INTER-SERVICE TWENTY20 TOURNAMENT

**DEVELOPMENT TEAMS TOURNAMENT RULES**

1. **Rules**. The rules for the Development Inter-Service Tournament WILL apply with the exceptions outlined below. Except as otherwise stated in these rules, matches shall be conducted in accordance with the MCC Laws of Cricket (2017 Code – 2nd Edn 2019) together with any subsequent amendments.

**Note:**  The UKAFCA will appoint a Tournament Referee for the Tournament. After any hold up in play the Umpires will notify the Tournament Referee and the Scorers of the number of overs lost and the Tournament Referee will perform the required Duckworth/Lewis/Stern calculations. The umpires will both satisfy themselves as to the correctness of the calculations before allowing play to take place. The Tournament Referee will then inform the Captains, Scorers and Team Captains of the decisions. The Tournament Referee will have a computer and printer available and be able to provide D/L/S target scores on the scoreboard.

2. **Duration**. One day will be allocated for the Tournament. The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

3. **Number of Players.** Each Team squad will consist of 14 players, plus a Coach, a Physiotherapist and Team Manager. The Team squad MUST be registered with the Tournament Referee before the Tournament commences and no later than the time of the Pre-Tournament briefing by the Tournament Referee.

**Note:** Fielders absent or who leave the field of play for an internal injury (i.e., cramp), shall not be permitted to bowl until they have been on the field of play equal to, or longer, the time they were absent (Law 24.2). This proviso will NOT apply if the injury is either deemed by the umpires to be external or for any other wholly acceptable reason (Law 24.3). Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. “Wholly accepted reasons” should be limited to extreme circumstances and should not include what is commonly referred to as a “comfort break”.

4. **Sequence of Matches & Hours of Play.** Sequence of Matches (subject to amendment by UKAFCA or host ground authority):

a. Match 1 – Previous year’s 3rd place v Previous year’s runner up.

Match 2 – Loser match 1 v Previous year’s winner.

Match 3 – Winner match 1 v Previous year’s winner.

b. Hours of Play. Each innings will last a maximum of 1 hr 15 mins.

**Match 1**:

First Session. 10:00 – 11:15

Interval 11:15 – 11:30

Second Session 11:30 – 12:45

**Match 2**:

First Session. 13:15 – 14:30

Interval 14:30 – 14:45

Second Session 14:45 – 16:00

**Match 3**:

## First Session. 16:30 – 17:45

Interval 17:45 – 18:00

Second Session 18:00 – 19:15

5. **Intervals**:

a. **Between innings**. The interval will normally be of 15 minutes duration. In reduced overs games the interval will be reduced to 10 mins. If the innings of the team batting first is completed prior to the scheduled time for the interval the interval shall take place immediately and the innings of the team batting second will begin correspondingly earlier. In circumstances where the team fielding first has not completed the allotted number of overs by the scheduled completion time then the interval will be reduced by the amount of time the innings over-ran. The minimum interval time will be 10 minutes.

b. **Drinks**. No drinks intervals will be taken. However, any player may be given a drink either on the boundary edge or at a fall of a wicket, on the field, provided no playing time is wasted. No other drinks shall be taken onto the field of play without the permission of the umpires. Any player taking drinks or any item of equipment, onto the field of play shall be dressed in proper cricket attire and be identifiable as a non-playing member (wearing a coloured bib or training jacket, for example).

6. **Length of innings**. Teams have 1 hr 15 mins to bowl 20 overs. If the team fielding first fails to bowl the required number of overs by the time scheduled for cessation of the first innings play shall continue until the required number of overs have been bowled. If the team fielding second fails to bowl 20 overs by the scheduled cessation of play the match shall be extended until all 20 overs are completed. In each case over rate penalties will apply as given in para 19. If the team batting first is dismissed in fewer than 20 overs the team batting second shall be entitled to bat for 20 overs or until the match is decided whichever is the earlier.

7. **Interrupted matches**. All tournament timings are based on 1 over allocated 3.75 minutes, the 3.75 rule. When playing time is lost in the first innings then one over shall be deducted from each innings for each complete 7.5 minutes lost. Fractions of overs are to be ignored in deciding the number of overs to be bowled. Each team should have the opportunity to bat the same number of overs, unless:

a. If the overall number of overs calculated is an odd number then 1 over is to be added and the new total divided by 2.

b. If playing time is lost during the innings of the team batting second then the number of overs shall be reduced at the rate of 1 over for every 3.75 minutes lost unless the first innings finished early/second innings started early in which case no overs are lost until the time gained is subsequently lost. Fractions of overs that result from this calculation are to be ignored.

c. After any hold up in play, the Umpires will notify the Tournament Referee and Scorers of the number of overs lost and the Tournament Referee will perform the Duckworth/Lewis/Stern (DLS) calculations required. The Umpires will both satisfy themselves as to the correctness of all such calculations before allowing play to take place. The Tournament Referee will notify the Captains, Scorers and all others concerned of such decisions.

d. A computer, with the DLS program installed, and a printer must be available to produce DLS target tables for the Captains and provide DLS target scores on the scoreboard (using last man or a suitable briefed section on the scoreboard). If after the restart of play it is discovered that the wrong DLS target has been set the faulty target shall stand.

8. **The Ball**. White balls are to be used and will be supplied by UKAFCA.

9. **The Result**:

a. **Individual matches**. To constitute a match a minimum of 5 overs must be completed by each side (unless all out earlier). Where there is no interruption to play the team scoring the higher number of runs shall be the winner. In the event of a tie the team losing the fewer number of wickets shall be the winner. If this does not produce a result then the winner shall be the team with the higher score after 6 overs, or if equal 5 overs etc shall be the winner. There is no time provision available for a Super Over or Bowl-Out. The Duckworth/Lewis/Stern method shall be used to determine the winner in interrupted or abandoned matches where the required minimum of 5 overs have been bowled by each side. Where the minimum number of overs has not been bowled the match will be a No Result.

b. **The Competition**. In each match the winning team will be awarded 2 points and losing team zero points. In the event of a Tie or a No Result one point will be awarded to each team. The competition winner will be the team having most points. In the event of a tie for first place the team with the higher net run rate throughout the tournament will be the winner. If still equal then the team with the higher number of wickets taken per ball bowled will be the winner.

(1) **Net Run rate**. Only those matches where a result is achieved will count for the purpose of net run rate calculations. Net run rate is calculated by deducting from the average runs per over scored by that team and the average runs per over scored against that team calculated to 2 decimal places (rounded up). In the event of a team being all out in less than its full quota of overs the net run rate shall be based on the full quota of overs to which it was entitled and not the number of overs in which the team was dismissed. Where a match is abandoned but a result is achieved under Duckworth/Lewis/Stern for net run rate purposes Team 1 will be accredited with Team 2s score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis/Stern being applied at an earlier point in the match Team 1 will be accredited with 1 run less than the target score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

(2) **Wickets per ball bowled**. Only wickets taken in matches in which a result is achieved will count. The calculation will be based on number of wickets taken divided by actual balls bowled to 2 decimal places (rounded up).

c. **No result in first 2 matches**. Where through GWL or other reason no result has been achieved in Matches 1 and 2, an extraordinary meeting of UKAFCA committee members present and team managers shall take place to determine either postponement of the tournament or the appropriate conclusion of the tournament.

10. **Fielding restrictions**:

a. At the instant of delivery there shall not be more than five fielders on the leg side. This shall apply throughout the innings.

b. For the first 6 overs only of each innings, only two fielders 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.

c. For the remaining overs of each innings no more than five fielders are permitted to be outside the 30 yard fielding restriction area at the instant of delivery.

d. In the event of an infringement of either of a, b, or c above, the Umpire at the striker’s end shall call and signal “No Ball” at the instant of delivery.

e. In the event of the striker’s end Umpire failing to call and signal No Ball when the fielding restrictions in this playing condition have been breached or when Law 41.5 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to the Umpire’s attention. If either Umpire, including the appointed Third Umpire and Tournament Referee, can verify the breach this shall be communicated to the Bowler’s end umpire, and they shall call and signal No Ball. If no Umpire (or Referee) can verify the breach, then the bowlers’ end umpire shall confirm that the events of the delivery shall be unchanged. The details of this para shall apply throughout the innings.

f. Fielding restrictions as set out in the Rules referred to in Para b shall apply for the first 6 overs of each innings. Where the number of overs is reduced equally to both sides (ignoring fractions) the number of overs to which fielding restrictions apply will also be reduced as follows:

Total overs in innings No. of powerplay overs.balls for which fielding restrictions apply

5 1.3

6 1.5

7 2.1

8 2.2

9 2.4

10 3.0

11 3.2

12 3.4

13 3.5

14 4.1

15 4.3

16 4.5

17 5.1

18 5.2

19 5.4

g. Where the number of overs is reduced and the team batting first has already completed a full 6 overs of fielding restrictions then the aim will be to maintain the restrictions in the same proportion for the second innings that they were maintained in the first (fractions ignored). For example; play is suspended after 14 overs of the first innings with 6 overs of fielding restrictions being in place. Play is resumed and there are only 10 overs of the second innings available. Fielding restrictions apply in the same proportion i.e. 6/14 x 10 overs ignoring fractions.

11.  **Number of overs per bowler**. Each bowler may bowl a maximum of 4 overs. In a delayed or interrupted match no bowler may bowl more than one fifth of the total overs allowed for his team unless such number has been exceeded before the interruption. Where the number of overs is not divisible by 5 the minimum number of bowlers will be allowed one additional over in order to make up the balance. For example; after 8 overs play, during which the opening bowlers have each bowled 4 overs, the match is interrupted and the innings is reduced to 12 overs. In this case 2 bowlers would be allowed 3 overs and 3 bowlers 2 overs each. As the 2 opening bowlers have already exceeded this limit they count as the bowlers who were allowed the extra over (3 as opposed to 2) and so any remaining bowlers are limited to 2 overs each.

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

12. **Declarations**. Declarations are not allowed.

13. **No Ball**. The No Ball penalty shall be 2 runs.

14. **Free Hit after a No Ball.** In addition to 13 above, the delivery following a No Ball shall be a free hit for whichever striker 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. **Note** that this applies for 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 (See para 17 a and b):

a. 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.

b. Field changes are not permitted for free hit deliveries unless there is a change of striker or if the No Ball was as a 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.

c. The Umpires will signal a free hit by (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

15. **Wide Balls**. Law 22 refers. 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. The following criteria will be adopted as a guide to assist umpires:

a. **Offside**. Any offside delivery which in the opinion of the Umpire does not give the striker a reasonable opportunity to score shall be called and signalled a Wide Ball.

b. **Legside**. Any legside delivery which passes outside the line of the striker and leg stump shall be called and signalled a Wide Ball, despite and irrespective of the striker’s movements.  Any movement by the striker away from the wicket toward the legside that causes the ball to pass in front of the striker but outside the line of leg stump (between striker and wicket) shall not be deemed a Wide Ball.

c. **Extra Crease Markings**. For this competition, 2 extra crease markings will be marked on the pitch at both ends.  These lines will be drawn so that the inner edge of the marking is 17” inside the return crease and will run from the bowling crease to the popping crease and not beyond in either direction.  They will be drawn on both sides of the wicket but will only apply to the striker’s offside.  For any ball that passes outside or crosses the extra crease marking to a striker standing in a normal guard position the umpire shall call and signal Wide Ball.

d. **Offside/Legside Clarification**. In line with Law 36 (LBW) and specifically Law 36.3, the striker’s Offside will be determined by the stance at the moment the ball becomes live (the bowler starts their run up).

16. **Timed Out**. The incoming player must be in a position to take guard or their partner ready to receive the next ball within 1 min 30 secs of the fall of the previous wicket.

17. Law 41 will be strictly applied in accordance with the Laws of Cricket as specified at para 1 except as amended below. At each pre-tournament briefing, the Umpires and Captains will confirm their interpretation of the Law:

a.**Short Pitched Deliveries.** Any delivery, regardless of how wide, which, after pitching, passes clearly over head height of the striker standing upright at the crease and in the umpire’s opinion so prevents him from beingable to hit it with his bat by means of a normal cricket stroke, although not threatening physical injury, shall be considered as part of the repetition sequence in Law 41.6.2. The umpire shall call and signal No ball for each such delivery. The subsequent delivery will NOT be a Free Hit but will be considered in the application of Law 41.6.

b. Any delivery, regardless of how wide, which, after pitching, passes clearly over shoulder height of the striker standing upright at the crease, and in the umpire’s opinion he is able to hit it withhis bat by means of a normal cricket stroke shall, if applicable, be considered part of the repetition sequence in Law 41.6.3 and Law 41.6.4.

c.Any delivery, regardless of how wide, which, after pitching, passes clearly over shoulder height of the striker standing upright at the crease and wide of the striker so that in the umpire’s opinion he is unable to hit it with his bat by means of a normal cricket stroke shall, although not threateningphysical injury, be considered part of the repetition sequence in Law 41.6.3 and Law 41.6.4 and, if not a No Ball, shall be called and signalled Wide. (Refer to Law 22).

d. A bowler shall be limited to a total of one delivery, as defined in paragraphs (17.a), (17.b) and (17.c) above, per over. The umpire will make it clear to the bowler and the striker at the wicket when a delivery within this limit has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion. In addition, the umpire will adopt the procedures of Law 41.6.3 and 41.6.4 and the following delivery shall be a Free Hit.

18. **Non-Pitching Deliveries**. Any delivery, regardless of speed, which passes, or would have passed, above the waist height of the striker standing upright at the popping crease and within the limits of the Return creases, shall be considered dangerous and unfair and the umpire at the bowler’s end shall call and signal No Ball for each delivery. The process in Law 41.7 shall be applied.

19. **Over rate penalties**. Teams are expected to be in a position to bowl the first ball of the last of their 20 overs within 1 hr 15 mins of playing time. In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction as in para 10. This will apply in both innings:

a. The onfield umpires shall inform the fielding captain during their innings of their progress aligned with the allotted time, on completion of the 5th, 10th and 15th over. This shall then be relayed to the third umpire when the message has been passed. Play is not to continue until the onfield umpires are satisfied the fielding captain has been made aware but play may continue prior to the third umpire being informed.

b. The onfield umpires shall inform the fielding captain by indicating whether the fielding side is “1 up”, “level” or “2 down” or words to that effect. Umpires are to only provide statement of fact (number of overs bowled against time taken using 3.75 rule), they are not to suggest that a fielding side is “too slow” or “has plenty of time.”

c. Any applicable over rate penalties shall be applied at the first instance of the ball becoming dead after the scheduled end of innings time has passed. For example; after 1 Hr 15 mins (with no allowances for stoppages identified) the team fielding still has 1.3 overs to bowl. As soon as the ball becomes dead after the third delivery in the 19th over, the umpires shall take control of the ball and consult with the Tournament Referee and Third Umpire. If applicable, the umpires shall inform the fielding captain of the penalty being applied and the restriction now in force. All regulations in para 10 shall apply.

d. If the innings is interrupted the penalty will apply to the re-scheduled cessation time. In reduced overs matches the fielding side will be given one over’s leeway. For the avoidance of doubt, 1 over’s leeway means that the fielding side must be in a position to bowl the first ball of the penultimate by the scheduled or rescheduled cut off time.

e. Over rate penalties shall apply only to an innings of 10 overs or more, unless the penalty has been enforced before 10 overs have been bowled.

20. **Time wasting**. Umpires shall apply law 41.9 (fielders) and 41.10 (batters) relating to time wasting by players (5 run penalties). Specifically, batters are to be ready to receive any delivery when the bowler is ready to start their run up, or their action if they have no run up.

21. **COVID Specific**. In order to maintain safe play during the tournament, the following shall apply:

1. No umpire shall be permitted to hold any players’ clothing or equipment.
2. Saliva shall NOT be used in the cleaning or polishing of the cricket ball. Where the onfield umpires believe saliva has been used, the following procedure shall apply:
3. On the first occasion the umpires shall issue a first warning to the fielding captain. The ball shall be sanitised and then play shall resume.
4. On the second occasion the umpires shall issue a second and final warning to the fielding captain and inform her that 5 penalty runs shall be awarded to the batting side for any further instances. The ball shall be sanitised and then play shall resume.
5. On any further occasion, when the ball is dead, the umpires shall award 5 penalty runs to the batting side, the ball sanitised and then play shall resume.
6. Para 21.b shall not be considered any level of offence under ECB or UKAFCA regulations.
7. No time allowance in the match shall be given for this specific regulation.

c. Any sanitiser products or player’s equipment placed at the base of the wickets at either end (such as a cap; sweaters or other clothing should NOT be positioned by the wickets) shall be deemed to be in play. This means any contact with a ball or a player legally holding the ball in order to break the wicket shall be deemed lawful and the ball shall not be dead on contact.

22. **Eligibility**. Development Team Players must be serving members of their appropriate service. There are NO age criteria. In 2022 a maximum of TWO “capped” senior players will be permitted in the squad of 14 in the Inter-Services Development Tournament, provided that they have not represented their service in 2 (or more) corresponding Inter-Service Tournaments. For clarity; if someone has played in 2 (or more) Senior IST20 Tournaments he will NOT be eligible to play in the IS Development Tournament but could still play individual service Development 50 Over cricket. Conversely, someone who has played in 2 (or more) Inter-Services (50 Over) Tournaments would be eligible for Inter-Services Development Tournament at T20. Exceptions due to operational need or for the benefit of competition must be submitted in writing, addressed to UKAFCA Chair, to the UKAFCA Sec.