

1. Title

The title of the Competition shall be the MCCA KO Competition. The name of the sponsor (if any) may be incorporated in the playing title.

2. Management

- 2.1 The control of the Competition shall be undertaken by MCCA and all decisions relating to these rules or to matches played in the competition shall be final and binding on all concerned.
- 2.2 The Management Committee shall have the same powers in relation to these Rules and Playing Conditions as are set out in 9.2 and 9.3 of the MCCA Championship Regulations.

3. Entry

- 3.1 The Competition shall be open to those counties who are members of MCCA.

4. Competition Structure

- 4.1 The Competition shall be organized on a flexible regional basis as decided from time to time by MCCA. There will be 4 groups of five counties with each county playing 4 fixtures, two home and two away.
- 4.2 The 4 group winners, (who shall receive a home draw,) and the group runners up shall go forward to the Quarter Finals. The pairings for both the Quarter Finals and Semi-Finals will be made by an open draw.
- 4.3 All Regional Group matches shall be played on the dates specified by MCCA.
Matches in the Quarter Finals, Semi-Finals and Final must be played on the dates scheduled by MCCA.
- 4.4 Matches in the Semi-Finals shall have a Reserve date of the following day. A match in these rounds not completed on the first day shall be continued on the reserve day.
- 4.5 The home county shall be responsible for the match arrangements and shall retain any gate receipts.
- 4.6 The Final shall be played at a neutral venue. MCCA shall undertake all arrangements, including financial, for the Final. Any gate receipts shall be a matter for agreement between MCCA and the host venue. In the case of the Final if no play is possible at the original ground and that ground is not available for a Reserve day MCCA may (but shall not be obliged to) at its discretion re-arrange the match at an alternative venue which may be either at a neutral venue or one within the boundaries of one of the participant Counties. All arrangements, including financial, shall be decided by MCCA

5. Qualification of Players

- 5.1 The same registration regulations relating to the MCCA Championship shall apply. A cricketer shall only be eligible to play for one Minor County in any one season whether in the same, or different, competitions.

6. Discipline

- 6.1 All participating Counties, their officials and players will abide by the Laws of Cricket (2000 code), the Code of Conduct and the Rules, Regulations, Directives and Resolutions of MCCA current from time to time and shall be deemed to have knowledge of them and to consent to be bound by them. The Counties shall be responsible for informing their officials and players accordingly and for providing all relevant information.
- 6.2 Umpires are required to report immediately after or, if necessary, during a match, any breach of playing conditions or as required under the terms of Law 42.
- 6.3 Umpires are required to report any breach of the Code of Conduct (as referred to in MCCA Championship Playing Conditions 10 and 11) even though the player's captain may have taken effective action. Such reports shall be submitted in writing as soon as possible to an official of the County concerned and shall be included in the Umpire's Report on the game.
- 6.4 MCCA shall give official notification of any alleged breach of the Code of Conduct to the County concerned, who shall notify the players or officials reported, and shall, within 14 days,

notify MCCA of the action taken to deal with the matter. If action is not taken, or not so notified or, in the opinion of MCCA the action taken appears unsatisfactory then MCCA may investigate and deal with as appropriate.

7. Cricket Balls

One Grade 1 BSI approved ball with seams conforming to the specifications laid down by the MCCA shall be used per innings. MCCA shall provide new balls for the Final. Spare balls, of the same brand, for changing during a match shall also be available.

8. Umpires and Match Referees

8.1 The MCCA may, in its absolute discretion, appoint a Match Referee for any KO Trophy match, including the Final, as it considers appropriate. The modus operandi of Match Referees shall be in accordance with Para 36 of the Regulations for First Class cricket as are appropriate to MCCA KO Trophy cricket and subject to any special conditions contained in these Rules and Playing Conditions which shall be overriding.

8.2 Umpires shall be appointed for each match by MCCA.

8.3 The Home County shall pay the Umpires in accordance with the scale of charges and expenses approved by MCCA.

8.4 The Umpires shall submit a match report, and the Captains an assessment report on the forms provided.

9. Scorer

Each County shall provide a scorer for each match they play in the competition.

10. Match Results

At the end of each match both scorers shall sign an official Score Sheet which the Home County shall return to the MCCA Competitions Secretary, as set out on the form, within 24 hours.

MCCA KO TROPHY PLAYING CONDITIONS 2008

1. Playing Conditions

The Playing Conditions for MCCA Championship cricket (including the qualification of players) will apply, with the following exceptions:

2. Duration

The matches will consist of one innings per side, each innings being limited to maximum of 50 overs. One day will be allocated

3. Hours of Play and Intervals

3.1 No matches have a Reserve Day except, (if provided for), the Semi Finals and Final

3.1.1 The scheduled hours of play will be 11.00am to 6.45pm and may be altered subject to the agreement of both teams and MCCA. In matches where there is no Reserve Day up to 60 minutes of extra official playing time is allowed to make up for playing time lost – refer 4.2.1 (a) and 4.2.3.

3.1.2 In matches where a Reserve day is applicable and there is a delayed start or one or more interruptions in play the Umpires may order extra time on the first day if they consider that a finish can be obtained on that day. If the Umpires are satisfied that a result cannot be obtained on the first day, the timing for cessation of play on that day will be 8.00pm.

Up to 60 minutes of extra official playing time is allowed on the Reserve Day to make up for playing time lost (refer to 4.2.1 (a) and 4.2.3).

3.1.3 There will normally be two sessions of play of 3 hours 30 minutes each, separated by an interval of 45 minutes from 2.30pm to 3.15pm. If the innings of the team batting first is completed prior to the scheduled time for the interval then the interval may, if considered practicable by the umpires in consultation with the Ground Authority, take place immediately and the innings of the team batting second will commence correspondingly earlier. Otherwise the interval shall take place at the normal time as calculated by the Umpires.

3.1.4 Where the innings of the side batting first is delayed or interrupted, the Umpires will reduce the length of the interval.

In the event of time being lost up to and including 60 minutes in aggregate, the length of the interval shall be reduced from 45 to 30 minutes. In the event of more than 60 minutes being lost in aggregate, the duration of the interval shall be agreed mutually by the Umpires and both Captains subject to it being of not more than 35 minutes' duration nor less than 10 minutes' duration. In the event of disagreement, the interval shall be of 25 minutes duration.

In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the Umpires shall reduce the length of the interval by the amount of time that the first innings overran. The minimum time for the interval will be 10 minutes.

3.1.5 Two drinks intervals per innings are permitted, but no time allowance shall be provided for them.

4. Length of Innings

4.1 In Uninterrupted Matches (ie matches which are neither delayed nor interrupted):

4.1.1 Each team shall bat for 50 overs unless all out earlier.

4.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and Playing Condition 15 will apply

4.1.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

4.1.4 If the team fielding second fails to bowl 50 overs by the scheduled time for the cessation of the second innings (normally 6.45pm), the hours of play shall, subject to

conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Playing Condition 15 will apply.

4.2 In Delayed or Interrupted Matches

4.2.1 General

(a) Any rearrangement of the number of overs that may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason, shall only be made on the final scheduled day of the match.

The timing and duration of all suspensions of play (including all intervals) or delays on any day will be taken into account when calculating the length of time available for either innings.

(b) The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs

(c) Except as provided for in 4.2.3 below the calculation of the number of overs to be bowled shall be based on a rate of one over for every full 4.2 minutes in the total time available for play up to 7.45pm on the last scheduled day of the match (refer also 3.1.2). A rescheduled cessation time should be re-calculated for both innings A minimum of 10 overs must be bowled to the team batting second (subject to it not being all out earlier) in order to constitute a match.

The re-calculated number of overs will be the minimum number that ensures that the re-scheduled cessation time is no earlier than the original cessation time.

(d) If the team fielding second falls to bowl the required number of overs by the scheduled cessation time, the hours of play shall, subject to conditions of ground, weather and light, be extended until the overs have been bowled or a result has been achieved, and Playing Condition 15 will apply.

(e) The team batting second shall not bat for a greater number of overs than the team batting first, unless the latter has been all out in less than the agreed number of overs.

4.2.2 Delay or interruption to the Innings of the Team Batting First

(a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of its innings, as calculated by applying the provisions of 4.2.1 (a), 4.2.1 (b) and 4.2.1 (c) above. In the event of its innings being completed prior to the Scheduled time, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

(b) The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs

4.2.3 Delay or interruption to the Innings of the Team Batting Second

If there is a delay or interruption to the innings of the team batting second, the overs shall be reduced at a rate of one over for every full 4.2 minutes lost, except that when the innings of the team batting first has been completed prior to the scheduled or re-scheduled time for the interval between innings, the reduction of overs will not commence until, in the case of a delay, an amount of time equivalent to that which the first innings finished early has elapsed, or in the case of an interruption, an amount of time equivalent to that by which the second innings started early has elapsed.

Note also that 3.1.2 makes provision for the scheduled close of play on the final day of the game to be pushed back to 7.45pm before overs are deducted for time lost.

A re-scheduled cessation time should be re-calculated for the second innings.

The re-calculated number of overs will be the minimum number that ensures that the rescheduled cessation time is no earlier than the original cessation time.

Note . After any hold up in play, the Umpires will notify the Scorers of the number of overs lost The Umpires will both satisfy themselves as to the correctness of all such calculations before allowing play to take place. The Umpires will notify the Captains, Scorers and all others concerned of such decisions.

5. The Result

5.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. In the event of a match ending with level scores, the following shall apply:

5.1.1 The team losing the lesser number of wickets shall be the winner.

5.1.2 If the result cannot be decided by 5.1 or 5.1.1, the winner shall be the team with the higher score after 15 overs, or if still equal after 14 overs, or if still equal after 13 overs etc.

5.2 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum 10 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing. This will be calculated on the basis of average run rate.

5.3 If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 10 overs) , the result shall be decided by average run rate. If, however, the team batting second have received less than 10 overs, but have already scored sufficient runs at the time when play is abandoned to have already achieved the target number of runs required to obtain the higher overall run rate had they batted for 10 overs they shall be the winners.

5.3.1 For the purposes of 5.2 and 5.3 if either team is bowled out in less than the number of overs scheduled for their innings (whether 50 overs or a revised figure) then the average run rate of such team is calculated on the basis of the full number of such scheduled overs.

5.4 Points Scoring In Zonal League matches

5.4.1 The side winning the match to score 2 points. In a No Result match each side to score 1 point.

5.4.2 In the event of two or more sides in any zonal group having the same number of points after all matches have been concluded, positions in the table shall be decided on their respective net run rates. Only matches where results are achieved will count for the purposes of net run rate calculations. A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team. In the event of a team being all out in less than its full allocation of overs, the calculation of its run rate shall be based on the full quota of overs to which it would have been entitled, and **NOT** on the number of overs in which the team was dismissed.

6. No Result Quarter Finals and Semi Finals

6.1.1 Subject to the provisions in 6.1.2 in the event of no result being obtained in the Quarter Finals and Semi Finals the Captains should, if circumstances (outdoors or indoors) permit, agree (in case of disagreement the Umpires shall decide) to the following form of "bowl-out" contest to achieve a result: five players from each side will bowl over-arm two deliveries each at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9). The side which bowls down the wicket (as defined in Law 28.1) 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. If circumstances make the contest impossible the match shall be decided by the toss of a coin.

6.1.2 The Management Committee shall have the power, in its absolute discretion, to direct that in the event of a No Result Semi Final, the match shall be re-scheduled on a date to be fixed by the Management Committee rather than the result being decided by a "bowl out." This decision will normally be determined prior to the date scheduled for the semi final and the Management Committee shall particularly take into account the length of time between the dates scheduled for the Semi Finals and Final. At the Quarter Final stage this clause shall not apply.

The following shall also apply in respect of “bowl-outs”:

6.2 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.

6.3 If a bowler bowls a “no ball” it will count as one of his two deliveries but will not count towards the score of the team.

6.4 If the original match has started, the five cricketers to take part in the “bowl-out” must be selected from the original 11 cricketers and the 12th man. 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 a County's registered cricketers even if team lists have been exchanged.

6.5 Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

7. No Result Final

In the event of no result being achieved in the Final the Trophy will be shared.

8. Restrictions on the Placement of Fieldsmen:

8.1 At the instant of delivery there shall not be more than five fieldsmen on the leg side.

8.2 For the first 15 overs only of each innings, only two fieldsmen are permitted to 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 (the fielding circle). The fielding circle 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.

8.3 For the remaining overs of each innings only five fieldsmen are permitted to be outside the fielding circle at the instant of delivery.

8.4 Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepoint of the popping crease at either end of the pitch. The radius of each of the circles is 15 yards (13.72 metres). The field restriction area should be marked by coloured “dots”. The segment of the circles reserved for the slip positions shall not be demarcated. For the first 15 overs only of each innings there must be a minimum of two stationary fieldsmen (excluding the Wicket-keeper) within 15 yards of the striker at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (in the un-demarcated area) provided only that they are standing in slip, leg slip and gully positions.

8.5 In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 8.2 and 8.4 above shall be reduced proportionately in a ratio of 15:50 (30%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately).

Total overs in innings	No of overs where 8.2 and 8.4 above will apply
10-13	3
14-16	4
17-19	5
20-23	6
24-26	7
27-29	8
34-36	10
37-39	11
40-43	12
44-46	13
47-49	14

Where the number of overs for the team batting second is reduced, the aim will be to maintain the restrictions in 8.2 and 8.4 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

8.6 In the event of an infringement of any of the above fielding restrictions, the striker's end Umpire shall call and signal "No Ball".

9. Number of Overs Per Bowler

No bowler may bowl more than ten overs. However in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance –e.g. after 16 overs, rain interrupts play and the innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl 7 overs and three bowlers can bowl 6. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.

When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the uncompleted over.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

The number of overs bowled by each individual bowler shall be indicated on the scoreboard from the commencement of an innings.

10. Declarations

Law 14 will not apply in this competition. The Captain of the batting side may not declare his innings closed at any time during the course of a match.

11. Law 24.12 - No Ball – Penalty

Law 24.12 will apply except that the penalty for a "No Ball" will be 2 runs.

12. Free Hit after a Foot Fault No Ball

In addition to 9 above, the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. 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 will become a free hit for whichever batsman is facing it.

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.

Field changes are permitted for free hit deliveries.

13. Law 25 -Wide Ball – Penalty

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.

A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.

14. Short Pitch Bowling

A bowler shall be limited to only one unfair delivery as defined in the MCCA Championship Playing Condition (4.23).

15. Over Rate Penalties

All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hrs. 30 minutes playing time.

In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

If the innings is terminated before the scheduled or re-scheduled cut off time no over- rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.

The Umpires shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway.

Over-rate penalties apply only to innings of 15 overs or more duration.

This is the only penalty for a slow over-rate.