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

**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:**

1.1 The control of the Competition shall be undertaken by the ECB Recreational Cricket Group (RCG) and all decisions relating to these rules or to matches played in the Competition shall be final and binding on all concerned.

1.2 The ECB and RCG may delegate any of their powers and duties.

1.3 Where these rules refer to Area and Regional finals they shall apply equally to all L&DCC matches, e.g. clauses 10.2, 10.3 and 10.4.

**4 Entry**

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

4.2 All L&DCC Premier Division clubs must enter both these ECB T20 competitions. Clubs in Wales may choose to enter the North Wales ECB U19s T20 Competition instead.. Clubs in Cheshire may choose to enter the Cheshire ECB U19s T20 instead.

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**

Any club that fields an ineligible player shall be disqualified.

If a cricketer has played for a club in their own local competition, except for a County Cricket Academy, that cricketer will be ineligible to play for another club in that season.

**ECB Competitions 2022: Player Eligibility Criteria, extract from Generic Rule 3 2022:**

“3.6 ECB Club Cup Competitions Eligibility Rules

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 and the Vitality Club T20.

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 (as that term is defined in the relevant ECB guidance) who is registered for that club by their League (an “Overseas Player”) per ECB Club Cup Competition match.

3.6.7 When none of a club’s Overseas Players are 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 (as defined below) 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 for the immediately preceding three consecutive years (each year being the 12-month period from 1 April to 31 March), specifically by having spent a minimum of 210 days in each such year in England and Wales.

3.6.8.2 For the 2020 season only, any cricketer who would have previously been registered as a Category 3e player (under the old ECB Rule 3.6.7.2 which applied for the 2018 season) but does not meet the “three consecutive years” residency requirement under Rule 3.6.8.1(ii) above, will also be permitted to play as a Category 1 player in ECB Club Cup Competition matches.

3.6.8.3 Any Category 1 player who subsequently plays in any overseas cricket league as a ‘home’, ‘local’ or ‘non-overseas’ player in that overseas league shall immediately forfeit their Category 1 status and become a Category 3 player.

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 at Finals Day will be provided by ECB, clothing in all preceding rounds can be either white or coloured.

**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 Area Finals 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 CRB clearance. ECB shall be responsible for payment for all matches from the Area Finals onwards. All clubs must submit a report on the umpires for each match they play in the Competition using the official ECB form. This must be sent to Oliver Mott at the ECB Competitions Department on the day following the match by any of the following means:

Email: aaron.campbell@ecb.co.uk Fax: 020 7289 5619

Post: Lord’s Cricket Ground, London, NW8 8QZ

**10 Scorers**

Please refer to **Generic Rule 6:**

**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

See ECB website

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.

**3**

**12 Team Sheets**

Please refer to **Generic Rule 8:**

**13 Helmets and/or Faceguards** Please refer to **Generic Rule 9:** Guidance on the use of helmets and/or faceguards is now included in this Handbook on page 76.

**14 Results -** Please refer to **Generic Rule 10:**

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.**

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

**Playing Conditions**

**1 Duration**

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

**2 Hours of Play**

2.1 Start times are to be agreed by participants at Area and Regional Finals and determined by ECB at Finals Day. It is recommended that the listed sunset time is considered when agreeing start times.

2.2 Teams have 1 hour 15 minutes to bowl 20 overs.

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 3.75 minutes 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 3.75 minutes 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**

1. A 6 run penalty shall apply for each over not bowled in the required time, as determined by the umpires.
2. All teams 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.
3. In reduced over matches the fielding team has a one over leeway in addition to any time that the umpires may allow for stoppages.
4. 20 overs shall be bowled and the penalty runs are added to the final total.
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 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 9** will apply otherwise.

**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.

**7 Fielding restrictions**

Please also refer to **Generic Playing Condition 4:** with the exception of Generic Rules 4.3 and 4.6 as varied hereunder.

4.1 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.

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

**4.3 is not applicable** - **See 7.1 below**

4.4 For the remaining overs of each innings only five fielders are permitted to be outside the field restriction marking at the instant of delivery.

**4.5** **is not applicable**

**4.6 is not applicable - See** **7.2 below**

7.1 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.

7.2 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 in innings restrictions in clauses above shall apply**

5-6 1

7-9 2

10-13 3

14-16 4

17-19 5

**8 Boundaries**

Please refer to **Generic Playing Condition 12**.

**9 Overs per bowler**

Please refer to **Generic Playing Condition 1:**

**10 The Result**

10.1 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:

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

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

10.1.3 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.

10.2 For the Area Finals, 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.

10.3 For 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.

10.4 For 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.

The remainder of this Section 10 of the rules is in the version on the L&DCC website.

**11 ECB Fast Bowling Directives**

The ECB Fast Bowling Directives will apply to all matches in this competition.

Please refer to page 65 of this Handbook **for full details.**

**12 Free Hit after a foot-fault no ball**

12.1 The delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it.

12.2 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.

12.3 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.

12.4 Field changes are permitted for free hit deliveries providing all effective fielding restrictions are adhered to.

12.5 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.

**13 Law 25 – Wide Ball - Judging a Wide**

Please refer to **Generic Playing Condition 7:**

**14 Law 42.6 – Dangerous and Unfair Bowling**

Law 42.6 (i) (a) Bowling of Fast, short-pitched balls, will apply.

**15 Law 42.6 (b) Bowling of high full pitched balls, to be amended to read as follows:**

Any high full pitched ball (regardless of its pace) which passes or would have passed above waist height of the striker standing upright at the crease shall be called and signalled No ball by the umpire at the bowler’s end. In addition, if the high full pitched ball is fast, it shall be deemed dangerous and unfair and the umpire at the bowler’s end, in addition to the call and signal of No ball, will adopt the procedures of Law 42.7.

**16 Law 42.7 - Dangerous and Unfair Bowling - action by the umpire**

Law 42.7 applies except that the reference to Law 42.6 is the amended Law 42.6 as above.