



Kent County Cricket Club Ltd.
The Spitfire Ground, St. Lawrence
Old Dover Road
Canterbury
Kent, CT1 3NZ
kentcricket.co.uk
Tel: 01227 456 886

Kent Cricket Club T20 Rules & Regulations

Ball collection to be organised by the Kent Cricket.

Fixtures will be set on the Play Cricket website <http://kentcricketcomps.play-cricket.com/>

The Competition structure will be as follows.

Teams divided into groups.

Progression to the knockout stage of the competition will be determined by the number of teams entered and location of the teams in the county. In the event of a tie on points in a group. The team with the better Net Run Rate will progress.

In the event of a tie in a Knockout game before the Finals Day, the winning team is the team that has lost the least wickets.

In the event of a tie on Finals Day, it will be decided on the day between the organiser and umpires. This will be communicated with the captains of the teams before the games commence.

Below is an outline of the rules for the competition.

PLAYING CONDITIONS

One umpire to be supplied by each side in the preliminary rounds. Umpires will be provided for the Finals Day.

DURATION

One innings per side, each innings limited to a maximum of 20 overs.

Games can be reduced in overs, with the agreement of both Captains. (Advised to do so when fading light is a factor)

SCHEDULED HOURS OF PLAY

First Innings: 1hr 15 mins (advised start time to be 6pm latest on weekday evenings)

Second Innings: 1hr 15 mins

Games organised on weekends can be started at a time agreed by both sides.

PRINCIPAL PARTNERS



ELITE PARTNERS



COMMUNITY PARTNERS





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INTERVAL

The interval shall be of 5 minutes duration.

RE-ARRANGEMENT OF OVERS

Teams have one hour 15 minutes to bowl 20 overs. In the first 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 second innings of the match, overs shall be reduced at a rate of one over for every full 3.75 minutes lost, unless the first innings finished early/ second innings started early, in which case no overs are lost until the time that has been gained is subsequently lost.

TIMED OUT

The incoming batter **MUST** be in a position to take guard or for their partner to be ready to receive the next ball within one minute 30 seconds of the fall of the previous wicket.

BALLS

Each club to provide a ball of the standard of that was supply (Competition Designated Ball) for each game. One new ball is to be used for each innings.

CLOTHING

Players in all matches will wear clothing and equipment that follow the League Management guidelines. Coloured kit is allowed to be worn, as long as it is cricket clothing.

THE RESULT

Each side must have faced (or had the opportunity to face) 5 (five) overs in order to constitute a match.

NOTIFICATION OF RESULTS

The League and Kent Cricket will support the service provided by PlayCricket Scorer and pushes results to the play-cricket.com website and all match results will be input via this facility on which the League tables and League statistics will also be maintained.

All member clubs shall appoint an administrator to be a point of contact for the League's Results Secretary and to be responsible for all match results on each local website.

The winning team in any completed match shall input the result to its website by 6pm on the Monday after the stated date for the round to be completed by. In the event of a cancelled fixture or a match abandoned on the day, then the home side will be responsible for the input of the 'result'.

Similarly, the full scorecard for a match, other than a cancellation, shall be input by 12pm on the Wednesday after the stated date for the round to be completed by.

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The losing side in a completed match, or the away side in a cancelled or abandoned fixture, shall review the result and scorecard which has been input and shall either confirm that the information is correct or shall duly correct the information, as necessary by 12pm on the Wednesday after the stated date for the round to be completed by.

All member clubs are expected to keep their database of players and squads updated on a weekly basis and to ensure all its results and scorecards are correct with regard to scores, named personnel and performance details.

When 'advertising/reporting' the results of matches, care needs to be taken at all times on opinions expressed to the press and on local websites. All reports must be in writing and must keep in mind the 'Spirit of Cricket' and must not lead to accusations of bringing the League or any member club/player into disrepute.

RESTRICTIONS ON THE PLACEMENT OF FIELDERS

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

For the first 6 overs of each innings only two fielders are permitted to be outside the fielding circle at the instant of delivery. Fielding circle to be 30 yards.

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

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.

Total Overs	No. of overs for which fielding restrictions apply
5-6	1
7-9	2
10-13	3
14-16	4
17-79	5

NUMBER OF OVERS PER BOWLER

Each Bowler may bowl a maximum of 4 overs. In a delayed or interrupted match, no bowler may bowl more than 1/5 of the total overs allowed unless such a number has been exceeded before the interruption.

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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 batter a reasonable opportunity to score shall be called a wide. For guidance purposes, in open age cricket a legside wide shall be called if, irrespective of where the ball pitches, it passes outside the line of the batter and the leg stump, despite their movement.

No Ball

- Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:
 - o 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.
 - o The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batter at the wicket when a delivery within the limit in (previous point) 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.
 - o 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 they 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.
 - o Note: For the avoidance of doubt the warnings detailed in Laws 41.6.1, 41.6.2 and those above (in the first two points) are cumulative.
- Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply.

Free Hit after a No Ball

- The delivery following a no ball shall be a free hit for whichever batsman is facing it.

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- 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.
- 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.
- 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.
- 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.
- 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.

OVER RATE PENALTIES

The six-run penalty for each over bowled will apply. All sides are expected to be in position to bowl the first ball of the last if their 20 overs within one hour 15 minutes playing time. In reduced over matches, the fielding side has one over leeway in addition to any time that the umpires may allow for stoppages. 20 overs will be bowled and the penalty runs are added to the amassed total at the end. Umpires are instructed to apply 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.

QUALIFIED PLAYERS

Players who are registered to a club within Kent must play for the side that they are registered with in the League and be a bona fide playing member of the club.

Players that predominantly play in the KCL Tier 1A are not permitted to play in this competition.

Players that play in the KCL may be permitted if evidence can be provided that they have only played a low percentage of games in Tier 1A.

Players that have not played in the Kent Cricket League in the previous season are eligible to play as long as they predominantly played their cricket outside of the KCL structure.

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If a player begins the season playing outside of the KCL structure and plays in the Kent Cricket T20 Competition, then later plays a high percentage of cricket in the KCL then that will be deemed an infringement of the rules.

Players under the age of 18, prior to the 1st September of the previous year, are eligible to play no matter what level of KCL league cricket they play for at their club.

Overseas Players are permitted to participate in the competition as long as they satisfy the other criteria stated.

A cricketer who is registered and has a contract of any length which allows them to play for a First Class County Club or has in the previous three seasons shall be ineligible to play in the competition.

Players must be bona fide club members.

Any queries, please contact adam.hodder@kentcricket.co.uk

DISCIPLINE

Clubs undertake to abide by the Voluntary Code of Conduct and General Conduct Regulations that is used by the KCL.

Clubs undertake to abide by the League Disciplinary Procedure that is used by the KCL.

CONDUCT AND BREACHES OF THE COMPETITION RULES

The Organiser shall have the power to take appropriate action against individuals or member clubs in the event of misconduct or breaches of either the Competitions Rules and Regulations.

These powers shall include, but shall not be limited to, the imposition of fines, the suspension of players, the deduction of points, the awarding of matches to the opposition, and the relegation of an offending Club.

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