

# Tolchards Devon Cricket League Cup Competitions – 2018

## **Servicemaster Clean Devon T20 Cup Competition**

This competition is for clubs playing 1<sup>st</sup> team cricket in Premier and A Division. However, teams from other divisions can register an interest in participating and, if there are spaces available, a draw will take place to ascertain who plays in these spare spaces.

A further draw will then be undertaken to ascertain who plays who. This will be done with no regionalisation taken into account and with 'pools', ideally consisting of three teams, participating in Round 1. However, should an odd number of teams apply, then the structure of each 'pool' is at the discretion of the Competition Organiser.

The winners of each 'pool' will go on to Round 2 although, should numbers dictate, additional teams may qualify at this stage to balance Round 2 up. Qualification for this will be based upon total number of points gained in Round 1 and then, if a tie exists, Net Run Rate and thereafter most wickets taken.

### **Player Qualification**

A cricketer shall only be eligible to play for a club in the competition if he/she is a DCL registered member of that club and has played for them in a DCL match in the present or in the previous season.

To provide consistency with the ECB competition into which the overall winning team will progress to represent Devon, no Category 3 overseas player is permitted to play in any round of the competition, though all other regulations regarding the qualification of players, as detailed in the DCL Handbook, are applicable.

### **Competition Rounds**

#### **Round 1**

- Must be played as a Festival and any exception to this is only possible with prior written consent from the Cup Organising Officer, and will only be agreed upon in very exceptional circumstances.
- The hosting club will be determined by their being the first team drawn out of the hat when the 'pools' are being ascertained. Should they not want to be the host club, then this opportunity will be passed to the second team drawn and then subsequently the third team.
- All Round 1 venues and dates, including the reserve date, need to be e-mailed to the Cup Organising Officer.

- Should clubs be unable to agree on dates, then again the matter must be raised to the Cup Organising Officer who will intervene, and his decision on settling any “debate” about a date will be final.
- Leaving ‘pool’ Festival dates to the very last minute, and thus allowing no time for the Festival to be rearranged due to poor weather, is to be avoided, and will not be looked upon favourably should extensions to deadline dates be sought as these will only be agreed in very exceptional circumstances.
- Umpires to be arranged by the three clubs in question. DACO Umpires can be used if available, but this will be at the expense of the clubs in question and need to be arranged by the clubs collectively.

## **Round 2**

- Matches will be established by way of a draw, with the first team out of the hat being able to play at home should they wish.
- Round 2 venue and match date needs to be e-mailed to the Cup Organising Officer as soon as it has been arranged – allow enough time for a reserve date!
- Umpires to be arranged by the two clubs in question. DACO Umpires can be used if available, but this will be at the expense of the clubs in question and need to be arranged by the clubs collectively.

## **Competition Dates**

Round 1 to be played by close of play on 28<sup>th</sup> May 2018.

Round 2 to be played by close of play on 1<sup>st</sup> July 2018.

Adjustments to the above dates are only possible with prior written agreement with the Competition Organiser and, without such agreement, any matches played beyond these dates will be null-and-void and the teams involved will be removed from the competition. Extensions will only be agreed in very exceptional circumstances.

## **Semi-Final & Final**

The four winners from Round 2, will take part in the semi-final, with the draw to determine who plays who and the order of play being made by the Competition Organiser once the participants are known.

This will take place as a ‘Festival’ on Sunday, 15<sup>th</sup> July 2018 at Budleigh Salterton Cricket Club. Should no play be possible on that day, the matches will be played at the same venue on Sunday, 22<sup>nd</sup> July 2018.

The DCL will organise the event together with the host Club.

The four teams taking part on the Devon Finals Day will be provided with buffet style catering for players and officials only.

All Umpires fees and catering will be paid for by the DCL.

The teams participating on the Finals Day are required to submit their

selected team to the Competition Organiser by e-mail by 20:00 on the Saturday before Finals Day for Player Registrations to be checked and validated.

## **Playing Regulations**

### **a. Duration**

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

### **b. Playing Times**

i. There will normally be two sessions of play of 1 hour 15 minutes each, separated by an interval of 10 minutes.

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

ii. **Semi-Finals and Final.** The first innings of the first semi-final will start no later than 10:00. There will be a 10 minute interval between innings (approx 11:15-11:25). The second innings will commence at 11:25 and should be completed by 12:40.

The first innings of the second semi-final will start at 13:00. There will be a 10 minute interval between innings (approx 14:15-14:25). The second innings will commence at 14:25 and should be completed by 15:40.

The Final will commence at 16:00.

Revision of start times may only be adjusted with the approval of both Umpires, both Captains and the DCL Competitions Organiser (see b(iii) below).

iii. **Delays.** Any revision to the number of allocated overs that is necessary due to a delayed start, or interruptions in play as a result of adverse ground, weather or light conditions (or any other reason), shall be made in accordance with the paragraph b(iv) below.

On any occasion where the innings of the side batting first is delayed or interrupted, the Umpires will reduce the length of the intervals.

In circumstances where the side batting first has not completed their allotted number of overs within the scheduled or re-scheduled cessation time for the first innings, the Umpires shall reduce the length of the interval by the amount of time that the first innings over-ran.

The minimum time for the interval will be ten minutes.

iv. **Adjustments of Timings.** The Umpires will determine any re-arrangement of overs and timings of matches in the case of a match being delayed or interrupted. At all times, their objectives will be prioritised to ensure that:

- All matches are completed on the scheduled day.
- A minimum of 5 overs per side will constitute a match, although a bowl-out is to be used to ascertain a match winner should 5 overs per side not be possible (see Bowl-Out section below).

- Wherever possible, the Final shall consist of 20 overs per side.
- Wherever possible, both Semi-Finals are of the same duration.
- Both teams have the opportunity to bat for the same number of overs.

### **Bowl-Out**

Five players from each side will bowl over-arm two deliveries each at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 7). The first bowler from Team A will bowl two deliveries and the first bowler from Team B will bowl two deliveries, then the second bowler from Team A will bowl two deliveries and so on. The side which bowls down the wicket (as defined in Law 8.1) most times shall be the winner.

If the scores are equal, the same players will bowl one ball each, alternately, to achieve a result on a 'sudden death' basis (the order in which the bowlers bowl in the sudden death may differ from the first stage bowl-out).

The following shall also apply in the respect of 'bowl-outs':

- The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval.
- If a bowler bowls a 'No Ball', it will count as one of his two deliveries but will not count towards the score of the team.
- If the original match has started, the five cricketers to take part in the 'bowl-out' must be selected from the original 11 cricketers. If there has been no play in the original match (ie the toss has not taken place), the five cricketers may be selected from any of the Club's members (subject to the registration criteria).
- Each side will appoint a wicket-keeper to stand behind the wicket but out of the reach of the stumps.
- The team to go first, either initially or in the event of a draw, shall be decided by the toss of a coin, undertaken by the Umpire, with the winner of the toss electing to go either first or second.

In the case of the Semi-Finals and Finals the appointed Officials on the day should decide, as a last resort, to move the event to the reserve day.

**v. Length of Innings.** In matches that are neither delayed or interrupted, each team will bat for 20 overs unless they are all out earlier.

If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play will continue until the required number of overs has been bowled and then playing condition biii will apply.

If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall,

subject to conditions of ground, weather and light, be extended until the required number of overs have been bowled or a result has been achieved.

### **c. The Ball**

The ball used for all matches must be a 'Tiflex' Magna Pink T20 ball. A new ball shall be used for each innings and in the Semi-Finals and Finals these will be provided by the DCL.

### **d. Fielding Restrictions**

The following fielding restrictions shall apply to all matches:

- i.** At the instant of delivery there shall not be more than five fielders on the leg-side.
- ii.** For the first 6 overs of each innings, only two fielders are permitted to be outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch (the fielding circle).
- iii.** The fielding circle should be marked with white 'dots' at five yard intervals, each 'dot' to be covered by a plastic or rubber (but not metal) disc measuring seven inches in diameter.
- iv.** For the remaining overs of each innings only five fieldsmen are permitted to be outside the fielding circle at the instant of delivery.
- v.** In matches that are affected by weather or light, the Umpires may adjust items (i) and (ii) but must ensure that any revisions made apply to both teams.

### **e. Number of Overs per Bowler**

- i.** No bowler may bowl more than four overs.
- ii.** In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over towards any bowler's allocation.
- iii.** In matches affected by weather or light, the Umpires may adjust item (i) but must ensure that any revisions made apply to both teams.

### **f. Declarations**

Declarations are **not** permitted.

### **g. Conduct of Matches**

Matches shall be conducted in accordance with the new official MCC Laws of Cricket 2017 except for matters specially provided within the DCL Playing Rules 2018 relating to Premier and A Divisions for matters such as No Balls, Wides etc.

## **h. Clothing**

Teams may wear either 'coloured' clothing or cricket whites but the entire team must use the same clothing colour/design to ensure commonality.

## **i. Umpires and Scorers**

It is the responsibility of each Club to provide Umpires for the early rounds together with a competent Scorer.

Independent Umpires shall be appointed by The Devon Association of Cricket Officials (DACO) for the Semi-Finals and Finals and their fees paid by the DCL.

## **j. The Scoreboard**

The score-board is to be up-dated on a ball-by-ball basis.

The number of overs displayed should refer to the number of overs remaining in that innings.

## **k. The Result**

The winning side will be the team scoring the most runs. In the event of teams being level on points, the outcome shall be decided on Net Run Rate. If this still produces a tie, the outcome shall be decided on the basis of the most wickets taken in the mini league/festival.

Points will be awarded as follows:-

Win – 3 Points

Tie – 2 Points

Loss – 1 Point

Cancellation – 2 Points each or the toss of a coin should it be deemed necessary.

If a game is forfeited, the side forfeiting will receive no points and the opposition will receive 3 points.

The result together with the scoresheet should be entered by the winning team onto the Play Cricket website within 48 hours of the match.

## **l. Rule Clarity**

In the event of any uncertainty about a Rule of the competition then clarity can be sought from the Cup Organising Officer, though his ruling and decision is final.

# Ivor Dewdney Corinthian Cup Competition

This competition is available to clubs in B Division and below, and also to those clubs that only have a single team; but clubs must be members of the Devon Cricket League.

A draw will be undertaken to ascertain who plays who. This will be done with no regionalisation taken into account and with 'pools', ideally consisting of three teams, participating in Round 1. However, should an odd number of teams apply, then the structure of each 'pool' is at the discretion of the Competition Organiser.

The winners of each 'pool' will then go on to Round 2 although, should numbers dictate, additional teams may qualify at this stage to balance Round 2 up. Qualification for this will be based upon total number of points gained in Round 1 and then, if a tie exists, Net Run Rate and thereafter most wickets taken.

## Player Qualification

A cricketer shall only be eligible to play for a club in the competition if he/she is a DCL registered member of that club and has played for them in a DCL match in the present or in the previous season. The 'structure' of your team must comply with what you are permitted to field in a normal League match (e.g. one Category 3 player), but for full details, please cross-refer to DCL regulations regarding player/match qualifications.

## Competition Rounds

### Round 1

- Must be played as a Festival and any exception to this is only possible with prior written consent from the Cup Organising Officer and will only be agreed upon in very exceptional circumstances.
- The hosting club will be determined by their being the first team drawn out of the hat when the 'pools' are being ascertained. Should they not want to be the host club then this opportunity will be passed to the second team drawn and then subsequently the third team.
- All Round 1 venues and dates, including the reserve date, need to be e-mailed to the Cup Organising Officer.
- Should clubs be unable to agree on dates, then again the matter must be raised to the Cup Organising Officer who will intervene and his decision on settling any "debate" about a date will be final.
- Leaving 'pool' Festival dates to the very last minute, and thus allowing no time for the Festival to be rearranged due to poor weather, is to be avoided and will not be looked upon favourably should extensions to deadline dates be sought, as these will only be agreed in very exceptional circumstances.

- Umpires to be arranged by the three clubs in question. DACO Umpires can be used if available, but this will be at the expense of the clubs in question and need to be arranged by the clubs collectively.

## **Round 2**

- Matches will be established by way of a draw, with the first team out of the hat being able to play at home should they so wish.
- Round 2 venue and match date needs to be e-mailed to the Cup Organising Officer as soon as it has been arranged – allow enough time for a reserve date!
- Umpires to be arranged by the two clubs in question. DACO Umpires can be used if available, but this will be at the expense of the clubs in question and need to be arranged by the clubs collectively.
- Where teams are unable to play their match(es) by the specified date below, the decision as to the outcome rests with the Competition Organiser.

## **Competition Dates**

Round 1 to be played by close of play on 1<sup>st</sup> July 2018.

Round 2 to be played by close of play on 5<sup>th</sup> August 2018.

## **Semi-Final & Final**

The four winners from Round 2 will take part in the semi-final, with the draw to determine who plays who and the order of play being made by the Competition Organiser once the participants are known.

This will take place as a 'Festival' on Sunday, 26<sup>th</sup> August 2018 at North Devon Cricket Club. Should no play be possible on that day, the matches will be played at the same venue on Saturday, 8<sup>th</sup> September 2018.

The DCL will organise the event together with the host Club.

The four teams taking part on the Finals Day will be provided with buffet style catering for players and officials only.

All Umpires fees and catering will be paid for by the DCL.

The teams participating on the Finals Day are required to submit their selected team to the Competition Organiser at least three days before the finals so that registrations can be checked.

## **Playing Regulations**

### **a. Duration**

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

## **b. Playing Times**

i. There will normally be two sessions of play of 1 hour 15 minutes each, separated by an interval of 10 minutes.

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

ii. **Semi-Finals and Final.** The first innings of the first semi-final will start no later than 10:00. There will be a 10 minute interval between innings (approx 11:15-11:25). The second innings will commence at 11:25 and should be completed by 12:40.

The first innings of the second semi-final will start at 13:00. There will be a 10 minute interval between innings (approx 14:15-14:25). The second innings will commence at 14:25 and should be completed by 15:40.

The Final will commence at 16:00.

Revision of start times may only be adjusted with the approval of both Umpires, both Captains and the DCL Competitions Organiser (see b(iii) below).

iii. **Delays.** Any revision to the number of allocated overs that is necessary due to a delayed start, or interruptions in play as a result of adverse ground, weather or light conditions (or any other reason), shall be made in accordance with the paragraph b(iv) below.

On any occasion where the innings of the side batting first is delayed or interrupted, the Umpires will reduce the length of the intervals.

In circumstances where the side batting first has not completed their allotted number of overs within the scheduled or re-scheduled cessation time for the first innings, the Umpires shall reduce the length of the interval by the amount of time that the first innings over-ran.

The minimum time for the interval will be ten minutes.

iv. **Adjustments of Timings.** The Umpires will determine any re-arrangement of overs and timings of matches in the case of a match being delayed or interrupted. At all times, their objectives will be prioritised to ensure that:

- All matches are completed on the scheduled day.
- A minimum of 5 overs per side will constitute a match, although a bowl-out is to be used to ascertain a match winner should 5 overs per side not be possible (see Bowl-Out section below).
- Wherever possible the Final shall consist of 20 overs per side.
- Wherever possible, both Semi-Finals are of the same duration.
- Both teams have the opportunity to bat for the same number of overs.

## **Bowl-Out**

Five players from each side will bowl over-arm two deliveries each at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a

distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 7). The first bowler from Team A will bowl two deliveries and the first bowler from Team B will bowl two deliveries, then the second bowler from Team A will bowl two deliveries and so on. The side which bowls down the wicket (as defined in Law 8.1) most times shall be the winner.

If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis (the order in which the bowlers bowl in the sudden death may differ from the first stage bowl-out).

The following shall also apply in the respect of 'bowl-outs':

- The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval.
- If a bowler bowls a 'No Ball', it will count as one of his two deliveries but will not count towards the score of the team.
- If the original match has started, the five cricketers to take part in the 'bowl-out' must be selected from the original 11 cricketers. If there has been no play in the original match (ie the toss has not taken place), the five cricketers may be selected from any of the Club's members (subject to the registration criteria).
- Each side will appoint a wicket-keeper to stand behind the wicket but out of the reach of the stumps.
- The team to go first, either initially or in the event of a draw, shall be decided by the toss of a coin, undertaken by the Umpire, with the winner of the toss electing to go either first or second.

In the case of the Semi-Finals and Finals the appointed Officials on the day should decide, as a last resort, to move the event to the reserve day.

**v. Length of Innings.** In matches that are neither delayed or interrupted, each team will bat for 20 overs unless they are all out earlier.

If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play will continue until the required number of overs has been bowled and then playing condition b(iii) will apply.

If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs have been bowled or a result has been achieved.

### **c. The Ball**

The ball used for all matches must be a 'Tiflex' Magna Pink T20 ball. A new ball shall be used for each innings and in the Semi-Finals and Finals these will be provided by the DCL.

#### **d. Fielding Restrictions**

Where grounds are not big enough to accommodate certain aspects of the following, adjustments may be made. However, adherence to the Playing Regulations as near as possible is sought.

The following fielding restrictions shall apply to all matches:

i. At the instant of delivery there shall not be more than five fielders on the leg-side.

ii. For the first 6 overs of each innings, only two fielders are permitted to be outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch (the fielding circle).

iii. The fielding circle should be marked with white 'dots' at five yard intervals, each 'dot' to be covered by a plastic or rubber (but not metal) disc measuring seven inches in diameter.

iv. For the remaining overs of each innings only five fieldsmen are permitted to be outside the fielding circle at the instant of delivery.

v. In matches that are affected by weather or light, the Umpires may adjust items (i) and (ii) but must ensure that any revisions made apply to both teams.

#### **e. Number of Overs per Bowler**

i. No bowler may bowl more than four overs.

ii. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over towards any bowler's allocation.

iii. In matches affected by weather or light, the Umpires may adjust item (i) but must ensure that any revisions made apply to both teams.

#### **f. Declarations**

Declarations are **not** permitted.

#### **g. Conduct of Matches**

Matches shall be conducted in accordance with the new official MCC Laws of Cricket 2017 except for matters specially provided within the DCL Playing Rules 2018 relating to B Division for matters such as No Balls, Wides etc.

#### **h. Clothing**

Teams may wear either 'coloured' clothing or cricket whites but the entire team must use the same clothing colour/design to ensure commonality.

#### **i. Umpires and Scorers**

It is the responsibility of each Club to provide Umpires for the early rounds together with a competent Scorer.

Independent Umpires shall be appointed by The Devon Association of

Cricket Officials (DACO) for the Semi-Finals and Finals and their fees paid by the DCL.

#### **j. The Scoreboard**

The scoreboard is to be up-dated on a ball-by-ball basis.

The number of overs displayed should refer to the number of overs remaining in that innings.

#### **k. The Result**

The winning side will be the team scoring the most runs. In the event of teams being level on points, the outcome shall be decided on Net Run Rate. If this still produces a tie, the outcome shall be decided on the basis of the most wickets taken in the mini league/festival.

Points will be awarded as follows:-

Win – 3 Points

Tie – 2 Points

Loss – 1 Point

Cancellation – 2 Points each or the toss of a coin should it be deemed necessary.

If a game is forfeited, the side forfeiting will receive no points and the opposition will receive 3 points.

The result together with the Scoresheet should be entered by the winning team onto the Play Cricket website within 48 hours of the match.

#### **l. Rule Clarity**

In the event of any uncertainty about a Rule of the competition then clarity can be sought from the Cup Organising Officer, though his ruling and decision is final.