



SPCU T20 CUP – 2023

COMPETITION RULES	
1	Title The title of the competition shall be the 3 Counties Cup.
2	The rules are effective in all matches in the Competition. Except as varied hereunder the Laws of Cricket shall apply.
3	Management The competition shall be managed by the SPCU Competitions Committee herein referred to as “the Committee”.
4	Entry Open to all Clubs within the NE Championship and any other Club as invited by SPCU Competitions Committee.
5	Competition Structure The structure will be agreed annually by the SPCU Competitions Committee and ratified by the SPCU Management Committee.
6	Player Eligibility <ul style="list-style-type: none"> - Players in the Competition must be eligible and registered to play SPCU League cricket in the current season. This includes registered Paid Players or Overseas Amateurs. - Each Club may register either their Paid Player or Overseas Amateur to play however, not both. Clubs may not alter this registration unless due to illness, injury or other exceptional reason and having sought approval from the Committee. - All players who qualify as Under 18’s are eligible to play. i.e. U18 on 1 September of the year previous. - Any player (except U18’s) who have appeared for an EPL side in more than 50% of that clubs League & Scottish Cup matches already played (& gained a result) shall be ineligible to play. - Any club that fields an ineligible player shall be disqualified. - If a player (including U18’s) has played for a team in the competition they will be ineligible to play for another team in that season.
7	Balls Each side shall provide one new or acceptable standard cricket ball for each match when balls are not provided by the SPCU. The balls shall be <u>Pink League balls</u> and shall be given to the umpires prior to the commencement of the match. Each side is responsible for having enough spare balls of equal standard. If the pink ball is lost during an innings then every effort should be made to play with a similar type of pink ball but red balls may also be used as a spare if needed.
8	Clothing Clubs are encouraged to wear coloured clothing during matches however this is not mandatory at this stage.
9	Umpires For matches before the Finals Day, umpires will be appointed by CSMOA. Each club is responsible for paying their share of the fees involved. For Finals Day the Committee will appoint umpires and bear the cost.



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10	<p>Fixtures</p> <p>All matches are to take place by target dates set by the Committee and as communicated with the Group Stage Draw. In the event of bad weather, Committee reserve the right to alter both dates and format.</p>
11	<p>Team Sheets</p> <p>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.</p>
12	<p>ECB Junior Player Rules</p> <p>Any player under the age of 18 playing in any SPCU Competition shall be bound by:</p> <ul style="list-style-type: none"> □ ECB Safety Guidance on the Wearing of Cricket Helmets by Young Players • ECB Fast Bowling Match Directives • ECB Guidelines for Junior Players in Open Age Cricket.
13.1	<p>Points Structure</p> <p>Teams receive two points for a win and one point for a tie or if the match is abandoned and cannot be replayed by target date..</p> <p>No points are awarded for a loss.</p> <p>Teams are ranked by total points, then net run rate from completed matches. Winning team per Group proceeds to Finals Day.</p>
13.2	<p>Results</p> <p>It is the responsibility of the HOME side on the published Draw to submit the result and full scorecard details to the Committee within 24 hours of the match being completed using Results Vault platform</p>
14	<p>Code of Conduct</p> <p>All players, team officials, club supporters and umpires shall be bound by the MCC Spirit of Cricket and the SPCU Code of Conduct.</p>

PLAYING CONDITIONS	
1	<p>Duration</p> <p>1 innings per side, each limited to a maximum of 20 overs and a minimum of 10 overs.</p>
2.1	<p>Hours of Play</p> <p>Match Timings have already been issued to participating Clubs. Both teams must have one player ready to conduct the toss no later than 15 minutes prior to the agreed start time. Failure to comply will result in the defaulting team losing the toss.</p>
2.2	<p>Teams to take no more than 1 hour 20 minutes to bowl 20 overs.</p>
2.3	<p>The mid-innings interval should be no longer than 10 minutes.</p>



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2.4	Any match which is abandoned before 10 overs of the second innings have been completed shall be regarded as No-Result abandonment unless it can be rearranged during the same week. Any match abandoned after 10 overs of the second innings have been completed shall be decided on the Duckworth/Lewis Method, as laid out in the instruction sheet provided as an Annex to these rules. If the result under the Duckworth/ Lewis method is a tie, the winner shall be the side with the higher score at the end of the 10th over and so on back to the end of the first over until a result is produced.
3	<p>Rearrangement of overs due to inclement weather</p> <p>The objective of rearranging overs is to give the greatest opportunity for a match of equal overs to avoid a no-result outcome.</p> <p>If in the view of the 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. Net Run Rate calculations will reflect the shortened game without any disadvantage to either side</p>
4.1	<p>Over Rate Penalty</p> <p>A 6 run penalty shall apply for each over not bowled in the required time, as determined by the umpires. Allowances for injuries, lost balls, etc. should be accounted for.</p>
4.2	All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 16 minutes playing time.
4.3	In reduced over matches the fielding side has a one over leeway in addition to any time that the umpires may allow for stoppages.
4.4	20 overs shall be the maximum bowled and the penalty runs are added to the final total.
4.5	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.
5.1	<p>Bowl Out – This wording is unlikely to arise during the Group Matches given that Net Run Rate is the means by which final placings will be decided where points are the same. But they are retained in Rules as they MAY apply on Finals Day as a last resort.</p> <p>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 overarm 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). The side, which bowls down the wicket (as defined in Law 29) 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.</p> <p>The following shall also apply in respect of bowl-outs:</p>
5.2	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.
5.3	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.
5.4	Five cricketers nominated to take part in the bowl-out must be chosen from the eleven cricketers.



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5.5	Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.
6	<p>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 90 seconds of the fall of the previous wicket. Any infringement of this rule shall result in the incoming batsman being declared out by the umpire(s)</p>
7.1	<p>Fielding Restrictions 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 (27.4 metres). The ends of each semicircle 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 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.</p>
7.2	At the instant of delivery, there may not be more than five fielders on the leg side.
7.3	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.
7.4	For the remaining overs of each innings only five fieldsmen are permitted to be outside the fielding circle at the instant of delivery.
7.5	<p>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.</p> <p>Total overs No. of overs for which fielding in innings restrictions in clauses above shall apply 5-6 overs = 1 7-9 overs = 2 10-13 overs = 3 14-16 overs = 4 17-19 overs = 5</p>
7.6	<p>For any infringement of 7.1, umpire must report this to the Committee. For any infringement of 7.2 – 7.4 the strikers end umpire will call and signal "no ball".</p>
8	<p>Overs per bowler No bowler may bowl more than 4 overs. An over abandoned for any cause is to be completed by another bowler from the same end. This broken over counts as one over to the batting side but as one complete over for each of the two (or more) bowlers involved</p>
9	<p>The Result In a completed match, the side with the higher total of runs will be the winner. Where the scores are level in a completed game the side having lost fewer wickets will be the winner. If each side has also lost the same number of wickets then the winner shall be the side having scored more runs at the completion of the 19th over and so on back to the end of the first over until a result is produced.</p>
10.1	<p>Law 25 – Wide Ball - Judging a Wide Rule 10 for the interpretation of a wide ball is to be applied and for which the crease must be marked as illustrated in the Annex to these rules.</p> <p>Umpires must adopt a strict approach to judging a wide delivery.</p>



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<p>10.2</p>	<p>Off-Side Wide per North East Championship</p> <p>If the ball passes outside the offside wide line as it crosses the bowling crease, then the Bowler's End Umpire will call and signal 'wide'. It does not matter if the batsman has moved across to cover the ball. Provided he makes no contact with the ball, such a delivery must be called 'wide'.</p>
<p>10.3</p>	<p>Leg-Side Wide per North East Championship</p> <p>If the ball is bowled down the leg side and behind the body of the striker, and the striker makes no contact with it, then the delivery will be interpreted as a form of negative bowling and the Bowler's End Umpire will call and signal 'wide'.</p> <p>There are two exceptions to this Rule:</p> <p>(i) It is not a wide when the batsman moves across to the off stump from his original stance and the ball just misses the leg stump. "Just misses" is to be interpreted as the width of a bat (approximately 4 inches).</p> <p>(ii) It is not a leg side wide, as defined in (e) (i) above, when the batsman plays or attempts to play or aborts playing a reverse sweep or switch hit.</p> <p>In these circumstances, the wide lines (see Appendix F) shall apply to both the off side and the leg side.</p> <p>For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a wide for the purposes of this Rule.</p>
<p>11.1</p>	<p>Law 21 – No Ball</p> <p>For the avoidance of doubt, any and all deliveries which, after pitching, pass or would have passed above head height of the striker standing upright at the crease, shall be called and signalled no-ball, as mandated in Law 21.10.</p>
<p>11.2</p>	<p>Free Hit after a No Ball</p> <p>The delivery following a no ball shall be a free hit for whichever batsman is facing it.</p> <p>Note: this applies to all modes of No ball.</p>
<p>11.2.1</p>	<p>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 shall become a free hit for whichever batsman is facing it.</p>
<p>11.2.2</p>	<p>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.</p>
<p>11.2.3</p>	<p>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.</p> <p>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.</p>
<p>11.2.4</p>	<p>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.</p>



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12	Amendments to Rules & Conditions These rules shall be capable of amendment, but only if sanctioned by the Management Committee.
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Crease Markings

Additional Crease Markings

As a guideline to the umpires for the calling of wides on the offside the crease markings, as detailed below, shall be marked at each end of the pitch.

It is recommended that such lines, especially on pitches lying east/west be marked in a dark colour, e.g. dark blue or black.



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