

North West Cricket League

T20 Cup Rules

1. Clubs split into 4 Groups of 6 on a geographical basis of 2 Northern Groups and 2 Southern Groups.
2. Clubs play other teams in their group once.
3. Top 2 in each group to go through to the quarter finals.
4. The top team in each group a home draw in the quarter finals.
5. The Semi-Finals and Final will take place on a designated Finals Day and a draw will take place between the 4 Semi-Finalists to determine the host club. As in other cup competitions, gate moneys and efforts in semi-finals and finals should be shared, in accordance with League Cup Rules.
6. All clubs taking part may enter one team.
7. All players must be registered by the club with The NWCL in the current season and must not have played in any other Saturday League in the current season.
8. The Club's Professional is eligible to play, and subject to League Rules a substitute professional may be used.
9. Group positions will be decided on:
 - a. 1) Points
 - b. 2) Result of Head to Head Match
 - c. 3) Play-Cricket Run Rate

MATCH RULES

1. Fixtures cannot be rearranged.
2. Two points for a win, One for a No Result.
3. In a tied game the winner will be:
 - a. The team losing least wickets.
 - b. If the number of wickets lost is equal then the highest number of runs scored in the last 10 overs (then 5 overs, then 1 over).
4. Fixtures to be completed on the agreed date and, apart from the Finals Day, shall start at 6.15 p.m. and, except to finish the over in progress, each innings will be completed in 75 mins.
5. Any team not bowling their overs in the allotted time will incur a 10 run penalty for each full over not completed.
6. Umpires:
 - a. League Umpires will be provided and each team will be responsible for paying one Umpire.
7. Number of overs:
 - a. Matches normally shall be of 20 overs per side
 - b. By agreement teams may play a reduced number of overs.
 - c. If the start is delayed or time is lost due to weather, ground conditions or injury to any player or official in the first innings, one over is deducted from each side for every full 7.5 minutes lost.
8. In the second innings in the above circumstances, one over is deducted for each full 3.75 minutes lost.
9. The minimum number of overs per side to constitute a result is 10 overs, unless a result has already been achieved.
10. The target score to be recalculated as per [Play-Cricket](#) League rules, subject to the minimum ten over rule.
11. **Fielding circle and number of fielders on the leg side:**

- a. There will be a 25 yard fielding circle, with four players plus the bowler and wicket keeper within the circle at the instant of delivery and no more than 5 fielders on the leg side at any one time, otherwise a No Ball will be called.

12. Power Play:

- a. The first SIX overs for the batting side will be a Power Play. TWO fielders maximum outside the 25 yard circle during this period and no more than 5 fielders on the leg side at any one time, otherwise a No Ball will be called.(Subject to pro rata reduction in reduced over matches/innings.)

13. Balls:

- a. Teams will bat their own balls which will be in accordance with Rule 10 (24) (a) of League Rules. Pink balls will be used.

14. Incoming Batsman

- a) At the fall of a wicket the incoming batsman will have one and a half minutes from the fall of the wicket to reach the crease and take guard, if failing to do so they may, upon a appeal by the bowling side, be dismissed by being 'timed out'.

12. National Representation

The NWCL nomination as their representative in the ECB National 20/20 Competition will be the winners of that seasons League 20/20 Competition.

If for any reason our 20/20 winners are unable to represent the League or that the League 20/20 Competition has not been completed in time for a winner to be identified, the League Executive will decide upon our nomination for that season.

Bowlers Overs

- a. Bowlers are restricted to a maximum of 4 overs.
- b. In a shortened game, bowlers are allowed one fifth of the total, with the remainder shared; e.g., 17 overs 3, 3, 3, 4, 4.
- c. No Balls and Wides:
- d. A line, 17" inside the return crease, at both ends, is to be marked in order to assist and to give Umpires' consistency of judgement of the off-side wide ball.
- e. Any delivery, not being a no-ball, passing outside of this line on reaching the striker, who not having moved towards the ball, will be called and signalled as Wide Ball.
- f. Any ball that passes the outside of the batsman's pads on the legside and the outside of the leg stump shall be called a wide.
- g. Any ball passing over shoulder height will be a no ball.
- h. All No Balls will result in a Free Hit, no changes in the fielding positions allowed other than if the batsman change ends. Fielders within the fielding circle allowed to move back to the edge of that circle.
- i. Clothing:
 - a. Teams will be allowed to wear coloured clothing provided each member of the team wears the same kit. In no circumstances will players be allowed to play in shorts. Batsman and Wicketkeepers will wear white pads only.

Fixtures and Results Information:

- a. Refer to League Rule 12.
- b. Fixtures will be posted on the Play-cricket website, and score sheets must be completed.

- c. Prior to matches each club enters its team and it is the home team's responsibility to enter the score sheet.
- d. Visiting team must check score sheet to ensure correct entry.
- e. The League Executive Committee will be allowed to alter the 20/20 Rules to accommodate the number of entries.