

National Schools Twenty20 Cricket -2025 Regulations The Competition

Matches

For a schedule of matches please see the schedule document and visit www.schoolscricketonline.co.uk for any updates.

Eligibility

All players must be **Under 18** on the 1st of September of the current academic year. They must be bona fide members of the school, following a normal academic curriculum (e.g. A level, IB or BTec), and must have joined the school with the intention of completing two academic years.

However, a school may field **ONE** player who is over age but would normally be in their last year of secondary schooling i.e. a Year 13 aged 19, however permission has to be sought from the Tournament Director before the 1st April preceding the start of the tournament. The player must not be or have been on a county pathway at any time in the past.

All eligibility must be confirmed by the tournament director, Rob Morris. Any school fielding an ineligible player will be removed from the competition for the current year and possibly, two subsequent years.

For fee-paying Schools: The team will contain no more than three players who have joined that school for 6th Form education. These restrictions will not apply to schools and colleges from the state sector.

Entry fee

There is no charge for HMC schools entering the competition. It is covered by the Schools Cricket Committee annual subscription, provided it has been paid for the current year. Otherwise, the fee will be that for a non-HMC independent school. The fee for independent schools who are not members of HMC is £60, while state schools and colleges will have free entry to the competition.

Application for entry will be notified to schools by the Tournament Director around the time of the Autumn Term half term holiday. No entries will be permitted after the advertised closing date.

Coloured clothing

Teams *do not* have to wear coloured clothing as the compulsory official ball can be used with white clothing as well as coloured clothing.

Match ball

The official match ball (**Oxbridge** National Schools T20 Pink Magna cricket ball) **MUST** be used in every match in the competition. Any side willfully using a different ball - except by agreement between both sides in *exceptional circumstances* and with the permission of the tournament director -

will forfeit the match. Each school should supply its own match balls up to the National Semi-Final stages.

Team

Each team can consist of twelve (12) players, nominated on a team card given to the umpires at the toss, though only eleven (11) are permitted to bat. Schools can choose to play with eleven (11) should they wish to.

Tournament management

- 1) The tournament is managed by the Schools Cricket Committee. Each region has a specific organiser. Please liaise directly with this organiser in case of any query. Details will be on the schedule on the website.
- 2) Dates for each round and specific matches are set locally by regional organisers and host schools.
- 3) The choice of playing knock-out matches or round robin games in the first round is the choice of each regional organiser.
- 4) Winners of each regional section will then play off to find the winners of each area (North, Midlands and Wales, South and South West, South East & London) who will then compete in the semi-finals and final. See the schedule for further detail.
- 5) Play by dates are to be **strictly observed** as the competition is played over a short period. No tie can go beyond the play by date without the prior permission of the tournament director.
- 6) Schools who go beyond 7 days of the play by date without making all reasonable attempts to play their tie will be asked to withdraw from the competition at the discretion of the tournament director.

Host school's responsibilities

- 1) To communicate with the schools involved in that specific round.
- 2) To arrange umpires (shared costs where applicable) and usual hosting arrangements for school fixtures. NB It is permissible for schools to bring their own competent umpire but only if agreed by the opposition, up to the regional finals which must be umpired by neutral umpires. **ALL UMPIRES MUST BE ECB ACO MEMBERS.**
- 3) To make sure these regulations and any other necessary information are available on the day. This includes having a device with the tournament website available (inc. NRR).
Caterham 93-6 (20), Eltham 94-2 (17.2)
Please also report all individual scores of over 100 and instances of bowlers taking 5 wickets or more.
- 4) Full scores should be posted on Play Cricket within 24 hours of the completion of the game. This will be monitored by the regional organisers and by the Tournament Directors. Results should include runs scored, wickets lost, and number of overs faced by BOTH sides. Full scorecards can be posted if schools wish to, especially those using electronic scoring.

Withdrawal

It is highly regrettable if a school feels obliged to withdraw from the competition, but it is recognised that sometimes this may be inevitable. In such circumstances not only, the other schools affected must be informed, but also the regional organiser and the National Co-ordinator, who may be able to do a re-jig of the draw. Therefore, as much as notice as possible should be given.

Playing Conditions

For the purposes of clarity, the competition will be played according to the ECB generic regulations for T20 cricket at non-first-class level (as shown below)

All Laws of Cricket shall apply (2017 Code, 2022 edition) apart from the following:

1. Duration

One innings per side, each limited to a maximum of 20 overs.

2. Hours of Play

2.1 Start times, close of play and additional time are to be agreed by teams or directed by the competition organiser.

2.2 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 15 minutes playing time.

2.3 Interval should be no longer than 15 minutes.

2.4 In the event of an interruption or delay during the 1st innings, the calculation of the number of overs to be bowled shall be based upon one over for every 3 minutes 45 seconds in the total time available for play up to the scheduled close of play. In the 2nd innings of the match, overs shall be reduced at a rate of one over for every full 3 minutes 45 seconds lost, unless the 1st innings has finished early or the 2nd innings started early, in which case no overs are lost until the time that has been gained is subsequently lost.

3. Rearrangement of overs due to inclement weather

The objective of rearranging overs is to give the greatest opportunity for a match of equal overs without reverting to a Super Over.

4. Over rate penalties

4.1 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 15 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, one fewer fielder shall be permitted outside the fielding restriction area in 5.1, 5.2 & 5.3 than would normally be the case in the over(s) in progress at the time. All penalties in this regard

4.2 The Umpire 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 cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batter and their 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. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

4.3 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 rescheduled cessation time for that innings. Over-rate penalties apply only to innings of 10 overs or more duration unless a penalty has been applied before 10 overs have been bowled. In innings of less than 10 overs duration, Umpires shall apply the penalty run Laws for time wasting especially strictly.

4.4 Umpires are instructed to apply a strict interpretation of time wasting by the batter (5 run penalties) specifically; batters are expected to be ready for the start of a new over as soon as the bowler is ready.

5. Fielding restrictions

At the instant of delivery, there may not be more than 5 fielders on the leg side.

5.1 For the first 6 overs of each innings only two fielders are permitted to be outside the fielding circle at the instant of delivery. Fielding circle to be 30 yards and marked with plastic/rubber markers where possible.

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

5.3 In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

6. Overs per bowler

6.1 No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. 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 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (4 as opposed to 3) and so any other bowlers are limited to 2 overs.

Total Overs	No. of overs for which fielding restrictions apply
5 – 6	1
7 – 9	2
10 – 13	3
14 – 16	4
17 – 19	5

6.2 For innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs. In these circumstances, the one-fifth limit does not apply.

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

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

6.5 The allocation of overs per bowler will not be reduced as a result of the deduction of any penalty overs.

7. The Result

7.1 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. If the scores are level the match shall be declared a tie. Where a winner is required and the scores are tied, the following shall apply:

7.1.1 If tied at the completion of a match, the team that has lost fewer wickets shall be adjudged the winner.

7.1.2 If this gives no result, then the team with the higher score at the end of 6th completed over shall be adjudged the winner.

7.1.3 If still equal, the side with the higher score at the end of 5th, 4th, 3rd, 2nd and 1st completed over shall be adjudged the winner.

7.1.4 If still equal, a Super Over (see 8) should be used to determine the winner.

7.2 For all matches if, due to the 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 allocated (minimum 5 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 revised method being calculated by the Duckworth/Lewis method (version of DL shall be prescribed by the competition organiser. If no agreement, Play-Cricket Scorer/PCS Pro should be used). A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled, then the scores are tied.

7.3 For all matches, if a match is abandoned before it had been played to a conclusion and before the team batting second has received its allocated number of overs (providing that it has received not less than 5 overs), the result shall be decided by the Duckworth Lewis method.

7.4 In the event of the scores being tied in a match when the Duckworth Lewis method has been used, no account shall be taken of wickets lost and a Super Over shall be used to find a winner.

8. Super Over *(Note: Only to be used if no winner can be determined under 7 above)*

- 8.1 The teams shall compete in a Super Over to determine the winner. The following procedure will apply should the provision for a Super Over be adopted in any match.
- 8.2 Subject to weather conditions the Super Over will take place at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- 8.3 The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority.
- 8.4 The umpires shall stand at the same end as that in which they finished the match.
- 8.5 In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- 8.6 Only nominated players in the main match may participate in the Super Over. Should any player (including the batters and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
- 8.7 Any penalty time being served in the main match shall be carried forward to the Super Over.

- 8.8 Each team's over is played with the same fielding restrictions as apply for a non-Field Restriction Over in a normal match.
- 8.9 The team batting second in the match will bat first in the Super Over.
- 8.10 The Umpires shall select a ball from the box of spare balls which shall be used for both overs of the Super Over. The ball to be used shall not be a new ball.
- 8.11 The loss of two wickets in the over ends the team's one over innings.
- 8.12 In the event of the teams having the same score after the Super Over has been completed, the team whose batters hit the greatest number of boundaries in the Super Over shall be the winner.
- 8.13 If still equal, a count-back from the final ball of the Super Over. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

Example:

Runs scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

9. Wide Ball

Judging a Wide 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. Any offside or legside delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a wide. For guidance purposes, in adult cricket a legside wide shall be called if a ball passes on the legside outside the pads of the batter standing or has stood at any point after the ball came into play for that delivery in a normal batting position.

10. No Ball

10.1 Law 41.6 (Bowling of dangerous and unfair short-pitched deliveries) shall apply with the following additions:

10.1.1 Regardless of how wide of the striker a delivery is, there shall be no more than one delivery per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.

10.1.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batter at the wicket when a delivery within the limit in 10.1.1 has been bowled. It is unfair if the limit is exceeded, and the umpire shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

10.1.3 If a bowler is “No Balled” a second time in the innings for the same offence the Umpire is to invoke Law 41.6.4 and the bowler shall be removed forthwith and shall not be allowed to bowl again in that innings. Note: For the avoidance of doubt the warnings detailed in Laws 41.6.1, 41.6.2 and those above in 10.1.1 and 10.1.2 are cumulative.

10.2 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply. 10.3 Free Hit after a No Ball

10.3.1 The delivery following a no ball shall be a free hit for whichever batter is facing it. Note: this applies to all modes of No ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease.

10.3.2 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 shall become a free hit for whichever batter is facing it.

10.3.3 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.

10.3.4 Field changes are not permitted for free hit deliveries unless there is a change of striker or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

10.3.5 The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

11) Bowl-Outs

11.1 In the event of no result being obtained by other methods and where there is no reserve date on which to play the game, a bowl-out (outdoors or indoors) will take place to achieve a result. Five players from each side will bowl two overarm deliveries each at a wicket (conforming to Law 8) from a wicket pitched at a distance of 22 yards (or the length of pitch applicable in the Competition) with, if practicable, bowling, popping and return creases marked (conforming to Law 7). The side, which bowls down the wicket (as defined in Law 29.1.1) the 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.

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

11.1.1 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 umpire’s approval.

11.1.2 If a bowler bowls a No ball, it will count as one of the two deliveries but will not count towards the score of the team.

11.1.3 If the original match has started, then the five cricketers nominated to take part in the bowlout must be chosen from the eleven cricketers and 12th man selected to play in the match. 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 the players in the squad as registered on Play-Cricket.

11.1.4 Each side will appoint a wicketkeeper to stand behind the wicket but out of reach of the stumps.

Practical arrangements

Group winners play-offs

- 1) Points are as follows: Win 1, Loss 0.
- 2) Where two or more teams are level on points in the first round group (as in a round-robin format), the winner of that group shall be determined by the net run rate. This is calculated as follows: runs scored divided by balls faced MINUS runs conceded divided by balls bowled. On the tournament spreadsheet, there is a linked sheet where scores can be entered to determine net run rates. It is not necessary to enter scores. It is merely a tool to be used when necessary.
- 3) The same formula will be applied to determine the order of merit in the group play-offs. Number one will play four, and number two will play three.
- 4) Where there are three groups in a group play-off, the national organisers would prefer the arrangement where the best runner-up in the group stage (determined by the formula above) will compete in the semi-final. Their place in the order of merit will be determined by the same formula as the winners of each group (ie they are not by definition 4th).
- 5) However, where the regional organiser decides on a three-way play-off, in the event of a tie on points (as above) the winner of the play-off shall be the side with the highest NRR solely in those play-offs, NOT the total up to that point.
- 6) The same principles apply at later stages: if three groups are involved to determine the regional winner, then the best non-winner under **net run rate** will also compete on level terms with the three winners. In semi-finals, 1 will play 4 and 2 will play 3. Alternatively, as before, rule 5) will apply.
- 7) **Venues:** After the initial group stages (i.e. for all play-offs until the round before the last eight), the team with the best NRR in **all** matches played at that stage shall have the right to determine where the next match shall be played. For play-offs to determine the last eight in the competition, matches will be played at a neutral venue if practical (organised by the regional organisers or the schools themselves) unless determined otherwise by agreement among the regional organisers and the schools involved. If no suitable neutral venue can be found, then the previous NRR regulation should apply.

Umpires

- 1) There is no requirement to have neutral umpires until the regional final. Any competent umpire (**but only if agreed by the opposition**) is acceptable to the organisers. **ALL UMPIRES MUST BE ECB-ACO MEMBERS.**

If it is necessary to pay for umpires, then the costs should be shared by the schools participating in each match. The suggested match fee for each umpire is £30 including travelling expenses. Where a single umpire is appointed, they should be umpire at both ends (at the non-striker's end), with a

competent adult standing at the striker's end (square leg). In this case, the umpire will be paid £50 shared between the two schools.

Any Umpire's report for conduct that contravenes either Law 41 (Unfair Play), Law 42 (Player's Conduct) or the ECB's General Conduct Regulations (GCR) should be sent by email to the Tournament Director and the Master i/c Cricket of the school the player is representing as soon as possible after the match.

Scorers

Each school must provide a competent scorer for each match. This is particularly important because of the calculations necessary in various circumstances.

Ideally one scorer should use electronic scoring to facilitate the use of DLS calculations if needed and for easy upload to Play Cricket.

If the match is affected by rain, DLS par scores should be displayed throughout the second innings.

Meals

Each team is responsible for providing its own meals. The host school is expected to provide light refreshment in the form of tea (to drink) and juice.

Balls

The ball used MUST be the official competition match ball (see above), but the cost of the ball will be paid by each team in each match (one new ball per innings). In exceptional circumstances (e.g. not enough official balls are available), then the same type of ball must be used in both innings, by agreement between the two sides.

Transport

This will be the responsibility of the individual school.

Semi-finals and finals day

Participating schools are responsible for their own transport and accommodation, and providing a competent scorer, but all other costs (ground, umpires, meals, balls) are being met by the organisers. Meals will be provided for twelve players for each team, plus the scorer. Meals will also be provided for three members of staff.

Disputes

Disputes regarding results or any other issue should be referred to the tournament directors (Andy Whittall and Rob Morris) whose decision on the matter will be final.

Andy Whittall
Rob Morris
September 2024