

SCCL “100 KO COMPETITIONS 2021” - OVERVIEW AND RULES

The headlines for the new format

1. 100 balls per innings
2. Change of ends after 10 balls
3. Bowlers can deliver either 5 or 10 consecutive balls
4. Each bowler can deliver a maximum of 20 balls per game
5. Each bowling side gets a strategic timeout of 2 and a half minutes
6. 25 ball powerplay for each side at start of innings
7. Two fielders are allowed outside the inner circle during the powerplay
8. No balls - The delivery following any no-ball (penalty = 1 run) shall be a free hit for whichever batsman is facing.

Shropshire 100 KO competitions – Sponsored by Aaron & Partners

Rules 2021

1. Objective

- I. To enable teams from all member clubs to play in 11-a-side evening knockout competitions which are intended to provide additional cricket for those players who play regularly for the club in its League matches during the season.

2. Organisation

- I. Participation in the competitions is only by invitation from the SCCL.
- II. Premier and Division One clubs will automatically be entered in the Aarons’s Premier 100
- III. All other clubs will be entered in the Aaron’s 100 unless they advise the organising committee by 2 March 2021
- IV. The matches will be played according to the MCC Laws of Cricket 2017 (2nd Edition 2019) modified as under these rules.
- V. The KO Sub-Committee will adjudicate on all matters as necessary, including emergencies and any matter not specifically covered by these rules. It will decide when any extenuating circumstances should apply, and its judgement will be binding on all clubs.

3.Umpires

- I. Umpires will be appointed for all Aaron's Premier 100 matches by the Shropshire Association of Cricket Officials. The SCCL will cover the cost of umpires for Round 3 and Finals Day
- II. Where panel umpires are appointed, each team will pay, in cash, their expenses of £20 to one umpire. The match will not start until both payments have been made, and the payments must also be made if the game is called off because of bad weather with all parties present.
- III. The home club will be responsible for paying both umpires' entitled fees if it fails to inform them that the match has been called off.
- IV. Umpires will be appointed for the finals day of the Aarons 100 matches by the Shropshire Association of Cricket Officials. The SCCL will cover the cost of umpires for Finals Day

4.Eligibility of Players

- I. All players must be bona fide members of the club for which they play and must be registered with the League in accordance with its "Rules and Playing Arrangements".
- II. No player may take part in either competition if he plays in another league not connected to the SCCL.
- III. An exception to rule 4.2 is where a club has a team in the Birmingham League. A player will be eligible to play if he satisfies the requirements of rule 4.4 i.e. the player must have played in at least 33% of their club's SCCL matches in the current season before the round in question.
- IV. To qualify, all players must have taken part in at least 33% of their club's SCCL matches played before the round in question in the current season. A league match that has been abandoned without a ball being bowled does not count when determining a player's eligibility.
- V. Provided application is made to the Chairman of the KO sub-committee not less than seven days before the match is due to be played, explaining the reason for the request, the sub-committee may be prepared to consider relaxation of Rule 4.iv when a club is either genuinely unable to raise a full team of eligible players for a particular match, or wishes to include a player who is unable to play for his club on its scheduled weekend playing day.
- VI. No player may play for more than one club.

5.Match arrangements

- I. All games will be played on a grass pitch at the main ground of the home side.
- II. Matches shall be played on the specified Thursday.
- III. **Aaron's Premier 100 only** – Rounds 1-3 to be played on the nominated Thursday. The following Thursday will be considered the reserve day
- IV. **Aaron's 100 only** - For rounds one and two only - games may be re-arranged from the scheduled date provided that:
 - a. Both clubs agreeing (if no agreement is reached the game must be played on the scheduled Thursday)
 - b. The KO Chairman is notified within seven days of the re-arranged date.
 - c. The ties are completed no later than the scheduled reserve Thursday.
- VI. If bad weather prevents a tie from starting, it will be played at the same venue on the following Thursday.
- VII. If a match has started and is then abandoned, the venue for the rescheduled game shall be reversed.
- VIII. Once a match has started, any interruption(s) totalling more than 30 minutes will mean the tie is abandoned. There will be a fresh toss in the event of a rearranged game.
- IX. If bad weather prevents play starting, the home club must contact the visiting team, both umpires and the KO chairman as soon as the decision is made.
- X. If bad weather prevents a definitive result on the reserve date, a bowl-out shall take place to decide the winner- see below for rules of a bowl out
- XI. If bad weather prevents a bowl-out taking place, the winner will be decided on the toss of a coin.
- XII. If bad weather prevents either or both sides from attending the reserve day, a representative from each side shall meet at a mutually agreed venue – either on the same evening or no later than the following evening – when the toss of a coin will decide the winner.
- XIII. No match, other than one re-arranged in accordance with rules 5.iii and 5.iv, shall be played after the specified week without the permission of the KO sub-committee.
- XIV. Any side that declines to play in accordance with these rules will be deemed to have forfeited the match unless the KO sub-committee decides there are extenuating circumstances and allows the teams the opportunity to agree a new date, which must be before the next round is due to be played. If agreement is not reached, the KO sub-committee will decide when the match is to be played and its decision will be binding on both clubs.

6. Playing details

- I. Before the toss, each captain must nominate his players who may not thereafter be changed without the consent of the opposing captain. A team sheet listing the players is to be presented to both umpires before the game starts.
- II. The toss for innings shall take place not later than 6.05 pm. In the event of a team not complying with this, the opposing team may, if it so wishes, claim the toss.
- III. Matches shall normally start at 6.15 pm. If one team is not ready to play at 6.45 pm the match shall be awarded to the other team.
- IV. A team is deemed able to start at 6.15 pm if seven or more players are present at 6.05 pm.
- V. The home side shall provide the match ball. It shall be approved by both captains before the toss and be used throughout the game. It need not be new but must be of good quality and in good condition. If both captains agree a coloured ball may be used; if agreement cannot be reached, then a red ball shall be used. The League will supply new coloured balls for round 3 and finals day for both competitions
- VI. Each side shall have one innings consisting of a maximum of 100 balls. If there is a late start or weather conditions make this desirable, the captains may, before the toss takes place, agree to reduce the number of balls to a minimum of twenty-five balls per side.
- VII. Declaration and forfeiture will not apply – the captain of the batting side may not declare at any time.
- VIII. There will be a change of ends after 10 balls
 - a. Bowlers can deliver either 5 or 10 consecutive balls
 - b. Each bowler can deliver a maximum of 20 balls per game
 - c. Each bowling side gets a strategic timeout of 2 and a half minutes
- IX. The first 25 balls of each innings will be a powerplay Two fielders are allowed outside the inner circle during the powerplay
- X. No balls - The delivery following any no-ball (penalty = 1 run) shall be a free hit for whichever batsman is facing.
 - a. If the free-hit delivery is not legitimate (wide or any kind of no ball) then the next delivery will also be a free hit whereby the striker may be dismissed only under circumstances that apply for a no-ball, even if the delivery is a wide.
 - b. Field changes are not permitted for free-hit deliveries unless there is a change of striker.
 - c. The interval between innings shall not exceed ten minutes, except in the final.

- XI. No appeal against the light shall be allowed after the start of the second innings unless the umpires decide that it would be unreasonable or dangerous for play to continue.
- I. A match is won by the side scoring the greater number of runs in their 100 balls
 - II. If the scores are level, the team that has lost fewer wickets shall be the winner; if equal the team scoring the greater number of runs off the bat (i.e. excluding extras) shall be the winner. If still equal the winner shall be decided by a bowling competition.
 - III. In both finals days any match that is tied will be decided by way of a "Super 5" balls. The number of wickets lost are not taken into account. Each team will nominate one bowler and 3 batsmen

7. Time restriction on bowling of allotted balls and time lost owing to bad weather

- I. The following rules in this section apply to both competitions, but only when panel umpire(s) officiate.
- II. Any interruption(s) totalling more than 30 minutes of any agreed play will mean the tie is abandoned (see also 5.v).
- III. Both teams must bowl their 100 balls in 75 minutes
- IV. Any side that fails to conform to 7.III above must still complete their allocation but will concede an additional total of 2 penalty runs per completed ball not bowled within 75 minutes – subject to a result during the second innings (see also 7.VII).
- V. If bad weather or any other delay curtails the first innings, it will be reduced by 10 balls for every seven minutes lost. The eventual number of balls bowled will then be identical for the team batting second (see also 7.III).
- VI. In the event of a curtailed first innings, the umpire(s) will recalculate cessation time and penalty runs will still apply as outlined in 7. IV (see also 7.IX).
- VII. If a match, interrupted or not, is settled before cessation time, ball rate penalty will not apply.
- VIII. If bad weather or any other delay deprives the team batting second from facing an equal number of balls, the match is abandoned.
- IX. In all reduced ball matches, the fielding team will be given a leeway of 5 balls.
- X. The panel umpires will keep both captains fully aware and informed of time allowances, ball rates, and potential penalties.
- XI. The interval will be ten minutes, during which time the pitch may be rolled at the request of the captain of the side batting second.

8. Fielding Restrictions

- I. At the instant of delivery, there shall not be more than five fielders on the leg side.
- II. For the first 25 balls of each innings, only two fielders are permitted outside a 30-yard radius marked by white plastic discs.
- III. For the remaining balls of each innings, only five fielders are permitted outside the fielding circle.
- IV. When the balls are reduced, so are the fielding restrictions proportionately as follows:

Total balls in innings	Number of balls for which fielding restrictions will apply
25	5
26-50	10
51-75	15
76-90	20

- V. In the event of an infringement, the striker's end umpire shall call and signal 'no-ball' and the penalty is one run.

9. Wides

- I. Umpires should apply a strict and consistent interpretation to prevent negative bowling, especially down the leg side.
- II. **For Aaron's Premier 100** *For guidance a leg side "wide" shall be called if, irrespective of where the ball pitches, it passes on the leg side of the striker and the leg stump, despite the striker's movement. (For additional clarity, a ball that passes between the batsman and the leg stump shall not be called "wide").*
- III. **For Aaron's 100** Any ball passing behind the batsman (in his normal stance at the wicket) not touching his person or equipment, will be called and signalled "wide ball" by the bowler's end umpire.
 - a. As a guideline for the offside, pitch markings should include lines 17" inside the return crease at each end of the pitch.

10. Timed Out

- I. To ensure a prompt turnaround of players at the fall of a wicket, the incoming batsman must be able to take guard, or for his partner to be ready to receive the ball, within 90 seconds of the fall of the wicket. Players are expected to jog to the wicket immediately a wicket falls.

11. Bowl-Outs – only applicable if a result cannot be achieved in matches before finals day

- I. Five players from each side will bowl two overarm deliveries each, wicket to wicket on a normal 22-yard pitch.
- II. Player 1 from Team A will bowl his two deliveries, followed by Player 1 from Team B. That pattern will be followed throughout the bowl-out.
- III. The side that hits the wicket most times shall be the winner. If the scores are equal, the same players will bowl one ball each (same format as 12.2) to achieve a result on a sudden-death basis.
- IV. Both teams will use the match ball. If this ball becomes wet, it may be changed subject to the umpires' approval.
- V. A no-ball will count as one of the two deliveries but will not count towards the score of the team.
- VI. If the match has started, then the five cricketers nominated to take part in the bowl-out must be chosen from the 11 cricketers and 12th man selected for the match. If there has been no play and 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.
- VII. Each side will appoint a wicketkeeper to stand behind the wicket but out of reach of the stumps.

12. Penalties

- i. Any breach or infringement of these rules will result in the offending club(s) being expelled from the competition. The KO sub-committee will adjudicate on all matters as necessary, including any matter not specifically covered by these rules. Its judgment will be binding on all clubs.
- ii. Any team failing to fulfil a fixture, or found to have used an ineligible player, may be fined and excluded from the competitions the following year at the discretion of the KO sub-committee.

13. Coloured clothing and coloured balls

Coloured clothing will be allowed in all rounds of the competitions, and the new balls that the League supply (see 6.V) will be coloured. Umpires should wear white ball clothing i.e. Blue

14. Notifications

- I. For the first two rounds, it is the responsibility of the winning club to ensure that a fully-completed official SCCL KO scoresheet, including full names of all players and signed by both captains and umpires, is sent to the Results Secretary to arrive not later than two days after the match was played.
- II. For both competitions the scorecard must also be posted in full on the League website by the winning club not later than 48 hours after the completion of the match.
- III. Where panel umpires have been appointed, it will be the responsibility of the panel umpires to send the results sheet to the Results Secretary within 48 hours of the fixture taking place.
- IV. The Results Secretary will notify clubs who their opponents will be in the next round and will send an official scoresheet to the home side.

15. The Draw and Finals Days

- I. The draw for rounds 1 - 3 will take place on **9 March**.
- II. Both competitions up to and including round 3 will be based on regions. For the Aaron's 100 there will be 4 groups and for the Aaron's Premier 100 two groups
- III. The Aaron's Premier 100 –
 - i. Round 1 – 20th May with reserve day 27th May
 - ii. Round 2 – 3rd June with reserve day 10th June
 - iii. Quarter Finals – 17th June with reserve day 24th June
 - iv. Finals Day 18th July at Worfield CC
- IV. The Aaron's 100
 - i. Round 1 – 20th May with reserve day 27th May
 - ii. Round 2 – 3rd June with reserve day 10th June
 - iii. Quarter Finals – 17th June with reserve day 24th June
 - iv. Finals Day – Sunday 1st August at Frankton CC (reserve day to be confirmed)
- V. The draw for finals day will take place the day following the completion of the last Round 3 match

16. Scorers

In both competitions from round two onwards, both teams must provide a suitably competent scorer who is not one of the players. Clubs should endeavour to do this in earlier rounds as well.

Details of the Draw – On the Shropshire Cricket League Website