

## **SHEPHERD NEAME 20/20 - 2007**

Twenty 20 Cricket has been very successful and Shepherd Neame would like to continue its sponsorship by welcoming the Surrey Championship during the forthcoming season.

The first round of games will begin week commencing the Monday 21<sup>st</sup> May, running throughout the course of the season on a knockout basis. With Semi-finals and the Final being played on the same day at a venue within the county. Further to that the regional winner will line up against the regional winners of the Kent, Middlesex and Essex Champions, with the venue likely to be either The Oval or Beckenham County Ground. (tbc)

All Clubs with 1<sup>st</sup> XIs in the Shepherd Neame sponsored Championship have been entered into the competition this year. If you do not wish to participate, please contact Martin McCague by email at [mmccague@shepherd-neame.co.uk](mailto:mmccague@shepherd-neame.co.uk) and your match will be awarded to the opposition. You will forfeit any prize money for this years competition It is preferable that these matches are played mid week in the evening, although to ensure matches are played by the dates below, Sundays may be used as an alternative. Please make contact with your opposition as soon as possible and arrange a date for your match. We would ask that the home team give 3 dates to the opposition, for them to confirm a suitable time and date. The first-named club is drawn at home in all rounds.

Prize money is to be announced at a later date by Shepherd Neame. Yellow Balls will be used for each match – Shepherd Neame will provide these and will contact you nearer the time to arrange delivery.

### **COMPLETION DATES**

Round 1 – by 10<sup>th</sup> June  
Round 2 – by 1<sup>st</sup> July  
Round 3 – by 22<sup>nd</sup> July  
Round 4 – by 12<sup>th</sup> August

### **PLAYING CONDITIONS**

One Umpire to be supplied by each side on match Days.

### **DURATION**

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

### **SCHEDULED HOURS OF PLAY**

First Innings: 5:30 – 6:45 p.m.

Second Innings: 6:50 p.m. – 8:05 p.m.

Games organised on Weekends can be started at a time agreed by both sides.

### **INTERVAL**

The interval will be of 5 minutes duration.

### **RE-ARRANGEMENT OF OVERS**

Teams have one hour 15 minutes to bowl 20 overs. In the first innings, the calculation of the number of over to be bowled shall be based on one over for every full 3.75 minutes in the total time available for play up to the scheduled close of play. In the second innings of the match, overs shall be reduced at a rate of one over for every full 3.75 minutes lost, unless the first innings finished early/second innings started early in which case no overs are lost until the time that has been gained is subsequently lost.

## **TIMED OUT**

The incoming batsman must be in a position to take guard or for his partner to be ready to receive the next ball within one minute 30 seconds of the fall of the previous wicket.

## **BALL**

Yellow Reader balls are to be supplied by Shepherd Neame.

## **THE RESULT**

Each side must have faced (or had the opportunity to face) five overs in order to constitute a match.

In The event of a tie at the completion of the match. The team that lost the fewer wickets will be adjudges the winner. If this gives no result, then the team with the highest score at the end of 10 completed overs shall be adjudged the winner.

If the game is interrupted by the weather, a bowl-out should take place. 5 players should be nominated and will bowl 2 balls each at a full set of stumps. In the case of a tie at the completion of this round, further players must be selected to bowl on a sudden death format.

**All results must be telephoned to the Match Results Secretary, David Edwards, on 07778 702056 on the day of the match with the same details as Saturday league matches.**

## **RESTRICTION ON THE PLACEMENT OF FIELDSMEN**

Fielding restrictions apply for the first six overs of each match. 2 fielders must be in catching positions. With only 2 Fielders outside the fielding circle during this period. After this 4 fielders must be inside the fielding circle at any time.

## **NUMBER OF OVERS PER BOWLER**

Each bowler may bowl a maximum of four overs. In a delayed or interrupted match, no bowler may bowl more than one fifth of the total overs allowed unless such a number has been exceeded before the interruption.

## **FREE HIT AFTER A FOOT FAULT NO BALL**

This will apply however no field changes may be made for the free hit. Even if batters crossed and a left hand/right hand combination means that there are too many fielders on the leg side. This is to keep the game moving and to penalise the fielding side for such a ball.

## **SHORT PITCHED BOWLING**

As in other one-day competitions, one short-pitched ball is allowed per over, but must pass below the batters head in normal stance.

## **OVER-RATE PENALTIES**

The six-run penalty for each over bowled will apply – all sides are expected to be in position to bowl the first ball of the last of their 20 overs within one hour 15 minutes playing time. In reduced over matches, the fielding side has one overs leeway in addition to any time that the Umpires may allow for stoppages. 20 Overs will be bowled and the penalty runs added to the total amassed at the end.

Umpires are instructed to apply a strict interpretation of time-wasting by the batsman (five-run penalties). Specifically, batsmen are expected to be ready for the start of a new over as soon as the bowler is ready.

## **OVERSEAS PLAYERS**

No overseas players are to be used in the Twenty 20 Tournament.

