

The Liverpool Echo Invitation Cricket Knockout - 2014

Rules

1. Name

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

Clubs shall participate at the invitation of the Liverpool Echo.

Clubs that fail to fulfil a fixture will be excluded from next year's competition.

There will be an open draw made at the beginning of the competition.

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.
- (iv) Each team may play not more than one ECB Category 3 overseas player.
- (v) Each team must field at least nine players that are eligible to play for England.
- (v) Players must wear white clothing, footwear and equipment on the field of play.

3. Teams

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. 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 6:00 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.

5. Final tie

- (i) The venue will be decided at the draw at the beginning of the competition.
- (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. Balls

- (i) Each club shall provide a new 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.
- (ii) The balls are subject to the approval of both captains and umpires before the toss.
- (iii) In the final tie, each club shall provide a new ball and spare ball, as described above, for each innings.

7. Umpires

- (i) 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.
- (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.

Playing Conditions

1. Hours of Play

- (i) Matches should start at 6:00pm and teams have 1 hour 15 minutes to bowl 20 overs.
- (ii) 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. The Result

- (i) Each side must have faced (or had the opportunity to face) a minimum of 10 overs (20 overs in the final) in order to constitute a match.
- (ii) In the event of the side in the 1st innings batting for longer than the side in the 2nd innings the target score shall be decided by average run rate based on the number of legitimate balls faced.
- (iii) If tied on average run rate then fewer wickets lost at the close of the 2nd innings shall determine the winner.
- (iv) If tied at the completion of a match, the team that has lost fewer wickets shall be adjudged the winner.
- (v) If this gives no result, then the team with the higher score at the end of 5th completed over shall be adjudged the winner.
- (vi) If still equal, the side with the higher score at the end of 4th, 3rd, 2nd and 1st completed over shall be adjudged the winner.

3. Rearrangement of overs due to inclement weather

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

4. Over rate penalties

- (i) A 6 run penalty shall apply for each over not bowled in the required time, as determined by the umpires.
- (ii) 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.
- (iii) In reduced over matches the fielding side has a one over leeway in addition to any time that the umpires may allow for stoppages.
- (iv) 20 overs shall be bowled and the penalty runs are added to the final total.
- (v) 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

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.

The following shall also apply in respect of bowl outs:

- (i) 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.
- (ii) 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.
- (iii) 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*.
- (iv) 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

- (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 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. 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.

- (ii) At the instant of delivery, there may not be more than five fielders on the leg side.
- (iii) For the duration of the innings there must be a minimum of four fielders, excluding the keeper and bowler, within the field restriction at the point 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'.

8. Overs per bowler

A bowler may bowl no more than five overs which will be reduced pro rata for a match of lesser duration.

9. ECB Fast Bowling Directives

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

10. Free hit after a foot fault no ball

- (i) The delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it.
- (ii) 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.
- (iii) 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.
- (iv) Field changes are permitted for free hit deliveries providing all effective fielding restrictions are adhered to.

11. Law 25 – Wide Ball - Judging a Wide

- (i) In addition to Law 25 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.

- (ii) Any offside or legside 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, a legside wide should be called if a ball passes on the legside outside the pads of the batsman standing in a normal guard position.

12. Law 42.6 – Dangerous and Unfair Bowling

Law 42.6 (i) (a) Bowling of fast, short pitched balls, will apply.

13. Law 42.6 (b) Bowling of high full pitched balls, to be amended to read as follows:

Any high full pitched ball (regardless of its pace) which passes or would have passed above waist height of the striker standing upright at the crease shall be called and signalled No ball by the umpire at the bowler's end. In addition, if the high full pitched ball is fast, it shall be deemed dangerous and unfair and the umpire at the bowler's end, in addition to the call and signal of No ball, will adopt the procedures of Law 42.7.

Rearranging games and result notification

- (i) The competition will run on the dates stipulated in 2014:
first round: May 8th/9th
second round: June 5th/6th
third round: June 26th/27th,
quarter finals: July 24th/25th,
semi finals: August 7th/8th,
final: to be confirmed.
- (ii) 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.
- (iii) 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.
- (iv) Agreed dates for games and results should be e-mailed promptly to both jamie.bowman@trinitymirror.com and ldccorguk@outlook.com
- (v) Alternatively call Jamie Bowman (01704 398261) and Phil Lovgreen (0151 339 7985).