

The McKinley White Twenty20 Cup 2012

Competition Structure & Playing Conditions

Structure

The competition will be a knock out cup to be concluded by a finals day on which both semi finals and the final will be played (details below).

Entry

Entry is free of charge and open to any cricket club in the area. Teams representing commercial organisations will not be permitted.

Player Qualification

Any *bone fide* member of the entered club will be permitted to play with no restriction on overseas/non EU qualified players. No player may receive financial reward for participating in the competition. ***n.b. If a player is registered to play for a Devon League club other than that entered in the competition he is to be considered ineligible, irrespective of any previous or ongoing association with the entered club.***

Playing Conditions

The MCC rules of cricket and spirit of cricket will apply with the following competition rules in addition: -

- a) Matches may be played on any day of the week agreeable to both teams but it is assumed that midweek evening matches will be the norm. These must commence by 6.15pm. Back up dates should be made available, prior to the cut off date for each round. A finals day will complete the event (see below for further details).
- b) Matches will comprise of 20 six-ball overs. In the event of rain interfering before or during play, the captains and umpires between them will apply a 'common sense' approach to reducing overs, but only in the 1st innings.
- c) No player will be permitted to bowl more than 4 overs.
- d) The outgoing and incoming batsman must cross on the field of play.
- e) Fielding restrictions will apply. See below for full restrictions.
- f) A Power Play will apply to the first 6 overs. See below for full details.
- g) A very strict and consistent interpretation of the wide law will apply with no leniency towards leg side bowling.
- h) A front foot no ball will result in a 'Free Hit' to be signalled by the umpire in the approved manner. A batsman cannot be bowled, caught, stumped or dismissed LBW off the 'Free Hit'. The fielding captain is not permitted to adjust the field prior to the 'Free Hit' if the same batsman is on strike.
- i) The team scoring the highest number of runs shall be deemed the winners. In the event of a tie a 'Super Over' will be played. See below for rules.

Fielding Restrictions & Power Play

An area bounded by two semi-circles centred on each middle stump with a radius of 30 yards and joined by a parallel line on either side of the pitch will be the 'Fielding Circle'. This is to be marked by painted white dots at 5 yard intervals (ideally to be covered with a white plastic disk).

During the first 6 overs of the innings, only two fielders may be outside the fielding circle at the instant of delivery. In addition, two fielders must be stationary in 'catching positions' no further than 15 yards from the striker.

After the initial Power Play overs, only 5 fielders in addition to the bowler and wicket-keeper may be outside this 'circle' at the instant of delivery. No more than 5 fielders are allowed on the leg-side at any point.

Super Over

- 1) Each team will nominate three batsmen and one bowler.
- 2) The team batting 2nd will now bat 1st in the Super Over.
- 3) If either of the opening batsmen get out within the over, then the no 3 will get to bat.
- 5) If a 2nd wicket also falls before the over is completed, then the team is declared all out
- 6) Field restrictions will be as used in the non Power Play overs.
- 7) In the event of a tie after the Super Over, the team scoring the most sixes during the Super Over will be considered the winner.
- 8) Should both sides score the same number of sixes the team with the most 4's will be considered the winner.
- 9) If parity still exists, a coin toss will decide the winner.

Clothing

Genuine cricket clothing must be worn, however a team may opt to use coloured clothing but must use white pads and gloves as a traditional cricket ball will be used.

Balls

In the qualifying rounds a new ball must be used at the start of both innings unless prior agreement is made between the captains. Each team must provide a new ball. A sufficient number of acceptable quality spare balls must also be provided by the home club. The host club will provide all balls for the finals day.

Umpires & Scorers

Each club must supply an umpire and scorer for their matches prior to the finals day.

The organising committee will provide the umpires for the finals day and cover the costs incurred. Each club will each be required to provide a scorer for their matches at the finals day.

Scoreboard

The scoreboard is to be updated on a ball-by-ball basis and it is preferred that the passage of overs be indicated by a reducing number.

Result Sheet

A result sheet is to be completed by the winning team and returned to gjw@mckinleywhite.com no later 48 hours after the match being completed. Result sheets may also be posted to McKinley White, Ground Floor, 98 Pennsylvania Road, Exeter, EX4 6DQ, but an email is greatly preferred for ease of administration.

Non Turf Pitches

Matches may be played on non turf pitches; however on arranging a fixture the home club must state their intention to use such a pitch to allow the visiting team to bring appropriate footwear. The finals day matches will be played on a grass wicket.

Finals Day

The finals day will be held on **Sunday 8th July 2012 at The County Ground, Exeter**. All matches will be played on grass wickets. The 1st semi-final will commence at 11am.

The draw for the semi finals will be made by the organising committee in advance of the finals day and the schedule advised to the clubs involved in advance. There will therefore be no need for all four clubs to be present prior to the 11am start of the first semi final.