- 8.3 If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball) then the next delivery will become a free hit for whichever batter is facing it.
- 8.4 For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for a free hit is called a Wide Ball.
- 8.5 Field changes are not permitted for free hit deliveries unless there is a change of striker, or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.
- 8.6 When the ball is dead and after signalling 'No Ball' to the scorers, the bowler's end umpire will call and signal a free hit by extending one arm straight upwards and moving it in a circular motion.
- 8.7 The free hit delivery counts as a ball in the over unless it in turn is a Wide Ball or a No ball.

9 The Bowling of Fast, Short Pitched Deliveries

Law 41.6.1 shall be replaced with: A bowler shall be limited to one fast, short pitched delivery per over. The umpire at the bowler's end will make it clear to both the bowler and the batters at the wicket when such a delivery within this limit is bowled. This ruling shall apply even though the striker has made contact with the ball with his/her bat, person or equipment. A short pitched delivery

is defined as one that passes or would have passed clearly over shoulder height of the striker standing upright at the crease. It is unfair if the limit is exceeded, and the umpire shall call and signal No Ball on each such occasion. In addition, the umpires will adopt the procedures of law 41.6.3 and 41.6.4.

10 Wide Ball

- 10.1 Umpires are instructed to apply a very strict and consistent interpretation regarding this Law to prevent negative bowling wide of the wicket.
- 10.2 A leg side wide shall be called if, irrespective of where the ball pitches, it passes outside the line of the striker and the leg stump, unless the striker moves as outlined below.
- 10.3 The interpretation to be followed for calling a wide when a switch hit or reverse sweep is played or the batter gets in a position to play the shot and then aborts it, is as follows:

From the moment the ball ceases to be dead, whenever a batter has changed their grip and/or their batting position as per Appendix A6.8 in the Laws (or feinted to do so) or has attempted a reverse sweep or switch hit, then they lose the tight definition of the leg side wide and the wide guidelines are employed on both sides of the wicket, not just the off side.
- 10.4 A ball that passes between the striker and the leg stump shall not be judged a wide.
- 10.5 An off side wide shall be called if, in the umpire's opinion, the delivery has passed between the 17-inch line and the return crease and the striker has not brought it within reach of a run-scoring stroke.

11 The Result

- 11.1 At the completion of an uninterrupted match, in which both sides have the opportunity to bat for the same number of overs:
 - (a) the side scoring the highest number of runs shall be the winners.
 - (b) if the scores are level, then the side that has lost fewest wickets shall be the winners.
 - (c) if both sides have lost the same number of wickets, then the side with the highest score at the end of the 6th completed over shall be the winners.
 - (d) if still equal, then at the end of the 5th, 4th, 3rd, 2nd, and 1st completed over.
 - (e) If still equal, then rule 12 shall apply.
- 11.2 If, after an interruption in play after the start of the match, the number of overs to be received by either side is reduced to a lesser number than allocated before the start, then a target score shall be set for the side batting second to achieve. This will be calculated using the League's DLS Method.
 - (a) If the target score is reached or exceeded, the side batting second shall be deemed to have won.
 - (b) If the par score is not reached, the side batting first shall be deemed to have won.
 - (c) If the par score is equalled, then rule 12 shall apply.Such result shall be reported as "A win under the DLS method."

12 Super Over

A 'Super Over' will be bowled by each side as follows:

- 12.1 Each captain will nominate three batters and one bowler.
- 12.2 The side that batted second in the match shall bat first in the Super Over and face one over of six legitimate balls bowled by the nominated bowler. The other side shall bat second and face one over of six legitimate balls bowled by the nominated bowler.
- 12.3 If either side loses two wickets in its over then its innings will end. The winner will be the side which scores most runs.
- 12.4 If the scores are equal, then there will be a second super over with different batters and bowlers nominated under 12.1, except that a batter who has not commenced their innings may be nominated again.
- 12.5 The sequence of 12.1 to 12.4 will continue with the side batting first alternating until a result is achieved.
- 12.6 Fielding restrictions under rule 6.3 and 6.4 shall apply.
- 12.7 The umpires will allow 10 minutes between the end of the match and the Super Over and a maximum of 10 minutes between each Super Over.

13 Bowl Out


- 13.1 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 (conforming to Law 8) from a wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases marked (conforming to Law 7).
- 13.2 The side which bowls down the wicket (as defined in Law 29.1) 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.
- 13.3 The following shall also apply in respect of bowl-outs:
 - (a) The same suitably acceptable ball (not new) will be used by both teams. If this ball becomes wet, it may be changed subject to the umpires' approval.
 - (b) 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.
 - (c) 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.
 - (d) Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.
- 13.4 In the event of a bowl out not being possible, the result will be determined by the toss of a coin with both captains and their representatives present.




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