

1. Teams

A team will consist of not more than 11 players, all of whom must be bona fide playing members of the club, having played at least two league matches, (weather permitting enough League matches to have been played), in the current season for the initial rounds and at least three for the final. Team lists must be entered into play cricket before the commencement of the match and a list of players full names handed to the umpires or scorers before the match.

2. Match

A Match will consist of 15 eight-ball overs per innings which may be reduced on agreement by the captains. No bowler may bowl more than 4 overs, or 3 in a reduced overs match. A bowler must not take a run up of more than 12 yards (10.97m) from the wicket. The pitch should be marked if possible. Should a bowler be unable to complete an over, then another bowler must do so but that part of an over shall count as one of his 4 (or 3) permitted overs.

3. Fielding Restrictions

A fielding restriction area shall be marked as follows. 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 (27.43 metres). 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 with a white plastic disc. At the moment of delivery no more than five players may be outside the fielding restriction area. In the event of any contravention of this rule, the square-leg umpire shall call and signal 'no-ball'. The umpire shall inform the bowler or the fielding captain of the reason for the 'no-ball' before the bowler commences his run up for the next delivery. If the umpire fails to inform the bowler or captain and calls 'no-ball' for the same offence from the next ball bowled in the same over the ball shall be considered void and will not be recorded.

4. Tied Scores

In the event of the scores being level, then the team which lost the fewer wickets will qualify for the next round. If both teams have lost the same number of wickets then the team which lost the toss will qualify for the next round.

5. Eligibility

No player may play for more than one team in the Knock Out Cup in the same season. A team including an ineligible player will be disqualified.

6. Match Dates

The draw and dates for each round are as shown on play cricket. All matches must be completed by the date specified for each round.

7. Substitutes

Substitute fielders may be used in the event of the late arrival of any player providing that the opposing captain and both umpires have been notified in advance. A substitute may not bowl, keep wicket or bat under any circumstances, even if the original player fails to arrive. A substitute can be used for an injured player during the match according to The Laws of Cricket.

8. Venue

The team drawn first shall have the choice of venue up to the final which should be played on a ground designated by the Competition Organiser, with umpires appointed by the Competition Organiser.

9. Time of Match

- a) Matches should start not later than 6.15pm and the toss must take place by 6.00pm.
- b) Teams not ready to toss at 6.00pm shall forfeit the right to do so.
- c) Teams not ready to start at 6.15pm shall forfeit one over of their innings for every 5 minutes delay.

10. Balls

Orange balls will be provided by the league. One new ball shall be used for each match. The winners of each match shall take the balls to the next match and all balls shall be returned to the league at the final.

11. Artificial Pitches

Artificial pitches may not be used.

12. Disputes

The League Executive Committee will resolve any dispute that may arise, with their decision being final.

13. Umpires

- a) Each club is entitled to nominate one umpire to stand for a match, except for the final where neutral umpires will be appointed.
- b) The normal Laws of Cricket apply except as stated otherwise in these rules.

c) The umpires are encouraged to adopt a 'limited over' interpretation of wide pitched bowling.

14. Results

a) The winning captain must phone or e-mail the result to the Competition Organiser (Ron Hedley - Amersham Hill rjhatters1@yahoo.co.uk) within 24 hours of completion of the match. He will send an updated draw to all clubs within seven days of the closing date for each round. The result must also be entered on play cricket within 24 hours of the completion of the match.

b) The Competition Organiser will automatically advance the away team to into the next round if the result has not been notified within 5 days of the relevant closing date unless the home team can produce sufficient evidence that they made every effort to play the match and the away team was at fault.

15. Score Sheets

Full score sheets shall be entered into play cricket within 24 hours of the completion of the match.

16. Inclement Weather

a) Matches not played due to inclement weather should be decided by the captains on the toss of a coin, preferably in the presence of a neutral observer.

b) If a match, being played on the first named date is abandoned due to inclement weather or bad light, the match will be void and will start from scratch on the second named date.

c) If a match, being played on the second named date is abandoned due to inclement weather or bad light, the result will be decided by the toss of a coin as in 16 a).