

Murgitroyd Caledonia T20 2008 - Rules and Regulations

Entry shall be limited to 14 teams, with entries allocated in the following order of priority

1. All SNCL member clubs with teams in the SNCL
2. Clubs in the top division of the Strathmore and Perth Union which are not second XI's of clubs covered in (1)
3. Clubs in the top division of the East League who are north of the Forth and not second XI's of clubs covered in (1).

(3) Ties shall be drawn by ballot.

(4) Ties in each round shall be played off by such dates as decided by the Cricket Scotland Organiser.

(5) Up to the Final of the competition matches shall be played at the ground of the first named team in the draw unless by agreement of both clubs and the Committee. The competition shall normally be played midweek but games can be played on Sundays.

(6) In each round up to the semi-finals the home club must offer the visiting club alternative dates.

(7) Postponed matches, or those abandoned where the provisions of rule 15 do not apply, should be replayed, where possible at the same venue, on a date arranged by mutual consent within the period laid down for the playing of the round. Extensions beyond the date laid down for the playing of each round will normally only be permitted after reference to the Competition Convener where weather or ground conditions have caused a tie to be abandoned or postponed.

(8) It is the responsibility of the home side to inform the Competition Organiser of the date arranged for the playing of each tie. The winners of each match should inform the Competition Convener of the result within twenty-four hours. Any results given to the press should include the Sponsor's name.

(9) The home club shall be responsible for the provision of regulation stumps and bails and for the correct marking of the pitch. The Competition Organiser shall also be responsible for contacting the umpire co-ordinator, and where possible, ensuring that umpires are appointed. Balls will be provided by Cricket Scotland.

(10) Professional cricketers are not eligible to play in the competition. Overseas amateurs are allowed.

(11) Evening ties will commence **not later than 6.15 p.m.**

(11) Matches will consist of one innings per side. Each innings shall be limited to 20 overs.

(12) No bowler may bowl more than 4 overs. An over abandoned for any cause is to be completed by another bowler from the same end. This broken over counts as one over to the batting side but as one complete over for each of the two (or more) bowlers involved.

(13) Any delivery pitching and passing the batsman above shoulder height while taking normal guard shall be called a no ball and may be called by either umpire. Umpires are further instructed to apply a strict interpretation of the “Wide ball” Law, equivalent to that applied in the SNCL.

(14) For all matches 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 semicircles shall be 30 yards. The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or ‘dots’ at 5 yard (4.57 metres) intervals, each ‘dot’ to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery, no more than 5 fielders may be outside the area described above. If this restriction is breached, either umpire shall call and signal no-ball.

(15) Where a match is in progress, clubs are strongly encouraged to continue play in less than ideal conditions. However, no play may take place in conditions which, in the opinion of the umpires, present an obvious and foreseeable risk to the safety of any player.

Any match which is abandoned before 10 overs of the second innings have been completed shall be replayed from the start. Any match abandoned after 10 overs of the second innings have been completed shall be decided on the Duckworth/Lewis Method, as laid out in the instruction sheet provided as an Annex to these rules. If the result under the Duckworth/ Lewis method is a tie, the winner shall be the side with the higher score at the end of the 10th over, as detailed in Rule 16.

(16) In a completed match, the side with the higher total of runs will be the winner. Where the scores are level in a completed game the side having lost fewer wickets will be the winner. If each side has also lost the same number of wickets then the winner shall be the side having scored more runs at the completion of the tenth over. If each side had also scored the same number of runs in ten overs then, regardless of the number of wickets lost at that stage, the winner shall be the side having scored more runs at the end of the ninth over and so on back to the end of the first over until a result is produced.

(17) The control and management of the competition shall be vested solely in the Orgnaiser appointed by Cricket Scotland whose decision in all matters relating to the competition, including these Rules and Regulations, shall be final.

(18)). The Competition Organiser for the 2008 Murgitroyd Caledonia T20 is Ian Cran who can be contacted on 01575574871 and ian.cran@strathmorecc.co.uk

Murgitrotd Twenty20 Duckworth/Lewis Instruction Sheet

The rules for the competition mandate that the Duckworth/Lewis method is used to determine the winners of matches that are prematurely curtailed by weather. The step-by-step instructions for implementing the D/L method are listed below

1. When the match is abandoned, check the final score of the second innings, including the number of wickets fallen, and the number of overs remaining that were not bowled

because of the premature stoppage. If a match is stopped mid-over, use the score at the end of the last completed over.

2. Find the relevant “resource percentage” (RP) from the table below, for the appropriate number of overs and wickets remaining.
3. Multiply the score of the first innings by the decimal RP figure obtained from the table. Drop **all** fractions from the calculated number.
4. The figure arrived at is the “par score” for the situation in which the match was abandoned. If the side batting second has exceeded this score at the moment of interruption, they have won the game. If the side batting second is below the “par score” at the abandonment, they have lost the game. If the side batting second is exactly level with the par score, the game is tied.

Eg. 1 The side batting first scored 120, and the match is abandoned with the side batting second at 89-2 off 15 overs

- With 5 overs remaining, and 8 wickets standing, the RP from the table is 0.703
- $120 \times 0.703 =$ par score of 84.36, rounded down to 84.
- Since the score at abandonment (89) is greater than the par score (84), the side batting second have won, by 5 runs on the D/L method

Eg. 2 The side batting first scored 120, and the match is abandoned with the side batting second at 103-8 off 17 overs

- With 3 overs remaining and 2 wickets in hand, the RP from the table is 0.873
- $120 \times 0.873 =$ par score of 104.76, rounded **down** to 104.
- Since the score at abandonment (103) is less than the par score (104), the side batting second have lost, by 1 run on the D/L method.

	Wickets standing									
Overs left	10	9	8	7	6	5	4	3	2	1
10	0.433	0.442	0.456	0.473	0.500	0.539	0.597	0.684	0.799	0.917
9	0.482	0.489	0.502	0.516	0.539	0.572	0.622	0.698	0.802	0.917
8	0.534	0.541	0.549	0.562	0.580	0.606	0.648	0.714	0.807	0.917
7	0.587	0.592	0.599	0.608	0.622	0.645	0.678	0.731	0.814	0.917
6	0.641	0.645	0.650	0.657	0.668	0.686	0.710	0.754	0.822	0.919
5	0.696	0.700	0.703	0.708	0.716	0.728	0.747	0.779	0.834	0.919
4	0.754	0.756	0.758	0.761	0.767	0.776	0.788	0.811	0.852	0.920
3	0.813	0.814	0.816	0.818	0.820	0.825	0.832	0.846	0.873	0.926
2	0.873	0.875	0.875	0.876	0.876	0.880	0.883	0.890	0.903	0.935
1	0.936	0.936	0.936	0.936	0.936	0.938	0.938	0.940	0.943	0.956