

Pullinger T20 Cup 2024

Playing Rules

Standard CCL playing rules shall apply unless overridden in Pullinger Cup Competition Rules or below.

(1) DURATION OF PLAY

(1.1) 1 innings per side, each limited to a maximum of 20 overs.

(1.2) Start times are as directed in the Competition Rules. For Finals Day, the start times will be decided and teams informed by the Competition Coordinator (Barrie Pudwell) nearer the date.

(1.3) Any team with fewer than 8 players at the commencement of the match will be deemed to have forfeited the fixture. The team forfeiting must cover the full fee for both umpires.

(1.4) Both 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.

(1.5) The Interval between innings should be no longer than 10 minutes.

(1.6) In the event of an interruption or delay during the 1st innings, the calculation of the loss of overs to be bowled shall be based upon one over for every 3 minutes 45 seconds. In the 2nd Innings, overs shall also be reduced at a rate of one over for every full 3 minutes 45 seconds lost, unless the 1st innings has finished early in which case no overs are lost until the time that has been gained is subsequently lost.

(1.7) At their discretion and only in exceptional circumstances (e.g. on field injuries, protective equipment requests, or prolonged ball searches), the Umpires shall allow additional time.

(2) OVER RATE PENALTIES

(2.1) Should the fielding side not be in position to bowl the first ball of the last over in the allowed or amended time, 5 fielders plus wicket-keeper and bowler shall remain within the 30 yard circle at the instant of delivery for the remaining full unbowed overs.

(2.2) When taking the field for the first time and on every occasion that play is interrupted by weather, the Umpires shall inform the fielding Captain of the scheduled finishing time for that innings, The Umpires will also inform the fielding Captain and the batters of any time allowances as and when they arise,

(2.3) If the innings is terminated before the scheduled or re-scheduled time, no over rate penalty shall apply.

(2.4) Umpires are instructed to apply a strict interpretation of time wasting by the batter (5 run penalty awarded to the fielding side) specifically; batters are expected to be ready for the start of a new over as soon as the bowler is ready.

(3) FIELDING RESTRICTIONS

(3.1) The following fielding restrictions shall apply during the Match. Any infringement of these fielding restrictions shall be called and signalled “No Ball” by the strikers end Umpire.

(3.2) A Fielding Circle shall be marked at 30 yards radius from the centre stump with a line parallel with the wicket and be denoted by white plastic discs.

(3.3) At the instant of delivery, there may not be more than 5 fielders on the leg side.

(3.4) For the first 6 overs of each innings, 7 fielders plus wicket-keeper and bowler shall remain within the 30 yard circle at the instant of delivery.

(3.5) For the remaining overs of each innings, 4 fielders plus wicket-keeper and bowler shall remain within the 30 yard circle at the instant of delivery (unless penalties have been applied).

(3.6) In circumstances when the number of overs for the batting side is reduced, the number of Fielding Restriction Overs shall be reduced thus:

Total overs	No of overs for which fielding restrictions (3.3 and 3.4) apply
10-13	3
14-16	4
17-19	5

(4) BOWLING RESTRICTIONS

(4.1) At the start of the 20 Over Match, no bowler may bowl more than 4 overs (one fifth of the total overs).

(4.2) Following a reduction of overs, where the total overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. For example, in a reduced 17 over match, 2 bowlers may bowl 4 overs, and no others more than 3 overs each.

(4.3) In the event of a reduction in overs after the commencement of an innings, any bowler who has already bowled more than the revised limit per bowler as calculated in **4.2** above, shall no longer be able to bowl in that innings. However, a bowler may complete an over in progress. (For example: after 9 overs, rain interrupts play and the innings is reduced to 16 overs. Both opening bowlers have bowled 4 overs. The revised calculation allows for 1 bowler to bowl a maximum of 4 overs and 4 bowlers to bowl a maximum of 3 overs. Bowlers 1 and 2 have therefore already exceeded this limit. They count as bowlers who were allowed the extra over (4 as opposed to 3) and so any other bowlers are limited to 3 overs maximum).

(4.4) In the event of a bowler being incapacitated or suspended and therefore unable to complete an over, the remaining balls will be bowled by another bowler providing that bowler did not bowl the previous over or part thereof. Such part of an over shall count as a full over only insofar as each bowler's limit is concerned.

(4.5) In the event that a bowler exceeds his/her limit of overs (except in the circumstances outlined in **4.3** above), the following penalties will apply. 10 penalty runs awarded to the batting side for each additional over (or part thereof) bowled over the limit. If a bowler exceeds his/her limit by more than 1 over, the offending team will have been deemed to have forfeited the match. If, in the opinion of the Competition Coordinator, a team has knowingly over bowled a bowler in an attempt to gain an advantage, or the over bowling of a bowler, whether intended or accidental, has materially and significantly affected the result of a game, the Competition Coordinator may, at their sole discretion, award the match to the opposition.

(5) THE RESULT

(5.3) Each Match shall consist of a maximum of 20 overs per innings. The Match shall consist of a minimum of 10 overs per innings for there to be a result (unless either or both teams were dismissed in less than their entitled overs). Once a Match has been started, should the loss of time result in less than 10 complete overs being available to either team, the game shall be declared as Abandoned. Should the original and any reserve date(s) be so abandoned, the tie will be decided by the toss of a coin or some other method decided by the Competition Coordinator.

(5.4) Declarations are permitted in the first innings. If a captain declares the innings closed, for the purposes of Duckworth Lewis, the batting team will be deemed to have batted their full allocation for the score achieved at the point of declaration and all out.

(5.5) Should the Team batting first be dismissed before the overs to which it is entitled have been completed, the Team batting second shall still be entitled to its full 20 overs (or such reduced full allocation of overs to which it may be entitled following adjustment due to interruption).

(5.6) If the scores are tied, a Super Over shall be used to determine the winner

(6) NO BALL

(6.1) A bowler shall be limited to one fast short-pitched delivery per over, which is defined as one that passes or would have passed over shoulder height of the batsman standing upright at the popping crease. This ruling shall apply even though the striker may have made contact with the ball with their bat, person or equipment. The Umpire at the bowler's end will make it clear to both bowler and batsmen at the wicket when such a delivery is bowled. It is unfair if this limit is exceeded in the same over and the Umpire shall call and signal No Ball on each such occasion.

(6.2) In accordance with Law 41.7, any delivery which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, will be called and signalled as a No Ball. The umpires will be required to decide if such a delivery was dangerous, and therefore whether to caution the bowler

(first and final warning). For clarification, waist height is the top of the trousers conventionally worn.

(6.3) If a bowler is 'No Balled' a second time in the innings for the offences in **6.1** and **6.2** (where the bowler received a first and final warning), 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.

(6.4) The delivery following any kind of No Ball shall be signalled as 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 also become a Free Hit for whichever batsman is facing it.

(6.5) The Umpire will signal a Free Hit (after the normal No Ball signal) by announcing "Free Hit" and then extending one arm straight upwards and moving it in a small circular motion.

(6.6) The Free Hit delivery counts as a regular ball in the over - unless it in turn is a Wide Ball or any form of No Ball.

(6.7) For any Free Hit, the striker can only be dismissed under the circumstances that apply for a No Ball, even if the delivery for a Free Hit is called a Wide Ball.

(6.8) Field changes are NOT permitted for the Free Hit delivery, except to cater for a change of striker, or if the No Ball was a result of a fielding restriction breach, in which case the field may change to correct the breach.

(7) WIDE BALL

Umpires are instructed to apply a strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

(7.1) Any offside delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a Wide Ball. The exception is if the striker has very clearly brought the delivery within reach with a significant sideways movement across his crease.

(7.2) A leg side Wide Ball shall be called if the ball passes on the legside outside the pads of the batter standing or has stood at any point after the ball came into play for that delivery in a normal batting position.

(7.3) A penalty of one run for a Wide Ball shall be scored and the ball re-bowled. This penalty shall stand in addition to any other runs that are awarded.

(8) DELAYED OR INTERRUPTED MATCHES

(8.1) In all cases the Match shall only start or continue if the Umpires decide that the conditions are fit for play in accordance with the Laws of Cricket. In a Match in which an ECB ACO Umpire (whose membership is current and is also qualified to minimum level 1) is standing with an Umpire who is not, then the ECB ACO Umpire will have the final decision on all aspects of safety including Ground, Weather and Light.

(8.2) Should a delay occur prior to the start of a scheduled evening Match, then the Match shall proceed simply based on a reduction in the number of overs available. The Umpires shall reduce the number of overs in the Match by 2 (one per innings) for every completed 7 minutes 30 seconds of time lost.

(8.3) Should a delay occur prior to the start or during the 1st innings of a scheduled daytime Match, 1 hour will be permitted before overs are deducted in the manner proscribed in **8.2**.

(8.4) If overs were reduced, at the end of the 1st Innings a Revised Target Score will be calculated using the Duckworth Lewis (“D/L”) method as explained below.

(8.5) If, following the completion of the 1st innings, owing to a delayed start to the 2nd innings or a suspension of play during the 2nd innings, there is insufficient time for the Team batting second to face the same number of entitled overs as completed in the 1st innings, then the umpires shall reduce the number of overs in the 2nd innings by 1 for every completed 3 minutes 45 seconds of subsequent time lost – down to the minimum of 10 overs to constitute a Match. The exception is that for a daytime scheduled Match, any unused part of the one hour allowed before overs are deducted will now be used before overs are reduced in the 2nd innings.

(8.6) On every occasion where there is a reduction of overs during the 2nd innings, then a new Revised Target Score will be required, which will be calculated by the D/L method.

(8.7) In the event of a suspension occurring in the middle of an over, the number of full overs remaining to be bowled will be calculated, and any balls remaining to be bowled in the over during which play was suspended, will be added.

(8.8) Before taking the field to resume play, the Umpires will confirm with the Scorers and inform the Captains accordingly of the newly Revised Target Score.

(9) DUCKWORTH / LEWIS (D/L)

(9.1) All teams should have at least one player with access to and knowledge of the D/L App approved by the League.

(9.2) Where use of D/L is required, the umpires, or if there are no non-playing umpires present, the captains, must agree the D/L score or target.

(9.3) The home team scorer, or if there are no non-playing scorers, a member of the batting side will be responsible for displaying the par score at the end of each over and at the fall of each wicket. If it is not possible to display these figures, they should be available upon request from either the batsmen or the fielding captain at these times.

(10) SUPER OVER

(10.1) In the event that a Match finishes with the scores level (irrespective of how many wickets have been lost by either side), or the team batting second have finished 1 run below the revised D/L target, the tie will be decided by a **Super Over**.

(10.2) The **Super Over** will take place immediately following the Match and on the same pitch.

(10.3) The Umpires shall stand at the same ends as those in which they finished the Match.

(10.4) Each team's over is played with the same fielding restrictions as apply for a non Fielding Restriction Over in the normal Match.

(10.5) The Umpires shall select the ball which shall be used for both overs of the **Super Over**.

(10.6) The side that batted second in the match will bat first in the **Super Over**.

(10.7) In both innings of the **Super Over**, the fielding side shall choose from which end to bowl.

(10.8) The batting side will nominate any 2 batsmen who started the match to face one six ball over, to be bowled by a single bowler. If a wicket is taken in the over, the batting side can send in a new batsman. If a second wicket is taken in the over, the innings is declared closed. The opposition will then face an over under the same conditions.

(10.9) The team that scores the most runs in their **Super Over** will be declared the winners of the match. If the scores are level after the **Super Over**, the team **hitting** the most boundaries (4's and 6's) in the **Super Over** shall be the winner (Wide and No Ball boundaries are excluded). If still equal, a count-back of the number of runs scored in the final over of each original Match innings will determine the winner. If still equal, the next to last pair of overs will be compared and so on until a winner is decided.