**ECB Vitality Club T20 Competition Rules 2021 and LDCC T20 Competition Rules 2021 with appropriate reference to L&DCC local rules 2020**

**1 Title**

The title of the competition shall be the ECB Vitality Club T20.

**2** The full set of rules is available on the L&DCC website and it is recommended that the full set be available at any L&DCC match.

**3 Management**

Please refer to **Generic Rule 1:**

3.1 The control of the Competition shall be undertaken by the Development Pathway Sub-Group and all decisions relating to these rules or to matches played in the Competition shall be final and binding on all concerned.

3.2 The ECB and Development Pathway Sub-Group may delegate any of their powers and duties.

3.3 Where these rules refer to Area and Regional finals they shall apply equally to all L&DCC matches,

**4 Entry**

4.1 Open to all clubs which qualify from ECB Premier League T20 competitions or otherwise invited by ECB Competitions Teams

4.2 All L&DCC Premier Division clubs must enter this competition.

Please also refer to **Generic Rule 2.3:**

**5 Competition Structure**

Each League will hold its own competition open only to clubs affiliated to it, the winner shall progress on to a National Knockout, the draw for which the ECB will be responsible.

**6 Eligibility**

 Please refer to **Generic Rule 3.6**.

Any club that fields an ineligible player shall be disqualified. If a cricketer has played for a team in their own local competition, except for a County Cricket Academy, that cricketer will be ineligible to play for another team in that season.

**ECB Competitions 2021: Player Eligibility Criteria, extract from Generic Rule 3 2021:**

For the purposes of this Rule 3.6, an “ECB Club Cup Competition” shall mean each of the men’s club competitions known, for the purposes of the 2020 season, as the Royal London Club Championship, the Vitality Club T20 and the ECB Indoor National Club Championship.

3.6.1 A cricketer shall only be eligible to play for a club in an ECB Club Cup Competition if the club is a member of an ECB-recognised league (a “League”) and the cricketer is a bona-fide, fully paid-up member of that club who is also eligible to play for that club under the rules of that League.

3.6.2 A cricketer shall only be eligible to play in an ECB Club Cup Competition for one club in any one season.

3.6.3 A cricketer who is registered for an ECB Premier League club shall only be eligible to play for that club in any ECB Club Cup Competition match.

3.6.4 A club shall be subject to the following rules regarding cricketers who are registered and contracted to a First Class County Club (a “FCC Cricketer”) in respect of any given ECB Club Cup Competition match:

3.6.4.1 It may play any FCC Cricketer who is both under the age of 21 as at 30 September in the calendar year preceding the season in question and has not played for their FCC during the current season in any of the County Championship, One-Day Cup or T20 Blast; and

3.6.4.2 It may play no more than one other FCC Cricketer provided that the FCC Cricketer in question has played at least two League matches for that club during the current season or has played at least two League matches during the immediate previous season in the event that the ECB Club Cup Competition match in which they intend to play commences prior to the start of the League season.

3.6.5 Any player who has represented the men’s team of any ICC Full Member country in the 12 month period up to and including 31 March of the current season will not be permitted to play in any ECB Club Cup Competition match in the current season.

3.6.6 A club shall play no more than one Category 3 player who is registered for that club by their League (an “Overseas Player”) per ECB Club Cup Competition match.

3.6.7 Where no club Overseas Player is available to play for that club in an ECB Club Cup Competition match, that club shall not be permitted to register and play a new replacement Overseas Player in that match.

3.6.8 There shall be no limit on the number of Category 1 qualified cricketers (3.6.8.1) which a club is permitted to play in an ECB Club Cup Competition match, for which purposes:

3.6.8.1 A cricketer is Category 1 qualified if: (i) they are a British citizen and were born in England or Wales; or (ii) they have been resident in England and Wales since 1 April 2020 for a minimum of 210 days between 1 April 2020 and 31 March 2021.

3.6.8.2 Any player who has played in any overseas cricket league as a ‘home’, ‘local’ or ‘non-overseas’ player in that overseas league in the 12 month period up to and including 31 March 2021 will not be permitted to play as a Category 1 player in any ECB Club Cup Competition match in the current season.

3.6.9 The relevant League and/or the ECB may, for the purposes of establishing compliance with this Rule 3.6, ask clubs to produce evidence of their players’ eligibility for the purposes of the enforcement of this Rule 3.6, including (but not limited to) through the production of players’ passports, bank statements and utility bills.

Please also refer to **Generic Rules 3.1 to 3.3.** See L&DCC website version of these rules.

**7 Balls**

7.1 For each match from the Area Finals onwards ECB will supply pink **Tiflex Oxbridge Magna** balls to the host club.

7.2 The use of the pink Tiflex Oxbridge Magna ball is mandatory in the semi Finals and Final of the L&DCC T20 Competition rounds. The balls will be provided by L&DCC.

7.3 The use of the pink Tiflex Oxbridge Magna ball is also permitted in the earlier L&DCC local T20 Competition rounds subject always to both teams using them. Each club will provide its own ball. Should a pink ball be lost during a match and there is no suitable pink spare available, a red ball of appropriate quality may be substituted.

Please also refer to **Generic Rule 4:**

**8 Clothing**

Players in all matches in the Competition will wear clothing and equipment in accordance with ECB guidelines. Clothing in all rounds can be either white or coloured, however there is a preference for coloured clothing where possible.

**9 Umpires**

9.1 Until L&DCC Finals Day umpires are to be arranged locally by the host club but must be full members of ECB Association of Cricket Officials.

9.2 Three umpires will be provided by MCUA for L&DCC Finals Day. Each umpire will officiate in two matches, fixtures decided by drawing lots. L&DCC will pay the match day fees at the normal rate.

9.3 From national stages onwards appointments will be made by the local ECB Regional Appointments Coordinator. Appointed umpires will be full members of ECB Association of Cricket Officials and have current DBS clearance. ECB shall be responsible for payment for all matches from the Area Finals/First Round onwards.

 All clubs must submit a report on the umpires for each match they play in the Competition. This must either be entered online via the ‘Who’s the Umpire’ appointments system.

**10 Scorers**

Please refer to **Generic Rule 6:**

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. The use of live electronic scoring is strongly encouraged for all matches.

**11 Fixtures**

11.1 All matches are scheduled to take place on the dates prescribed in the table below. A reserve date one week later is available except for the National Finals Day

League Final before Sunday 25 July 2021

Area Finals Day Sunday 1 August 2021 (Reserve Date 8 Aug 2021)

Regional Final Sunday 15 August 2021 (Reserve Date 22 Aug 2021

National Finals Day TBC (No reserve date)

11.2 Matches can only be played on an alternative date if changed by mutual agreement of the clubs and the ECB and must be within the time-scale for the Regional Rounds. Any rearrangement must be with the agreement of the ECB Competitions Department beforehand.

11.3 Matches where no result can be achieved on the scheduled date can be re-arranged to be played by the closing date for that Round.

11.4 In the event of no decision being reached in the match because of inclement weather, inability to re-arrange a fixture before the deadline date, or for another reason, then in the last resort, the decision shall be made by the toss of a coin between the two captains when both captains are present. In the event of the captains not being able to be present, the tossing of the coin shall be referred to the ECB Competitions Department. It is suggested that rather than the tossing of a coin, Clubs should play a match for even a small number of overs, wherever possible, according to the time still available.

**12 Team Sheets**

Please refer to **Generic Rule 8:**

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.

**13 Results**

 **Please** refer to **Generic Rule 10:**

Results It is the responsibility of the WINNING side to enter the result and full scorecard details onto the appropriate site on Play-Cricket.com within 24 hours of the match being completed and preferably on the same day of the match being completed. The losing side should confirm that the summary result has been correctly entered. Both sides must ensure that their squad details have been entered into Play-Cricket prior to each match they play. Any matches postponed or rearranged should be updated on Play-Cricket as soon as possible.

In LDCC matches, it is the responsibility of the HOME team to enter the result and full scorecard details onto the appropriate site on play-cricket.com within 24 hours of the match being completed. The AWAY team should confirm that the summary result has been correctly entered within the next 24 hours. Both teams must ensure that their squad details have been entered into play-cricket.com prior to each match they play.  **Other reporting requirements shall be generally in accordance with Section 10 in L&DCC Playing Regulations, ie MRFs and team sheets to ARSec within 96 hours of the match completion.**

**14 Helmets and/or Faceguards** Please refer to **Generic Rule 9:**

Any player under the age of 18 playing in any ECB Competition shall be bound by the ECB Directive.

Guidance on the use of helmets and/or faceguards is now included in this Handbook on page 76.

**15 Code of Conduct -** Please refer to **Generic Rule 11:**

All players, team officials, club supporters and umpires shall be bound by the MCC Spirit of Cricket and the ECB Code of Conduct

**Playing Conditions**

**The Laws of Cricket shall apply with the following exceptions.**

**1 Duration**

1 innings per team, each limited to a maximum of 20 overs.

**2 Hours of Play**

2.1 Start times, close of play and additional time are to be agreed by teams or directed by the competition organiser.

2.2 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 15 minutes playing time. The interval between innings should be no longer than 15 minutes.

2.3 In the event of an interruption or delay during the 1st innings, the calculation of the number of overs to be bowled shall be based upon one over for every 3 minutes 45 seconds in the total time available for play up to the scheduled close of play. In the 2nd innings of the match, overs shall be reduced at a rate of one over for every full 3 minutes 45 seconds lost, unless the 1st innings has finished early or the 2nd innings started early, in which case no overs are lost until the time that has been gained is subsequently lost.

**3 Rearrangement of overs due to inclement weather**

The objective of rearranging overs is to give the greatest opportunity for a match of equal overs without reverting to a bowl out. If in the view of the ECB Organiser - 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 and ECB Organiser.

4 **Over rate penalties**

4.1 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 15 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, one fewer fielder shall be permitted outside the fielding restriction area in 5.1, 5.2 & 5.3 than would normally be the case in the over(s) in progress at the time. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

4.2 The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpire at the bowler’s end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over’s leeway. For the avoidance of doubt, one overs leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

4.3 If the innings is terminated before the scheduled or re-scheduled cut off-time, no over rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. Over-rate penalties apply only to innings of 10 overs or more duration unless a penalty has been applied before 10 overs have been bowled. In innings of less than 10 overs duration, Umpires shall apply the penalty run Laws for time wasting especially strictly.

4.4 Umpires are instructed to apply a strict interpretation of time wasting by the batsman (5 run penalties) specifically; batters are expected to be ready for the start of a new over as soon as the bowler is ready.

**5 Fielding restrictions**

Please also refer to **Generic Playing Condition 5**

4.1 For the first 6 overs of each innings only two fielders are permitted to be outside the fielding circle at the instant of delivery. For the remaining overs of each innings only five fielders are permitted to be outside the field restriction marking at the instant of delivery.

4.2 The fielding circle is made up of 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 semi-circle 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.

4.3 At the instant of delivery, there may not be more than five fielders on the leg side.

4.4 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.

Number of overs for which fielding restrictions in 4.3 and 4.5 above will apply:

**Total overs No. of overs for which fielding restrictions apply.**

5-6 1

7-9 2

10-13 3

14-16 4

17-19 5

**6 Overs per bowler**

Please refer to **Generic Playing Condition 6:**

6.1 No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. However, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (4 as opposed to 3) and so any other bowlers are limited to 2 overs.

6.2 for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs. In these circumstances, the one-fifth limit does not apply.

6.3 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.

6.4 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.

6.5 The allocation of overs per bowler will not be reduced as a result of the deduction of any penalty overs.

**7 The Result**

7.1 When there is no interruption after play has commenced and when both teams have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. In the event of the scores being tied, the following shall apply:

7.1.1 If tied at the completion of a match, the team that has lost fewer wickets shall be adjudged the winner.

7.1.2 If this gives no result, then the team with the higher score at the end of 6th completed over shall be adjudged the winner.

7.1.3 If still equal, the team with the higher score at the end of 5th, 4th, 3rd, 2nd and 1st completed over shall be adjudged the winner.

7.1.4 If still equal, a Super Over (see below) should be used to determine the winner.

7.2 For all matches if, due to the suspension of play after the start of the match, the number of overs the innings of either team has to be revised to a lesser number than that originally allocated (minimum 5 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised method being calculated by the Duckworth/Lewis method (version of DL shall be prescribed by the competition organiser. If no agreement, Play-Cricket Scorer/PCS Pro should be used). A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled then the scores are tied.

7.3 For all matches, if a match is abandoned before it had been played to a conclusion and before the team batting second has received its allocated number of overs (providing that it has received not less than 5 overs), the result shall be decided by the Duckworth/Lewis method.

7.4 For the League Final, in the event of the team in the 1st innings batting for longer than the team in the 2nd innings the target score shall be decided by average run rate based on the number of legitimate balls faced.

7.5 For Area, Regional and National Finals, if, due to the suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allocated (minimum 5 overs), then a revises target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised method being calculated by the Duckworth/Lewis method. A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled then the scores are tied.

7.8 For Area, Regional and National Finals, if a match is abandoned before it had been played to a conclusion and before the team batting second has received its allocated number of overs (providing that it has receive not less than 5 overs), the result shall be decided by the Duckworth/Lewis method.

7.9 In the event of the scores being tied in a match when the Duckworth/Lewis method has been used, no account shall be taken of wickets lost and a Super Over shall be used to find a winner.

**8 Super Over**

8.1 The teams shall compete in a Super Over to determine the winner. The following procedure will apply should the provision for a Super Over be adopted in any match.

8.2 Subject to weather conditions the Super Over will take place at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.

8.3 The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority.

8.4 The umpires shall stand at the same end as that in which they finished the match.

8.5 In both innings of the Super Over, the fielding side shall choose from which end to bowl.

8.6 Only nominated players in the main match may participate in the Super Over. Should any player (including the batters and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.

8.7 Any penalty time being served in the main match shall be carried forward to the Super Over.

8.8 Each team’s over is played with the same fielding restrictions as apply for a non-Field Restriction Over in a normal match.

8.9 The team batting second in the match will bat first in the Super Over.

8.10 The Umpires shall select a ball from the box of spare balls which shall be used for both overs of the Super Over. The ball to be used shall not be a new ball.

8.11 The loss of two wickets in the over ends the team’s one over innings.

8.12 In the event of the teams having the same score after the Super Over has been completed, the team whose batters hit the greatest number of boundaries in the Super Over shall be the winner.

8.13 If still equal, a count-back from the final ball of the Super Over. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

Example:

|  |  |  |
| --- | --- | --- |
| Runs scored from | Team 1 | Team 2 |
| Ball 6 | 1 | 1 |
| Ball 5 | 4 | 4 |
| Ball 4 | 2 | 1 |
| Ball | 6 | 2 |
| Ball 2 | 0 | 1 |
| Ball 1 | 2 | 6 |

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

8.14 If still equal, then another Super Over shall be played.

**9 Wide Ball - Judging a Wide**

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. For guidance purposes, in adult cricket a legside wide shall be called if, irrespective of where the ball pitches, it passes outside the line of the batsman and the leg stump, despite his movement.

**10 No Ball**

10.1 Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:

10.1.1 Regardless of how wide of the striker a delivery is, there shall be no more than one delivery per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.

10.1.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batsmen at the wicket when a delivery within the limit in 10.1.1 has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

10.1.3 A different signal shall be used to signify a fast short pitched “No Ball”. The Umpire shall call and signal “No Ball” then raise the other arm across the chest. If the bowler exceeds his limit of short pitched deliveries in an over not only must the Umpire call “No Ball” but he must invoke the procedures of Law 41.6.3 in regard to cautioning the bowler. If a bowler is “No Balled” a second time in the innings for the same offence the Umpire is to invoke Law 41.6.4 and the bowler shall be removed forthwith and shall not be allowed to bowl again in that innings.

Note: For the avoidance of doubt the warnings detailed in Laws 41.6.1, 41.6.2 and those above in 10.1.1 and 10.1.2 are cumulative.

10.2 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply.

**10.3 Free Hit after a No Ball**

10.3.1 The delivery following a no ball shall be a free hit for whichever batsman is facing it. Note: this applies to all modes of No ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease.

10.3.2 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.

10.3.3 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.

10.3.4 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.

10.3.5 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.

**Items not included but were in the original document**

**5 Bowl Out**

In the L&DCC League T20 matches the Bowl Out rules given in Clause 8.3 of the L&DCC KO Regulations will apply.

**Generic Playing Condition 6**

**6 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 1 minute 30 seconds of the fall of the previous wicket. Any infringement of this rule shall result in the incoming batsman being declared out by the umpires.