



**CRICKET
SCOTLAND**



Beyond Boundaries

CRICKET FOR ALL

**Beyond Boundaries
Women's T20 Scottish Cup**

**Rules and Playing Conditions
2024**

1 Format

The Beyond Boundaries Women's T20 Scottish Cup 2024 (the "Competition") is run by Cricket Scotland (CS) through the Competitions Management Group (CMG).

The first round is to be played on 7 July 2024 with a scheduled Reserve Date of 4 August 2024. The draw has been issued by Cricket Scotland and is published on the Cricket Scotland website. Any changes of time, date or venue must be advised to georgeburns@cricketscotland.com as well as to the umpires allocated to the match by emailing appointments.manager@csmoa.org.uk and by telephone to the umpires if at short notice.

The winning teams in the first round will progress to **Finals Day** hosted by Cricket Scotland and Beyond Boundaries on **Saturday 10 August 2023** at **Stirling County CC** (reserve day 31 August).

2 Match Administration

2.1 Umpiring

Cricket Scotland Match Officials Association (CSMOA) shall, where possible, appoint umpires for all matches. Umpires match fees and travelling expenses will be paid via Who's The Umpire (WTU). The amount of the umpiring match fee will be set each year and confirmed pre-season by CS. In matches where only one umpire is available, that umpire will be paid one and a half the match fee. There will be no charge in 2024 to the participating clubs.

2.2 Weather Issues Prior to Match

On any occasion when the Home Ground Authority considers that weather conditions have made the ground unfit for play, it must advise the Away Club. If it is possible, the home club may call in a member of the CSMOA umpiring panel to give an independent assessment of the likelihood of play being possible. The Away Club then has the option of agreeing to the cancellation of the fixture or of travelling. If it decides to travel, both teams and Umpires must appear at the ground. In no event may the Home Club cancel the fixture without the agreement of the Away Club.

In the event of inclement weather in the week leading up to a match causing damage to either the pitch or its surrounds, the home club shall advise the visiting side as early as possible that the match may be in doubt. However, no game shall be called off until the morning of the match unless it is agreed by the CMG or by a member of the CSMOA umpiring panel that an earlier cancellation is correct.

2.3 Scoring

It is the responsibility of each team to provide a competent scorer. This should be someone who is not playing. However, if the captains agree, a playing member can score. Each club should have at least two members that are able to score.

A scoreboard must be in use to allow the score to be visible from the pitch. It shall be the responsibility of the batting side to ascertain the details of the score, wickets and overs from the scorers and to see that the scoreboard is brought up to date with this information at least at the end of every over – assuming that no official means of updating the scoreboard is in place.

2.4 Player Eligibility

No player may play for a Club in the Competition in any one season if she has already played in a competitive Women's Premier League match for another club in that season.

No player may participate in the Competition in any one season for more than one Club. This includes a competition that may be continued forward to the following season due to circumstances such as weather.

2.5 Results

The team scoring the greater number of runs in the match shall be the winners.

In the event of both teams finishing on the same number of runs, the team that lost the fewer number of wickets will be the winner.

If both teams have lost the same number of wickets, then the team with the higher score at the end of the penultimate over and so on (18th, 17th etc) will be the winner. In the event a side is bowled out in less than 20 overs, then the side's final total will also be the total at the end of all overs up to and including the final scheduled over of that innings.

2.6 Submission of match returns

The home team is responsible for submitting the match score on CS Live by 5pm on the Wednesday immediately following the match, using the electronic scoring app or by administering online at <https://admin-cricketscotland.resultsvault.co.uk/login.aspx?mode=0>
If the match is scored on the App, then this will be automatically uploaded onto CS Live.

Please make sure that the scoresheet is complete with the names of **catchers and 'did not bat' players, fall of wickets**, etc. This is the captain's responsibility and we advise that the scorebooks get checked by both captains and the umpires straight after the match and any blanks are filled in, while fresh in the memory.

The home club should provide **summary details** of a game immediately following its end or cancellation, and no later than 10pm on the day of the game via CS Live as above.

2.7 Umpires' and Captain's Reports

The Captain of each team must complete the '**Captain's Report on Umpires**' by 5pm on the Wednesday following the match in which an appointed umpire from CSMOA officiates. These reports are essential to improve the standards of umpiring. Observations and constructive suggestions are encouraged. The form can be found via the club / captain's log-in at https://www.whostheumpire.com/db_admin/index.php On the home screen, the list of outstanding reports is now visible for ease of access. If the captain is a minor then it may be more appropriate for an adult in the club to complete the report.

An Umpires Report form and Pitch Report form must be completed by the umpires on WTU by the end of Monday night following the match.

2.8 Discipline

All clubs, players and team officials are expected to maintain a high standard of behaviour as laid down by the current CS Code of Conduct – <http://www.cricketscotland.com/wp-content/uploads/2023/04/Cricket-Scotland-Code-of-Conduct-2023.pdf>

Any club or player or team official found in breach of the Code may be liable to such action as deemed appropriate and necessary as defined by the Cricket Scotland disciplinary process. The latter also includes an appeals procedure which does not apply to Level 1 offences.

2.9 Disputes

Any complaint by one club against another club must be notified to Cricket Scotland by email, via George Burns at georgeburns@cricketscotland.com by midnight on Tuesday following the match. Cricket Scotland retains the right to investigate any matters which come to its attention outwith this period and determine the process to be followed. CS will follow the disciplinary process as outlined on the CS website.

2.10 Safety Guidelines

All clubs participating in the competition must comply with the safety guidelines issued by the ECB and Cricket Scotland in respect of the wearing of helmets and fielding restrictions by young players, as well as the fast bowling directives. Please see Appendix 1.

2.11 Sanctions

Cricket Scotland shall have the power to impose sanctions on any club and/or player and/or team official in breach of the provisions of these rules.

3 Playing Conditions

3.1 Laws of Cricket

In all matches, the current Laws of the Marylebone Cricket Club shall apply except as amended in these Rules. Law 42 will apply only when at least one umpire appointed by CSMOA is in attendance.

3.2 Pitch requirements

A full 22 yard pitch shall be used. Artificial pitches are permitted but, if used, the Home club must notify the Away club so that appropriate footwear is worn.

3.3 Teams

Each captain shall nominate 11 players in writing at the toss to present to the umpires and scorers.

Teams can play with less than 11 nominated players (minimum of 8). Any players lent by the opposing team can field but cannot bowl or bat.

Team captains are responsible for informing the umpires and scorers before the toss of any players aged Under 19 or below, to allow the ECB Match Directives for Young Players to be adhered to (see Appendix 1).

3.4 Cricket Balls & Clothing

A pink 5oz cricket ball will be used. All balls will be provided by Cricket Scotland. Either white or coloured clothing may be worn.

3.5 Bowling Restrictions

No bowler may bowl more than one-fifth of the total overs scheduled for that innings.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed 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

3.6 Wides

If the ball is bowled down the leg side and behind the body of the striker, and the striker makes no contact with it, then the Bowler's End Umpire will call and signal 'Wide'. There are two exceptions to this Rule.

- (i) It is not a wide when the batter moves across to the off stump from their original stance and the ball just misses the leg stump. "Just misses" is to be interpreted as the width of a bat (approximately 4 inches).
- (ii) It is not a leg side wide when the batter plays or attempts to play, or aborts playing a reverse sweep or switch hit. In these circumstances, the wide lines (see Appendix 2) shall apply to both the off side and the leg side.

For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a wide for the purposes of this Rule.

Off side - Any delivery that passes outside or crosses the off side wide line (see Appendix 2), provided it is not hit by the striker, shall be called and signalled 'Wide' by the Bowler's End Umpire. There is one exception to this Rule. The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

3.7 Law 17.1 (Number of balls) shall be replaced by the following :-

In the interest of time, a maximum eight deliveries per over shall be bowled regardless of the number of wides or no balls bowled in an over, with the exception of :-

- (i) the final two scheduled overs of any innings and
- (ii) in the event that the final ball of an over restricted in length to eight deliveries is a No Ball, subsequent deliveries shall be permitted in order for Rule 3.9 to be applied.

3.8 No Balls

In addition to the Laws governing no balls, the following shall apply :-

The bowler shall be limited to one short-pitched ball per over. A short pitched ball is defined as one that passed or would have passed above shoulder height of the striker standing upright at the crease. The umpire at the bowler's end shall indicate clearly when such a short pitched ball is bowled. Should the one short-pitched ball be exceeded in any over, the umpire at the bowler's end shall call and signal No Ball.

3.9 Free Hit after No Ball

- (a) The delivery following a no ball shall be a free hit for whichever batter 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 batter is facing it.
- (b) For any free hit, the striker can be dismissed only under the circumstances that apply to a no ball, even if the delivery for the free hit is called wide ball.
- (c) Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless there is a change of striker or the no ball was due to a fielding breach in which case the field is to be changed to the extent of correcting the breach.
- (d) A bowler may change the mode of delivery for a free hit.
- (e) The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

3.10 Fielding Restrictions

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 the semi-circles shall be 25 yards (22.86 metres). The ends of the 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.

At the instant of delivery there must be not more than five fielders on the leg side.

At the instant of delivery, no more than 2 fielders may be outside the area described above during the first 6 overs or 30% of the scheduled overs in a reduced over innings. Thereafter, no more than 4 fielders may be outside the area described above.

In the event of an infringement of the above fielding restrictions the umpire at the striker's end shall call and signal "No Ball".

3.11 Duration of Matches

Except as detailed below each team competing in a match shall be entitled to bat for 20 overs or until the batting side is dismissed.

Competition matches shall, unless otherwise agreed by both clubs or where the CMG consider it necessary, commence at 1pm. For a 1pm start, the scheduled hours of play will be from 1pm to 4pm. There will be two sessions of play, normally of 1 hours 20 minutes each, **based on 4 minutes per over**, separated by a maximum interval of 20 minutes. There is no requirement to provide teas.

In all matches which are scheduled to start at 1pm or earlier, and where the start of play is delayed or play is suspended due to inclement weather, the scheduled close of play may be extended by 60 minutes. This extension will not apply to matches which are scheduled to start after 1pm.

If the start of the match is delayed for more than 60 minutes due to inclement weather, the umpires, in consultation with the Captains, shall have the option of reducing the number of overs to be played, but never to less than 10 overs per side. Once a match has started umpires have no discretion to authorise a reduced overs match.

Should time be lost after the start, then, so long as the scheduled finishing time of 5pm for a 1pm start (or equivalent finishing time for an earlier or later start) has been reached OR it is agreed to abandon the match, then the result, assuming that at least 5 overs of the 2nd innings have been completed, will be decided by the rain calculator - https://www.cricketstats.org.uk/t20_raincalc_2023.html

If the result using the above rain calculator is a tie, the winner shall be the side with the higher score at the end of the 10th over and so on back to the end of the 1st over until a result is produced.

3.12 No result in the first round

In the event of 'no result' being achieved, clubs will play on the scheduled reserve date of 4 August. If the Away Club has reached the ground on the original date and no play is possible, or if the match is abandoned with "No Result", the Away Club will automatically become the Home Club for the match on the scheduled reserve date. This change of venue will not apply if the Away Club has been advised under Rule 2.2 that the ground is unfit for play but, nevertheless, decided to travel.

Should "No Result" be obtained on the scheduled reserve date, another date may be permitted, where considered practicable by the CMG, up to Wednesday 7 August, subject to both teams being in agreement. If both clubs agree, a reduced match (minimum 5 overs per side) can take place on that 'third' date.

The venue for the agreed 'third' date will again be automatically reversed if the criteria described above are met on the scheduled reserve date.

N.B. If a match on the reserve date or the 'third date' is interrupted and 'no result' is possible, it is permissible (if both teams agree) to abandon that match and start a 'new' match of minimum 5 overs per side on that day. This option is permitted to avoid, if possible, the requirement for a bowl out.

If it is considered impracticable to agree on a 'third' date or if 'no result' is obtained on the 'third' date, the Umpires may, if circumstances (outdoors or indoors) permit, allow the following to achieve a result.

Five players from each team, alternately, will bowl overarm two consecutive deliveries each at three stumps at a distance of 22 yards. The team scoring the greater number of 'hits' shall be the winner. A 'hit' is scored only if the ball removes completely either bail from the top of the stumps i.e., the wicket is down (Law 29). If the scores are equal after all 20 attempts (10 per side) the same cricketers will bowl one ball each alternately to achieve a result on a 'sudden death' basis.

If circumstances make the above impossible, the match will be decided by the toss of a coin conducted by CS.

3.13 Finals Day

Both **Semi-Finals** in 2024 will have a scheduled start time of 11am. There will be two sessions of play, normally of 1 hours 20 minutes each, separated by a maximum interval of 10 minutes. The scheduled hours of play will be from 11am to 1.40pm.

Where the start of play is delayed or play is suspended due to inclement weather, the scheduled close of play may be extended by 30 minutes to 2.10pm.

If the start of a Semi-Final is delayed for more than 30 minutes due to inclement weather, the umpires will reduce the number of overs to be played, but never to less than 5 overs per side. The reduction in the number will be in the ratio of 1 over per team per 8 minutes or part thereof of the actual playing time lost. Once a match has started umpires have no discretion to authorise a reduced overs match.

Should time be lost after the start, then, so long as the scheduled finishing time of 2.10pm has been reached OR it is agreed to abandon the match, then the result, assuming that 5 overs of the 2nd innings have been completed, will be decided by the rain calculator - https://www.cricketstats.org.uk/t20_raincalc_2023.html

If the result using the above rain calculator is a tie, the winner shall be the side with the higher score at the end of the 10th over and so on back to the end of the 1st over until a result is produced.

The **Final** of the Competition will have a scheduled start time no later than 4pm. For a 4pm start time, the scheduled hours of play will be from 4pm to 6.50pm.

Where the start of play in the Final is delayed or play is suspended due to inclement weather, the scheduled close of play may be extended by 30 minutes.

If the start of the Final is delayed for more than 30 minutes due to inclement weather, the umpires shall have the option of reducing the number of overs to be played, but never to less than 5 overs per side. The reduction in the number will be in the ratio of 1 over per team per 8 minutes or part thereof of the actual playing time lost. Once a match has started umpires have no discretion to authorise a reduced overs match.

Should time be lost after the start, then, so long as the scheduled finishing time of 7.20pm has been reached OR it is agreed to abandon the match, then the result, assuming that 5 overs of the 2nd innings have been completed, will be decided by the rain calculator - https://www.cricketstats.org.uk/t20_raincalc_2023.html

If the result using the above rain calculator is a tie, the winner shall be the side with the higher score at the end of the 10th over and so on back to the end of the 1st over until a result is produced.

In the event of the competition not being completed on Finals Day then the non-completed ties will be rescheduled for the reserve date.

If a winner is not obtained on the Finals Day reserve date, the Umpires may, if circumstances (outdoors or indoors) permit, allow the following to achieve a result in the Semi-Final and/or the Final.

Five players from each team, alternately, will bowl overarm two consecutive deliveries each at three stumps at a distance of 22 yards. The team scoring the greater number of "hits" shall be the winner. A "hit" is scored only if the ball removes completely either bail from the top of the stumps i.e. the wicket is down (Law 29). If the scores are equal after all 20 attempts (10 per side) the same cricketers will bowl one ball each alternately to achieve a result on a "sudden death" basis.

If circumstances make the above impossible in the Final, the trophy will be shared.

On Finals Day, the CS Match Manager shall have the authority from the CMG to make amendments to these rules as deemed appropriate.

April 2024

Appendix 1 : ECB MATCH DIRECTIVES FOR YOUNG PLAYERS

Age groups are based on the age of the player at midnight on 31 August in the year preceding the current season. Captains, Team Managers and Umpires are asked to ensure that these Directives are followed at all times.

Safety Guidance on the Wearing of Cricket Helmets and Faceguards

The England and Wales Cricket Board has issued safety guidance on the wearing of cricket helmets by young players.

A young player should not be allowed to bat or to stand up to the stumps when keeping wicket without a helmet with a faceguard against a hard ball in matches and in practice. Coaches, teachers, managers and umpires should always ensure that a young player wears a helmet.

Players should regard a helmet with a faceguard as a normal item of protective equipment when batting against a hard ball, together with pads and gloves. The faceguard should be adjusted to ensure that the size of ball being used cannot pass between the peak of the helmet and the top of the faceguard.

There is a British Standard (BS7928:2013) for cricket helmets and it is in the best interests of players to ensure that their helmet and faceguard conforms to this standard. The ECB is recommending that this guidance is followed by all players up to and including Under 18 age group players. It applies to young players in adult cricket as well as to all junior cricket played with a hard cricket ball.

Fielding Regulations

No young player in the Under 15 age group or younger shall be allowed to field closer than 7.3 metres (8 yards) from the batter's position on the popping crease on a middle stump line, except behind the wicket on the off side, until the batter has played at the ball.

For players in the Under 13 age group and below the distance is 10 metres (11 yards).

These minimum distances apply even if the player is wearing a helmet.

Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.

In addition, any young player in the Under 16 to Under 18 age groups must wear a helmet when fielding within 7.3 metres (8 yards) of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

Appendix 2 : ADDITIONAL CREASE MARKINGS

As a guideline to the umpires for the calling of wides on the offside (Rule 3.6), the crease markings, as detailed below, shall be marked at each end of the pitch. It is recommended that such lines, especially on pitches lying east/west, be marked in a dark colour, e.g. dark blue or black.

Please note that the back edge of the bowling crease should bisect the stumps.

