



## The Liverpool Echo Invitation Cricket Knockout - 2009

### Rules

#### 1. Name

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

#### 2. Players

- (i) Only bona fide members of clubs represented in the Knockout are eligible to participate.
- (ii) No player may represent more than one club in the same season.
- (iii) 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.

#### 3. Teams

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

#### Playing conditions

#### 4. Duration of match

- (i) It shall be of a maximum duration of 20 overs per side.
- (ii) However if, in the opinion of the umpires and prior to the toss, due 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 6:00pm and 6:15pm, 20 overs per side; between 6:15pm and 6:30pm, 18 overs per side; after 6:30pm, 16 overs per side.

#### 5. Final tie

- (i) The venue will be decided by a toss of the coin between the winners of the two semi finals.
- (ii) The final will consist of two innings per team, both of a maximum of 20 overs.
- (iii) Alternatively, in the event of inclement weather, there will be a minimum of 20 overs per side to constitute a match.

#### 6. Bowling restrictions

A bowler may bowl no more than 5 overs which will be reduced both pro rata and equally, for a match of lesser duration.

#### 7. Balls

These must be a standard adult size cricket ball and subject to the approval of both captains and umpires before the toss but either captain can request a new ball prior to the toss taking place. A new ball will be used for each innings from the quarter final and thereafter, except in the final tie where each club will provide one new ball each for the duration of the two innings.

## 8. Fielding restrictions

- (i) Two semi circles shall be drawn on the field of play. 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 end of the semi circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. 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 disc (but not metal) measuring seven inches in diameter.
- (ii) At the instant of delivery there must be no more than five fieldsmen on the leg side.
- (iii) For the duration of the innings there must be a minimum of four fieldsmen, excluding the wicket keeper and bowler, within the field restriction at the instant of delivery.
- (iv) In the event of an infringement of the above restrictions, the umpire at the striker's end will call and signal 'no ball'.

## 9. No ball

In addition to the normal laws of cricket, either umpire can call and signal 'no ball' if the ball pitches and passes, or would have passed, over shoulder height of the striker standing upright at the crease, no matter what the speed of the ball. The umpire at the striker's end may also call and signal full pitch deliveries in accordance with Law 42(6). No more than two fast, short pitched deliveries, below head height and aimed at the batsman, are permitted per over. Any deliveries in excess of this number will be called and signalled 'no ball' by the bowler's end umpire.

## 10. Wide ball

- (i) Umpires are instructed to apply a very strict and consistent interpretation of Law 25 to prevent negative bowling wide of the wicket.
- (ii) The interpretation of a leg side wide is a ball passing on the leg side outside the pads of the batsman standing in a normal guard position.

## 11. Umpires

- (i) Wherever possible, the umpires should be appointed from either the 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.
- (ii) From the quarter final stages the umpires will be appointed by the MCUA.
- (iii) In the final tie, the match fee will be paid by organisers at the same rate as a league fixture.

## 12. The result

- (i) In the event of a tie, the side losing the least wickets will win the match. If the wickets lost are equal, the winners will be the side who scored the most runs in the first 10 overs of their innings, and if this is equal, the winners will be the side losing less wickets in the first 10 overs of their innings.
- (ii) **Final tie:** In the event of a tie, the side losing the least wickets overall will win the match. If the wickets lost are equal, the winners will be the side with the faster run rate over the first 20 overs. If this is equal, the result will be based on the wickets lost in the first innings. If this is equal, rule 12 (i) applies in reference to the first 10 overs. If owing to weather, the match is reduced to 20 overs per side, rule 12 (i) applies.
- (iii) Results to be rung through by the winning team as soon as possible on the morning after the match (before 10:00 am) to James Pearce on 0151 472 2483, faxed to 0151 472 2597 or e-mailed to: james.pearce@liverpool.com
- (iv) Results also to be rung through by the winning team as soon as possible on the morning after the match (before 10:00 am) to Phil Lovgreen on 0151 339 7985 or e-mailed to: statto@liverpoolcompetition.freemove.co.uk for inclusion on www.ldcc.org.uk