

DOUG WOOD CUP – 2019

The normal laws of cricket will apply with the addition of the following competition rules.

GENERAL

You are reminded that this competition is for bona fide members of Swale Cricket Association clubs only and does not allow “guests”. This will be monitored to ensure that the competition continues to be played in the proper spirit. A maximum of one overseas player is allowed per club.

The draw for each round will be done as per the FA Cup so that teams hopefully don't have all away or home draws.

Home team (First named) to contact their opposition 7 days before the match to confirm details

Quarter Finals – To be played by Sunday 18th August.

Semi-Finals/Final – Sunday 25th August - Minster CC.

PLAYING CONDITIONS

One umpire to be supplied by each side in the Quarter finals. (Toss will be forfeited if no Umpire provided 10 mins before the start time. Square leg Umpire to be provided by the batting side.) Umpires will be provided for the Finals Day.

DURATION

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

SCHEDULED HOURS OF PLAY

First Innings: 2:00pm – 3.20pm latest.

Second Innings: 3.30pm – 4.50pm latest.

Interval

The interval shall be of 10 minutes duration.

RE-ARRANGEMENT OF OVERS

Teams have 80 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 4 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 4 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 batsman **MUST** be in a position to take guard or for his partner to be ready to receive the next ball within 60 seconds of the fall of the previous wicket.

BALLS

One new ball is to be used for at the start of each innings. The SCA will provide a pink ball for all matches. If the pink ball gets lost use a good old pink ball, if not available use a normal red cricket ball to the Umpire's agreement. Clubs are urged to retain used pink balls to use in future year's competitions.

CLOTHING

Players in all matches will wear clothing and equipment that follow the standard guidelines and that is predominantly white.

VARIATIONS TO NORMAL LAWS

SHORT PITCHED BOWLING

One short pitched ball is allowed per over, but must pass below the batter's shoulders in their normal stance. A 'No Ball' will be called if above batter's shoulders. If there are any subsequent short pitched deliveries in the same over a 'No Ball' will be called? The Umpire will give a warning to the bowler indicating the one short pitched ball in the over. MCC laws of cricket will apply as normal in regards to short pitched bowling and in addition beamers.

WIDES

Any deliveries down the leg side of a batsman in their normal stance shall be called a 'wide'. In addition a line shall be marked at both ends on both sides of the wicket 17" (43.18cm) from and parallel to the return crease, from the popping crease to the bowling crease. This will aid umpires for off side wides.

THE RESULT

In the event of a tie at the completion of a match, the team that lost the fewer wickets will be adjudged the winner. If this gives no result, then the team with the highest score at the end of 15 completed overs shall be adjudged the winner. If this is still equal, then the side with the highest score at the end of 10 completed overs shall be adjudged the winner. If still no result then the highest score in the 9th, 8th and so on until a result is achieved.

If the game is interrupted by weather, in the first instance no overs will be lost in the first 30 mins. 2 overs will be reduced from the match for every 8 mins lost thereafter. Each side must have faced (or had the opportunity to face) 5 (five) overs in order to constitute a match.

If no play is possible due to the above then a bowl out should take place. 5 players should be nominated and will bowl 1 ball each at a full set of stumps. In the case of a tie at the completion of this round further players must be selected to bowl on a sudden death format. ALL eleven players must be used until a player can bowl for the second time and so on. If the umpires deem that it is even too dangerous for a bowl out to take place? The result will be decided upon the toss of a coin by the two captains.

Home clubs must lodge the results of the match on www.swale.play-cricket.com within 24 hours of the completion of the match. **(Handicap runs to be put in penalty runs on scorecard if applicable.)**

RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

At the instant of delivery, a maximum of five fielders may 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. In the event of an infringement, the square leg umpire shall call 'No Ball'. The SCA will provide infield disc markers and 30 yard measuring rope for each match. (Please see attached diagram.)

A maximum of 5 fielders are allowed on the leg side.

RESTRICTIONS ON BOWLER'S RUN UPS

Bowler's run ups are limited to 10 yards from the stumps. This will be marked by an infield disc marker. The SCA will provide infield disc markers for each match. A 'No ball' will be called if the 10 yard limit is exceeded.

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.

OVER RATE PENALTIES

The six-run penalty for each over bowled will apply. All sides are expected to be in position to bowl the last ball of the last of their 20 overs within 80 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.

HANDICAPS

Each club will start their innings with the following runs:

Club	League	Handicap
Minster	Kent League Division 2	0
Gore Court	Kent League Division 3	20
Faversham	Kent League Division 5	50
Rodmersham	Kent League Division 5	50
Eastchurch/Sheppey	Kent Village League Division 4	80

The Final's Day

Sunday 25th August – Minster CC.

Semi-Final 1 – 10:00am.

Semi- Final 2 – 1:00pm.

Final – 4:30pm.