

Caledonian Region (SPCU Central/South) Scottish Cup T20 – REGULATIONS

1. The competition shall be known as the Caledonian Region Scottish Cup T/20.
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. Players in the Competition must be eligible and registered to play in the current season for the Club 1st XI in Saturday league matches. This includes Professionals and O'seas Amateurs.
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. **Bowling restrictions**

No player may bowl more than 4 overs in a normal innings of 20 overs. 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 any 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.

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

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. **Short Pitched Bowling**

A bowler shall be limited to one short-pitched delivery per over. A short-pitched delivery is defined as a ball, which passes or would have passed above shoulder height of the striker standing upright at the popping crease. The umpire at the bowler's end shall advise the bowler and the batsman on strike when such a delivery has been bowled.

In addition, a ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke, shall be called a wide.

For the avoidance of doubt any short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.

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.

7. **Wide Ball - Judging a Wide**

(i) **Leg side**

If the ball is bowled down the leg side and behind the body of the striker, and the striker makes no contact with it, then the delivery will be interpreted as a form of negative bowling and the Bowler's End Umpire will call and signal 'wide'.

There are two exceptions to this Rule:

- (i) It is not a wide when the batsman moves across to the off stump from his original stance and the ball just misses the leg stump. "Just misses" is to be interpreted as the width of a bat (approximately 4 inches).
- (ii) It is not a leg side wide, as defined in (e) (i) above, when the batsman plays or attempts to play or aborts playing a reverse sweep or switch hit.

In these circumstances, the wide lines (see Appendix 1) shall apply to both the off side and the leg side.

For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a wide for the purposes of this Rule.

(ii) **Off side**

Any delivery that passes outside or crosses the off side wide line, provided it is not hit by the striker, shall be called and signalled 'wide' by the Bowler's End Umpire.

There is one exception to this Rule.

The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

8. Fielding Restrictions / Powerplays

- (a) Two semi-circles shall be drawn on the field of play. The fielding 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 27.45 metres (30 yards). The semi-circles shall be linked by two straight lines parallel to the pitch. The fielding circle shall be marked by white dots 4.5 metres (5 yards) apart, covered by circular white plastic or rubber (but not metal) discs 180 millimetres (7 inches) in diameter.
- (b) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side. If this restriction is breached, the square leg umpire shall call and signal no-ball.
- (c) At the instant of delivery, no more than 2 fielders may be outside the area described above during the first 6 overs or 30% of the scheduled overs in a reduced over innings. 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.

9. Free Hit after No Ball

- (a) The delivery following a no ball 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.
- (b) 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.
- (c) Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of Rule 13 shall apply) or the no ball was due to a fielding breach.
- (d) The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

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 will be declared No Result. 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/No Result = 1 point Loss = 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.

$$\text{NRR} = [(\text{Total runs scored}) / (\text{Total overs faced})] - [(\text{Total runs conceded}) / (\text{total overs bowled})]$$

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.

The winners and runners-up in the round-robin format will proceed to Finals Day along with one team from SPCU North and one team from NOSCA/NESC.

14. A reserve date should be arranged for each match to be used in the event of a cancellation & within the event timetable. If the match is cancelled on the reserve date, then 1 point will be awarded to either team.
15. For all matches clubs should use the CS/SPCU NEC Pink Balls. For all matches clubs are encouraged to wear coloured clothing however this is not mandatory.
15. Clubs must agree dates for matches to be played in line with the timetable provided by CMG. The format does not allow for matches to be played outwith the timetable provided.
16. Matches in all rounds must be umpired by two neutral umpires. Umpires will be appointed by CSMOA and Clubs will be invoiced by CSMOA at a later date.
17. Match results should be tweeted by 10pm on the evening of the game. Thereafter a short score listing should be forwarded to Graham Ferguson – pdccsecretary2@gmail.com - within 24 hours of each match. The CS Digital Platform may be used, if available.
18. The control and management of the competition rests solely with the CMG whose decision in all matters relating to the competition, including these Rules and Regulations, shall be final. Any

disciplinary issues will be referred to the Discipline Officer of the SPCU for appropriate action to be taken as covered by the Cricket Scotland Code of Conduct.

Competition Management Group

Graham Ferguson (PDCC & SPCU Comps Committee)
David Chambers (Falkland & SPCU Comps Committee)
Paul Gray (Gordonians)

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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 overby-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.