The Liverpool Echo Invitation Cricket Knockout - 2018

Rules

1. Name

1.1 The Competition shall be known as the 'Liverpool Echo Invitation Cricket Knockout' (hereinafter referred to as 'the Knockout').

1.2 Clubs shall participate at the invitation of the 'Liverpool Echo'.

1.3 Clubs that fail to fulfil a fixture may be excluded from next year's competition. There will be a regional draw for the first three rounds of the knockout. An open draw will be made for subsequent rounds.

2. Players

2.1 Only bona fide members of clubs represented in the Knockout are eligible to participate and must have played in at least one competitive match for their club during the current season.

2.2 No player may represent more than one club in the same season.

2.3 A player, although he be a bona fide member of a club represented in the Knockout but playing in regular Saturday/Sunday cricket for another club in another weekend league, competition or association will not be eligible.

2.4 Each team may play not more than one ECB Category 3 overseas player.

2.5 Each team must field at least nine players that are eligible to play for England.

2.6 Players must wear **WHITE** clothing, footwear and equipment on the field of play.

3. Teams

3.1 All teams must adhere to the current ECB eligibility criteria and ECB Codes of Conduct. In the event of any disciplinary matters, proceedings will be dealt with by the team's respective league.

4. Balls

4.1 Each club shall provide and bowl with a **RED** Grade 'A' ball manufactured of English materials; either Reader Special County Imperial Crown, or Duke County International. Each club shall also provide a spare ball of similar manufacture and acceptable quality. If both sides agree, a new pink ball may be used for matches in any round up to the semi-final and may be used in the semi-finals if those games are played in the evening. A red ball will be used in the final unless, in the opinion of the captains, it would be safer to use a pink ball. If the captains disagree, the decision of the umpires will be final.

4.2 The balls are subject to the approval of both captains and umpires before the toss.

4.3 In the Final, each club shall provide a new ball and spare ball, as described above.

5. Umpires

5.1 Wherever possible, the umpires should be appointed from either MCUA or another recognised umpiring panel. Any umpire may claim a match fee to be agreed by the MCUA which is to be paid by the clubs. If one team from the Cheshire County League (CCL) team is playing in a match, an umpire who normally officiates in that league should, wherever possible, stand in the game. If both teams in a game normally play in the CCL, two umpires who normally officiate in that league should, wherever possible, stand in the game.

5.2 From the quarter-finals onwards, the umpires will be appointed by the MCUA. No umpire may officiate in more than one match in any round.

5.3 In the Final, the match fee will be paid by organisers at the same rate as a league fixture.

6. Fixtures

6.1 The home team shall offer the opposition two dates for the playing of each match, including the semi-finals if they are played on separate evenings.

6.2 The competition will run on the following dates in 2018:

First round: before Sunday May 27th
Second round: before Sunday June 10th
Third round: before Sunday June 24th
The dates by which matches in all subsequent rounds should be played will be announced during the season.
Finals day: on Sunday 26th August.

6.3 Matches may only be played after these dates if adverse weather conditions prevent play, or a result being achieved, on the dates stated. The unavailability of a player being on County duty or holiday, or being named in a 'festival' team, is not a valid reason for a delay in the playing of a match.

6.4 Any clubs wishing to play outside of those dates must first secure permission from the organisers. On any disagreements over when a game will be played the organiser's decision is final.

6.5 If the away team travels and arrives at a game which is then subsequently rain affected and no result is possible then home advantage will switch to the away team for the rearranged game. Any game rained off must be replayed within seven days of the original date. All attempts must be made to achieve a result on the field, even if it means playing reduced overs or having a 'bowl out'. For matches not played during this period, the result shall be decided by the toss of a coin. (See Playing Condition 5)

6.6 Matches shall be transmitted live whenever possible.

Results shall be entered on the Play-Cricket website exactly as for all other L&DCC T20 competitions
http://ldcc.play-cricket.com/website/web_pages/166271

See clause 7.1 page 70 of the L&DCC Handbook 2018 or via
http://www.lpoolcomp.co.uk/uploaded_files/documents/Master_Doc_21_-_2nd_&_3rd_XI_T20_Rules_2018.doc

"*Results of matches are to be notified to Cup Competitions Secretary rob.durand@btinternet.com by email/text within 24 hours. Full scorecard to be put on Play-Cricket by the home club within 72 hours".*

Playing Conditions

1. Duration

1.1 Matches shall be of one innings per side, each limited to a maximum of 20 overs.

2. Hours of Play

2.1 Matches up to and including the quarter finals shall start at 6:00pm. It is recommended that the listed sunset time is considered when agreeing start times.

2.2 If, in the opinion of the umpires and prior to the toss, owing to the time of year and the possibility of the match ending in poor light, the match should be reduced at the start of the innings to no less than 10 overs per side and the bowling quota reduced pro rata. As a guide the following should be adhered to. A game starting between 6:00 pm and 6:15 pm, 20 overs per side; between 6:15 pm and 6:30 pm, 18 overs per side; and after 6:30 pm, 16 overs per side.

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

2.4 Interval should be no longer than 15 minutes.

2.5 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 3¾ 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 3¾ 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.

2.6 Finals Day

2.6.1 If possible, a Finals Day will be held on which both semi-finals and final shall be played.

2.6.2 Each match shall consist of one innings per team, both of a maximum of 20 overs.

2.6.3 If adverse weather conditions delay the start of play or interrupt any match, the number of overs per side in that or any subsequent match may be reduced at the discretion of the organisers in consultation with the captains and umpires.

2.6.4 If necessary, each semi-final and the final shall be played on separate days.

3. Rearrangement of overs owing to inclement weather

3.1 The objective of rearranging overs is to give the greatest opportunity for a match of equal overs without reverting to a bowl out.

3.2 If in the view of the umpires - 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.

4.0 Over rate penalties

4.1 A 6 run penalty shall apply for each over not bowled in the required time, as determined by the umpires.

4.2 All 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.

4.3 In reduced over matches, the fielding side has a one over leeway in addition to any time that the umpires may allow for stoppages.

4.4 20 overs shall be bowled and the penalty runs are added to the final total.

4.5 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

5.1 In the event of no result being obtained by other methods, a bowl-out (outdoors or indoors) will take place to achieve a result. Five players from each side will bowl two over-arm deliveries each, alternately (eg club 'A' bowler 1 first ball, then club 'B' bowler 1 first ball, club 'A' bowler 1 second ball, club 'B' bowler 1 second ball, club 'A' bowler 2 first ball etc) at a wicket (conforming to Law 8) from a wicket pitched at a distance of 22 yards (or the length of pitch applicable in the Competition) with, if practicable, bowling, popping and return creases marked (conforming to Law 9). The side, which bowls down the wicket (as defined in Law 28.1a) the 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.

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

5.3 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.

5.4 If a bowler bowls a 'No Ball', it will count as one of the two deliveries but will not count towards the score of the team.

5.5 If the original match has started, then the five cricketers nominated to take part in the bowl-out must be chosen from the eleven cricketers and 12th man selected to play in the match. If there has been no play in the original match (the toss has not taken place), the five cricketers may be selected from any of the players in the squad as registered on play-cricket.com.

5.6 Each side will appoint a wicket keeper to stand behind the wicket but out of reach of the stumps.

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

7.1 Two semi-circles shall be drawn on the field of play.

7.1.1 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.

7.1.2 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.

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

7.3 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.

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

7.5.1 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 in innings restrictions in clauses above shall apply
10-13	3
14-16	4
17-19	5

7.5.2 Where the number of overs for the team batting second is reduced, the aim will be to maintain the restrictions in 7.3 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

7.7 In the event of an infringement of any of the above fielding restrictions, the umpire at the striker's end shall call and signal 'No Ball'.

8. Boundaries

It is recommended that, other than in exceptional circumstances, the size of the boundary, measured from the middle of the pitch being used in the match, shall conform to the following dimensions.

Minimum - 60 yards, (55m), maximum - 77 yards (70m).

9. Number of Overs per bowler

9.1 No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. 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 the 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 - e.g. after 6 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 3 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2 overs. Bowlers 1 and 2 have already exceeded their limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

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

9.3 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.

9.4 Where possible, the number of overs bowled by each individual bowler shall be indicated on the scoreboard, from the commencement of an innings.

9.5 The allocation of overs per bowler will not be reduced as a result of the deduction of any penalty overs.

10. The Result

10.1 When there is no interruption after play has commenced and when both sides 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 side with the higher score at the end of 5th, 4th, 3rd, 2nd and 1st completed over shall be adjudged the winner.

10.1.4 If still equal, a one over per side eliminator (see 10.2 below) should be used to determine the winner.

10.2 The following procedure will apply should the provision for a one over per side eliminator be adopted

10.2.1 Subject to weather conditions the one over per side eliminator will take place at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.

10.2.2 The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority.

10.2.3 The umpires shall stand at the same end as that in which they finished the match.

10.2.4 In both innings of the one over per side eliminator, the fielding side shall choose from which end to bowl.

10.2.5 Only nominated players in the main match may participate in the one over per side eliminator. Should any player (including the batsmen and bowler) be unable to continue to participate in the one over per side eliminator due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the one over per side eliminator.

10.2.6 Any penance time being served in the main match shall be carried forward to the one over per side eliminator.

10.2.7 Each team's over is played with the same fielding restrictions as apply for a non-Field Restriction Over in a normal Liverpool Echo Invitation Cricket Knockout match.

10.2.8 The team batting second in the match will bat first in the one over eliminator.

10.2.9 The Umpires shall select a ball from the box of spare balls which shall be used for both overs of the one over per side eliminator. The ball to be used shall not be a new ball and should have the apparent wear characteristics of a ball that has had between 5 and 20 overs of usage. For the avoidance of doubt, a ball used in the main match shall not be used in the one over per side eliminator.

If the ball needs to be changed, then playing conditions as stated for the main match shall apply.

10.2.10 The loss of two wickets in the over ends the team's one over innings.

10.2.11 In the event of the teams having the same score after the one over per side eliminator has been completed, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and in the one over per side eliminator shall be the winner.

10.2.12 If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the over per side eliminator) shall be the winner.

10.2.13 If still equal, a count back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example:

Runs scored from:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

10.2.14 If still equal, then another one over per side eliminator shall be played in accordance with 10.2.

10.2.15 For the Final, the result shall be decided by the side scoring most runs over the two innings. If that total is equal, the winner shall be the side that lost fewest wickets. If that is equal, the winner shall be the team with the higher average run rate over both innings.

11. ECB Fast Bowling Directives

The ECB Fast Bowling Directives will apply to all matches in this competition subject to 11.1 below.

Age	Maximum overs per spell	Maximum overs per day
Up to U13	5 overs per spell	10 overs per day
U14, U15	6 overs per spell	12 overs per day
U16 to U19	7 overs per spell	18 overs per day

For the purposes of these Directives a fast bowler is defined as a bowler to whom a wicket keeper in the same age group would in normal circumstances stand back to take the ball.

Team Managers and/or Captains are responsible for providing the umpires with a team sheet showing the ages of any player who is aged Under 19 or below before the toss for innings takes place.

Umpires are requested to ensure that this Playing Condition is strictly adhered to in all circumstances.

11.1 In matches of 20 overs or less per team where the competition regulations only allow bowlers to bowl less than or equal to the number of overs specified as the maximum in a spell in the Directives the provisions requiring an equivalent number of overs from the same end to have elapsed before a subsequent spell can commence shall not apply (e.g. in any age group competition where a maximum of 4 overs per bowler is allowed these may be bowled at any time in the innings irrespective of the number of spells bowled).

12. Free Hit after a no ball

12.1 The delivery following a no ball 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 22 – Wide Ball - Judging a Wide

In addition to Law 22 the following will apply:

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 off side or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. For guidance purposes, in adult cricket a leg side wide should be called if a ball passes on the leg side outside the pads of the batsman standing in a normal guard position.

14. Unfair Play

Law 41 will be applied in full with the addition of the following regarding **Dangerous and Unfair Bowling**

In addition to Law 41.6 the following regulations shall apply:

1. Any delivery, after pitching, which is clearly over the head of the striker standing upright at the crease, will be called No Ball. (Law 21.10)
2. A bowler shall be limited to one fast short pitched ball per over. (The Umpire at the bowler's end shall make it clear to both the bowler and the batsman when such a delivery has been bowled).
3. A fast short pitched ball is defined as a ball which passes or would have passed above the shoulder of the batsman standing upright in the crease.
   If this limit is exceeded the Umpire at the bowler's end shall call and signal "No Ball" on each occasion.
4. If the bowler exceeds his limit of short pitched deliveries in an over not only must the Umpire call "No Ball" but he must invoke the procedures of Law 41.6 in regard to cautioning the bowler indicating that this is a first and final warning.
5. If a bowler is "No Balled" a second time in the innings for the same offence the Umpire shall direct the captain of the fielding side to suspend the bowler immediately from bowling.