

## Caledonian Region Scottish Cup T20 – REGULATIONS

1. The competition shall be known as the Caledonian Region Scottish Cup T/20 and will cost £300 per team to enter.
2. Ties for the semi-finals and final shall be played at a venue and on a date determined by the Competition Management Group.
3. Professional cricketers **are eligible to play in the competition**. Overseas amateurs are allowed. Only one per club may play.
4. Matches will consist of one innings per side. Each innings shall be limited to 20 overs. Teams should make every effort to ensure that each innings is completed within 80 minutes. On the fall of a wicket, the incoming batsman **must** cross on the field with the dismissed batsman.
5. 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.
6. A bowler may bowl one short-pitched ball in each over, such a delivery being defined as having passed or would have passed above the shoulder of the striker standing upright at the crease. The umpire at the bowler's end shall advise the bowler and the batsman on strike when such a delivery has been bowled. If another short pitched ball is bowled in the same over, the umpire at the bowler's end shall call and signal "No Ball", and when the ball is dead, caution the bowler and inform his colleague, the captain of the fielding side and the batsmen. A second occurrence of this will result in a final warning and a third occurrence will result in the captain being instructed to take the bowler off forthwith and he will not be allowed to bowl again in the innings.

Any delivery above the head is deemed a wide and counts as the one short-pitched delivery permitted in the over.

In the event of a bowler bowling a high full-pitched delivery (above the shoulder for a slow delivery and above the waist for all others), the bowler's end umpire shall call and signal no ball and when the ball is dead, caution the bowler and issue a first and final warning. He will inform his colleague, the captain of the fielding side and the batsmen of what has occurred. A second instance of such a delivery by the same bowler in the innings will require the bowler to be taken off forthwith and he will not be allowed to bowl again in the innings.

7. Umpires are instructed to strictly apply the Law on wides in order to prevent consistent negative bowling wide of the wicket.

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 does not hit the ball, such a delivery must be called 'wide'.

If the ball passes outside the leg stump and behind the striker and the striker makes no contact with it, then the Bowler's End Umpire will call and signal 'wide'. The only exception to this would be if the striker makes a pronounced move to the offside and the ball just misses the leg stump.

8. For all matches 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 semicircles shall be 30 yards. The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery no more than 2 fielders may be outside the area described above during the first 6 overs. Thereafter, no more than 5 fielders may be outside the area described. If this restriction is breached, the square leg umpire shall call and signal no-ball.

At the instant of delivery no more than 5 fielders are permitted on the leg side. If this restriction is breached, the square leg umpire shall call and signal no-ball.

9. **Free Hit**

In addition to the above, the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. 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 batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply to a no ball, even if the delivery for the free hit is called wide ball.

Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of Clause 8 above will still apply).

For the avoidance of doubt, all no balls will result in a free hit.

10. Where a match is in progress, clubs are strongly encouraged to continue play in less than ideal conditions. However, no play may take place in conditions which, in the opinion of the umpires, present an obvious and foreseeable risk to the safety of any player.
11. Any match which is abandoned before 10 overs of the second innings have been completed shall be replayed from the start. 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.
12. 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.

13a. **Points & League Position**

Win = 2 points    Tie = 1 point    Loss / No Result = 0 points    Concession = -2 points

The ranking will be based on:

- ❖ The team with most points will be placed higher in the ranking
- ❖ If equal on points, the team with most wins will be placed higher
- ❖ If equal on points and wins, the team with a higher NRR will be placed higher
- ❖ If still equal, the team with most runs scored

- 13b. The team's standings are calculated based on the net run rate.  
$$\text{NRR} = \left[ \frac{\text{Total runs scored}}{\text{Total overs faced}} \right] - \left[ \frac{\text{Total runs conceded}}{\text{total overs bowled}} \right]$$

If a team is bowled out before the allotted number of overs, full quota of overs is used.  
If a match is abandoned as a No Result, none of the runs scored or overs bowled count towards this calculation.  
If a match has revised targets, then, the revised numbers are used for NRR calculation.

- 13b. The winners of the three groups will proceed to the Semi Finals. The team across all groups with the highest NRR will secure the fourth semi-final position. If two teams are equal on NRR the team who was scored the most runs will proceed.
14. A reserve date should be arranged for each match to be used in the event of a cancellation & within the period of the cut-off date. If the match is cancelled on the reserve date, then no points will be awarded to either team.
15. For all matches clubs should use Dukes Pink Balls which the CMG will provide.
15. For all matches clubs are encouraged to wear coloured clothing however this is not mandatory.

16. Clubs must agree dates for matches to be played in line with the cut off dates provided within the draw schedule. Dates must then be advised to the CMG.
17. Matches in all rounds must be umpired by two neutral umpires. Umpires will be appointed & paid for at the discretion of the CMG and with the assistance of CSMOA.
18. Match results should be tweeted by 10pm on the evening of the game. Thereafter a short score listing should be forwarded to Ian Chisholm within 24 hours of each match. The CS Digital Platform may be used, if available.
19. The control and management of the competition shall be vested solely the CMG whose decision in all matters relating to the competition, including these Rules and Regulations, shall be final.

### **Competition Management Group**

Chair – Willie Ferguson plus,

- Ian Chisholm (Arbroath United / SPCU Statistician)
- Peter Drummond (Meigle)
- Jamie King (Stoneywood Dyce)
- Ryan Milne (Neutral)
- & Iain Stewart (Meigle)



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Latest revision marked in red.

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## OPERATION OF DUCKWORTH-LEWIS

- a. It is the Home Club's responsibility to provide a PC, laptop or tablet with the DLS software – as supplied by Cricket Scotland - installed and a printer attached. It must also have one person, who does not necessarily need to be the scorer, available to operate the software and produce the necessary documentation. That person must be conversant with the software and capable of using it.
- b. Point (a) is mandatory for teams participating in the EPL. Teams participating in SPCU are actively encouraged to use the DLS software, but may use a suitable app. It is recommended that one of the following apps are used:
- c. <https://itunes.apple.com/us/app/duckworth-lewis-calculator/id525417125?mt=8>
- d. or
- e. <https://play.google.com/store/apps/details?id=uk.co.rfear.android.dlcalc&hl=en&rdid=uk.co.rfear.android.dlcalc&pli=1>.
- f. (Please note that when using an app, Umpires and both Captains must agree what app is to be used).
- g. During the 1st innings, the umpires will record the details of any interruption, i.e. the number of overs and balls bowled and the score and wickets lost, and these must be confirmed with the scorers. They will also record the number of overs per side that have been lost as a result of the interruption.
- h. At the end of the 1st innings, the above details of all interruptions, together with the final score (confirmed with the scorers) will be passed to the DLS operator. In the event of there being no interruptions, only the final score will be passed to the operator.
- i. The DLS operator will enter this information into the software, produce 4 copies of the over-by-over printout and distribute one copy each to the Home Captain, the Visiting Captain, the Scorers and the Umpires.
- j. During the 2nd innings, should there be an interruption in play; the umpires will record the details, as described above. When it has been decided to restart play, the umpires will determine the number of overs that have been lost as a result and they will then pass all these details to the DLS operator who will enter the information and produce and distribute the revised 4 copies of the over-by-over printout, as before.
- k. This process will be repeated for any further interruptions to the 2nd innings.
- l. Where a DLS revised target has been set, then the scoreboard should show the score that the team batting second has to beat in order to win the match. If there is no specific space for this figure, then it should replace the total that the first team achieved.
- m. From the start of the 11th over onwards, the scoreboard should display at the beginning of each over, the DLS par score relating to the end of that over. This score should also be updated on the fall of each wicket.
- n. If penalty runs are awarded to the fielding side in the 2nd innings for breaches of Law 41 or 42, then 5 runs must be added to the target score and all par scores.
- o. In the case of a computer malfunction, then it will be necessary to revert to the paper-based edition but this must only be used as a last resort. Once the paper-based version is brought into use, it must continue to be used for the remainder of the match, even if the computer problem is resolved.
- p. The report submitted by the Umpires for each match will confirm the availability of suitable computer equipment at the match and will also indicate if the paper-based version had to be brought into use.