



Association des Clubs de Cricket du Sud-Ouest.

Siège social : Hôtel des Associations - 47160 DAMAZAN

secretary@cricket-sw-france.org

www.cricket-sw-france.org

ACCSO Competition Regulations - Season 2026 FULL VERSION

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1. Scope of this document

This document details the regulations which apply to all competitions organised by ACCSO.

2. Force Majeure

Circumstances beyond the control of a club or clubs may make continuing to hold a match in accordance with these regulations inadvisable, commercially impracticable, illegal, or impossible. In these cases, only ACCSO Committee can decide on questions of “force majeure”.

3. The Laws of Cricket:

All matches will be played according to the Laws of Cricket (MCC 2017 Code, 3rd Edition 2022), as modified by these regulations. The Laws of Cricket are available on-line, in English and in French at: <https://www.lords.org/mcc/laws>

4. General

4.1 Disciplinary Procedure

4.1.1. The ACCSO Disciplinary Procedure will apply to all matches.

4.1.2. Charges of misconduct or other disciplinary matters will be categorised according to the Table of Offences and Sanctions which forms part of the Disciplinary Procedure. The Table contains all the reportable offences covered by the Laws 2017 Code, 3rd Edition 2022.

4.1.3. See paragraph 14, below, and the ACCSO Disciplinary Procedure, available on the Regulations page of the ACCSO Web site.

<http://www.cricket-sw-france.org/accso-tournaments/tournament-regulations/>

4.2. Protection of players

4.2.1. Regardless of age and without exception, batters must wear a helmet when at the striker's end. A striker who refuses to wear a helmet will be dismissed from the field of play by the umpire and reported to ACCSO with a view to disciplinary action.

4.2.2. When entering a team in an ACCSO competition, a club president formally discharges ACCSO and the umpires of any responsibility for injuries caused to any batter.

4.2.3. Clubs must put in place and carry out the ECB Concussion Protocol.

4.3. Protection of junior players under the age of 19 on the day of the match:

4.3.1. The ECB Guidelines for the playing of junior players in adult games will apply.

4.3.2. At the moment of the toss and when the team sheets are presented to the umpires, the captains must identify to the umpires any player under the age of 19.

4.3.3. Copies of the ECB Guidelines are published on the ACCSO Web site Regulations page.

4.4 Match scheduling and start times

4.4.1. League matches: These will initially be scheduled for 1pm on Sundays. However, clubs may come to different arrangements for a specific match (earlier start time; Saturday, public holiday, etc.) but, using Section 10.1 as guidelines, must get the prior approval of ACCSO, notably on the question of umpires.

4.4.2. T20 matches: See the T20-specific regulations in Appendix C.

4.4.3. The Toss: The Toss will be decided 15 minutes before the programmed start time in all matches.

4.5. Fixture lists:

In all fixture lists published on the ACCSO web site, the club named first is considered as being the home club.

4.6. Clothing:

4.6.1. The standard dress code for players in ACCSO competitive matches is white tops/shirts, white trousers and white pads. However, a team can play in coloured tops/shirts; but only if all the players wear them. If this is not the case, players not wearing the standard coloured top/shirt will not be allowed to play.

4.6.2. Umpires will wear clothing which distinguishes them clearly from the fielders.

4.7. Balls:

4.7.1. Pink balls are the standard for all ACCSO matches.

4.7.2. Exceptionally, League matches may be played with red balls but only if there are sightscreens in place and deployed. This exception also applies to any Final-phase League match played at the ground of a club which meets this criterion. Visiting captains have the right to refuse to play with red balls if the sightscreens are not deployed.

4.7.3. The ACCSO T20 tournament is played exclusively with pink balls.

4.7.4. ACCSO will provide home / hosting clubs with sufficient balls to match the published fixture list.

4.7.5. Each home club should be able to produce spare/used balls, if replacement balls are necessary during a match.

4.8. Pitch markings:

Home and hosting clubs must pay particular attention to the quality of the marking of creases (Laws 7.1-7.4) <https://www.lords.org/mcc/laws/the-creases>, and to the line 35 in (89cm) from the middle stump. See section 6.9.1, Off-side wides.

4.9 Umpires: Pragmatic baseline principles:

4.9.1. All ACCSO competitive matches should be umpired by qualified umpires.

4.9.2. There should be at least one qualified umpire standing full-time. The other umpire should be a non-playing member of one of the clubs involved.

4.9.3. Every club should have enough accredited and licenced umpires in its playing membership to be able to provide one accredited and licensed umpire to stand full-time (and thus not play) at every home match.

4.9.4. In principle all qualified umpires and player-umpires should also be prepared to make themselves available to umpire at matches other than just those of their own club.

4.9.5. ACCSO will make every effort to provide two neutral umpires in Final Phase matches

4.10. Scorers: Validity of match results:

4.10.1. The validity of the scores is a fundamental requirement in competitions. It is the responsibility of club presidents and team captains to ensure that this requirement is met on match-days. Both teams' score books or scoring application should be kept up to date throughout the match.

4.10.2. The president of a club playing at home should aim to provide a non-playing scorer throughout the entire match.

4.10.3. The captain of the away team should ensure continuous updating of his club's score.

5. Eligibility: Clubs and players

5.1. ACCSO competitions are open only to:

- ACCSO Full member-clubs which have paid their Full ACCSO membership fee for 2026
- ACCSO Full-member clubs which, before the first day of the published fixture list, have affiliated to a recognised *association sportive omnisports*
- Players from clubs which have affiliated to a recognised *association sportive omnisports* must be in possession of a licence from that association which entitles them to play in competitive matches.
- A Team Sheet, showing the name, surname licence number and age group of the 11 players (plus the 12th man, if there is one), must be handed to the umpires by each team captain before the toss. The opposing captain must sign before the toss. (A Team Sheet template is on the Regulations Page of the ACCSO Web site). **An up to date profile on the scoring application showing all players with name + Surname + License nr may be used as a team sheet.** See also the After the Match section, below.

5.2. A member of a non-affiliated club can play for an affiliated club but must first take out a competitive licence via the affiliated club for which he will be playing. He must appear on the affiliated club's team-list.

5.3. Age limits for players

5.3.1. Licenced players who are 16 years old on the day of the match can play without any further control or qualification.

5.3.2. Licensed players who are 15 years old on the day of the match can play ; but only if their club has on file a written parental authority or a written authority form.

5.4. Player restrictions.

5.4.1. Anyone who plays one or more matches for a given club in one of the competitions cannot play for another club in the same competition.

6. Competition structure and Match Regulations

See Appendices A, B & C for regulations specific to an individual competition.

6.1. Overs

6.1.1. The number of overs which constitute a match varies from competition to competition. See Appendices A, B and C.

6.1.2. To constitute a match the team batting second must receive a minimum number of overs.

6.1.3. No player can bowl more than 20% of his team's overs.

6.1.4. In a reduced-overs match no bowler can bowl more than 20% of the available overs, rounded up, unless he has already done so before the decision is

taken to reduce the overs.

6.1.5 Local Conditions: At certain grounds, a match may be played with 5 overs being bowled from one end before alternating to the other. This has been shown to improve over-rate, via reduced field changes. Provided the captains agree, visiting sides are strongly recommended to play accordingly.

6.2. Minimum team size: 7 players.

6.3. Start times and duration of matches

6.3.1. In the case of high temperatures or other risks to player safety, umpires are authorised, when at the ground, to modify the programmed start time and/or reduce the number of overs.

6.3.2. Every effort must be made to start at the scheduled time.

6.3.3. Both teams must be at the ground 15 minutes before the scheduled time – for the toss, validation of team sheets and getting changed.

6.3.4. In the event of a Delayed start (up to 40 minutes):

6.3.4.1. If, at the scheduled start time, one of the teams is not present at the ground – or is incomplete (less than 7 players) – its batting overs will be reduced by 1 over for every 4 minutes delay in starting the match.

6.3.4.2. If, at the scheduled start time, neither team is present at the ground – or if both teams are incomplete (less than 7 players) – the match will be reduced by 1 over for both teams for every 8 minutes delay in starting the match.

6.3.5. In the event of a Delayed start (40 minutes):

6.3.5.1. If, 40 minutes after the scheduled start time, one of the teams is still not present - or is still incomplete (less than 7 players) - the other team will, if present and with at least 7 players on the ground, be awarded the match.

6.3.5.2. If, 40 minutes after the scheduled start time, neither team is present - or if both teams are incomplete (less than 7 players) - the match will be decided as follows: - League pool-phase matches: The match will be declared “unplayable”. The match will not be re-scheduled and both teams will receive 0 points. - League phase matches, All T20 matches: The match will be decided by the toss of a coin on the ground.

6.4. Intervals

6.4.1 Change-over between innings:

- League and Cup matches: 20 minutes (or other time agreed by the umpires and captains before the match).

- T20 matches: 10 minutes. This interval is not negotiable.

6.4.2. Drinks breaks:

- League and Cup matches: 5 minutes at the mid-point of the number of overs to be played (or other time agreed by the umpires and captains before the match).

- T20 matches: In principle, no drinks breaks are necessary, unless agreed by the umpires and captains before the match.

6.4.3. Once the match has started, the umpires can offer additional drinks breaks or vary the frequency of prearranged breaks, depending on the weather and on the state of play.

6.5. Over rate

6.5.1. Each innings must be completed at a rate of 15 overs per hour of play (after taking account of time-outs for injuries, dismissals and searches for lost balls).

6.5.2. Batters should be ready for the start of a new over as soon as the bowler is ready within 3 minutes of the fall of a wicket, the new batter must be in a position to take guard, or for his partner to be ready to receive the next ball. Therefore, an incoming batter should cross his outgoing colleague on the field of play.

6.5.3. If the team bowling first does not bowl its X overs inside X x 4 minutes net of interruptions and any time wasting by the batting team, the innings will continue until the X overs are completed or until the batting team is dismissed. However, when they come to bat, the bowling team will receive only the number of batting overs which they themselves managed to bowl in the first X x 4 minutes.

6.5.4. If the team bowling second does not complete its allotted X overs in the time available, net of interruptions and any time wasting on the part of the batting team, the umpires will award the batting team 5 penalty runs per over in excess of the allotted time (in addition to whatever runs are scored off the bat).

6.5.5. The umpires are the sole judges of timing and will make a written report to ACCSO if there are serious problems with time-keeping and/or if penalty runs were awarded.

6.5.6. In the interest of speeding up the over rate, a match may be played with 5 overs being bowled from one end before alternating to the other. See Section 6.1.5, above.

6.6. Playing conditions:

6.6.1. From the scheduled start time onwards, the umpires are the sole judges of whether the playing conditions are suitable for play to continue (Law 2.7).

6.6.2. If either umpire considers that the conditions have become unreasonable or dangerous ("likelihood of injury"), they will stop the match and not re-start until they think that conditions have improved.

6.6.3. If conditions become less than ideal, play should continue for as long as possible, until such time as either umpire decides that conditions have become dangerous or unreasonable.

6.6.4. If it is not possible to re-start, the outcome of the match will be as per paragraphs 4.8 or 4.9 as appropriate.

6.6.5. Matches affected by bad weather: In the event of bad weather, the number of over can be reduced, as follows:

6.6.5.1. Time lost because of bad weather before the start of the first innings and/or during the first innings:

For every 8 minutes lost, full or part, a reduction of 1 over is applied to both innings. Subject to a residue of 20 overs for league ~~and cup~~ matches, 10 overs for T20 Example: If 75 minutes are lost, the match is reduced by 10 overs per innings. In a league ~~or cup~~ match, if the team batting first has already received more than XX overs (in this example 40- 10=30) it will receive no more overs; and the target for the team batting second will be calculated as one run more than (total runs scored by the team batting first, divided by the number of overs they actually received) multiplied by the overs available to the team batting second.

6.6.5.2. Time lost because of bad weather during the second innings:

For every 4 minutes lost, 1 over will be deducted, subject to a residue of 20 overs for league ~~and cup~~ matches, 10 overs for T20.

The target for the team batting second will be calculated as one run more than (total runs scored by the team batting first, divided by 40 /35 /20 overs

[or by the actual overs received if the first innings was also reduced)
multiplied by the overs available to the team batting second.

If the team batting second, with wickets in hand, cannot receive at least 20 (10 for T20) overs, paragraphs 4.8.4 or 4.9.2 will apply, as appropriate.

6.7. Tied/Incomplete matches Rules vary according to each competition. See Appendices A (League), B (Cup) and C (T20) for details.

6.8 Dangerous Bowling: Bouncers and Beamers Laws 41.6, 41.7 and 41.8 will be applied consistently, including the process of cautions, warnings and suspension, with the following local modifications.

6.8.1. Bouncers:

Laws 41.6.1, 41.6.2 and 41.6.3 are replaced with the following: All short-pitched balls (“bouncers”) above shoulder height will be No-Balled, regardless of speed of delivery. The first such bouncer will result in a first and final warning. A bowler who bowls another such bouncer after a first and final warning will not be allowed to continue to bowl in the match (Law 41.6.4) and must be reported.

6.8.2. Beamers:

High, non-pitching deliveries, above waist height will be treated according to Law 41.7. All beamers are unfair and will be No-balled. However, a beamer will not incur a warning unless the umpire decides that it was dangerous and likely to risk injury to the Batter. Umpires are required to use their best judgement to determine whether a delivery was dangerous. Their decisions will be based on various factors such as the speed or direction of the ball, the ability of the Batter, and whether such deliveries are repeated. If the umpire decides that a beamer was dangerous, it will lead to a first and final warning to the bowler. He will be suspended from bowling if he bowls another dangerous beamer in the same innings. A bowler suspended for a repeat offence after a first-and-final warning must be reported. The deliberate bowling of a beamer remains an offence for which the penalty is an immediate suspension from bowling for the rest of the match (Law 41.7.4). The bowler must be reported.

6.9. Wides: Law 22 is modified as follows:

6.9.1. Off-side deliveries:

- Off-side deliveries which pass on or outside a line painted 35 inches (89 cm) from the middle stump will be called “Wide”, unless the delivery touches the bat or the Batter.
- The return crease must be painted to extend back to the bowling crease, at both ends of the track/carpet and on both teams of the wicket. If these lines are not painted and no means exists on site to paint them, the match will be abandoned and, where possible, rescheduled.

6.9.2. Leg-side deliveries:

- All balls, not struck by or striking the Batter, passing behind the profile of the Batter in his normal guard position, are to be called “wide”.
- Wide is not called if the Batter, receiving a leg-side delivery which in the opinion of the umpire would normally have hit his body, moves towards the off-side and thereby causes the ball to pass behind him.

6.10. No Balls:

6.10.1. All deliveries not landing completely on the pitch (carpet/mat) will be called a No-Ball (Law 21.7).

6.10.2. No-Balls do not result in a Free Hit, except in the case of front-foot faults occurring in the T20 competition.

6.11. Unfair deliveries (“throwing”) as defined in Law 21.3.

If a bowler is suspended for throwing during an ACCSO match, the umpires must report the incident. The club concerned will initiate the procedure which appears on the Regulations page of the ACCSO Web site.

7. Fielders

7.1. No more than 5 fielders are allowed on the leg-side (addition to Law 28.4).

7.2. Fielders leaving the field during an innings:

Law 24.2 is replaced with the following: A fielder who is off the field of play for more than 15 minutes must be back on the field for at least as long again before being allowed to bowl. Law 25.3 is replaced with the following: A fielder who is off the field of play for more than 20 minutes at the end of the first team’s innings must wait as long again before he can bat.

8. Umpires: See also section 4.9

8.1. All qualified umpires and player-umpires are considered as “neutral” and their decisions are to be respected.

8.2. For phase matches, ACCSO will make every effort to provide umpires who are not licensed via either of the participating clubs.

9. Scoring – Validity of match results: See also section 4.10

9.1. Both teams’ score books (or scoring application) should be kept up to date throughout the match.

9.2. The president of the home club should provide a non-playing scorer.

9.3. The two captains are responsible for ensuring that their players keep both of the score books (or scoring application) up to date whilst their team is batting.

10. Rescheduling a match before the day of the Match.

10.1 Re-scheduling for good and sufficient reason before the day of the match:

10.1.1. A club wishing to reschedule a match for such reasons must e-mail ACCSO (secretary@cricket-swfrance.org) at least 7 days before the scheduled date. ACCSO will consider the validity of the request and inform the clubs concerned and the umpiring body of its decision no later than 72 hours before the original planned date.

10.1.2. If the match in question is a League pool-phase match, every effort will be made to reschedule it, subject to the following conditions:

- If the opposing club is willing to accept a postponement, they may specify conditions as part of their acceptance. For example, that the match should be re-scheduled to take place before a certain date; or that, if they themselves are subsequently not able to raise a team on the new date, it will be the club making the original request which will forfeit the match.
- If such conditions are agreed between the clubs, they must be documented to ACCSO (secretary@cricket-swfrance.org) who will, accept the arrangement.

- Where both clubs agree re-scheduling is not possible and the game is a knockout the game will be decided by the toss of a coin.

10.1.3. If the match in question is a League/Cup pool-phase match and if the request to re-schedule is made less than 7 days before the original planned date:

- A club can legitimately ask for a postponement within the 7-day limit if they are unable to raise a team. But the opposing club is equally at liberty to decline. If the opposing club does decline, then they will be awarded the match.

- If the opposing club is willing to accept a postponement, they may specify conditions as part of their acceptance. For example, that the match should be re-scheduled to take place before a certain date; or that, if they themselves are subsequently not able to raise a team on the new date, it will be the club making the original request which will forfeit the match. If such conditions are agreed between the clubs, they must be documented to ACCSO (secretary@cricket-swfrance.org,) who will accept the arrangement.

10.1.4 If the match in question is the Final match of a competition or any of the T20 matches, it will be awarded to the non-defaulting club.

10.2. Re-scheduling for reasons of weather before the day of the match:

- A club wishing to postpone any competitive match on meteorological grounds (canicule alerts by the relevant *préfecture* or reliable forecasts (www.meteofrance.com) of rain or shade temperatures of 35° or more) must inform – by telephone in the first instance – the other club and the umpires, with e-mail confirmation to ACCSO Secretary, at least 24 hours before the scheduled start time.

- If the two clubs and ACCSO are all in agreement that the match should not be played, every effort will be made to reschedule the match in question, subject to the following conditions: If the match in question is a pool-phase match and re-scheduling is not possible, the game will be decided on the toss of a coin. If the match in question is the Final match, it will be decided by the wives/partners of two members of ACCSO Committee tossing a coin. - If one club does not agree to any of the above, ACCSO and the umpires will assess the situation. If no play is possible, or if the second innings is incomplete, the toss of a coin will decide the winners.

11. Rescheduling a match on the day of the match:

11.1. If, on the day of a match, the home/hosting club decides that its ground is unfit for play because of bad weather, it must inform the visiting club and the appointed umpires (with copies to ACCSO Secretary no later than 4 hours before the scheduled start time. Where both clubs are in agreement, every effort will be made to reschedule the match in question. If one club does not agree, after consulting the home club the umpires will be the sole judges of whether play is possible.

11.2. On the ground, and before the toss, the umpires and the captains will review the playing conditions. Taking into account all environmental conditions (heat, etc.), the umpires will decide whether the match should proceed; and if so, how many overs will be played, plus the frequency and length of drinks breaks and other intervals.

12. After the Match.

12.1 The two umpires sign both score books / scoring software application, validating the scores.

12.2 The two captains and the umpires complete and sign the ACCSO Match Report Form, with full names in block capitals. The winning team e-mails a digital image of the Match Report Form, together with the 2 Team Sheets to ACCSO (competitions@cricket-sw-france.org,) within 48 hours of the end of the match. A duly completed match scorecard downloaded in pdf format and signed by both captains and sent in within 48 hours will be accepted as a completed match report.

12.3 Any protest, claim or dispute by either team must be clearly written up and e-mailed to ACCSO (secretary@cricket-sw-france.org,) within 72 hours of the end of the match.

12.6 Any report by the umpires – especially about bad conduct* – must be e-mailed to ACCSO (umpires@cricket-sw-france.org,) within 48 hours of the end of the match.

* See Disciplinary Procedure on the Regulations page of the ACCSO Web site.

13. Discipline.

13.1 Laws 41 and 42 apply in full, apart from the modifications (above) on bouncers and beamers.

13.2 Club captains are responsible for their team's discipline, good conduct and respect for the laws and spirit of the game.

13.3 . A captain must respect – and ensure that his team respects – any remarks or requirements from the umpires.

13.4. Players must respect all umpiring decisions. Where player(s) do not do so, or show verbal or physical dissent, the umpires will call “Dead Ball” and will decide whether to defuse the situation or whether the circumstances warrant disciplinary action under the Laws. If the latter course is chosen, the umpires will inform the player(s) concerned, via their captain(s), that they will be reported. This will be noted by the umpires on the Match Report form, in order to alert ACCSO.

13.5 The umpires are the sole judges of what constitutes fair play.

13.6. Where player(s) behave in a way likely to bring the game into disrepute, the umpires will call “Dead Ball” and will decide whether to defuse the situation or whether the circumstances warrant disciplinary action. If the latter course is chosen, the umpires will inform the player(s) concerned, via their captain(s), that they will be reported. This will be noted by the umpires on the Match Report form, in order to alert ACCSO.

13.7. Disciplinary reports must be received by the Secretary of ACCSO via email (secretary@cricket-sw-france.org,) within 48 hours of the end of the match.

13.8. The Secretary of ACCSO will inform the club(s) that a disciplinary report has been received.

13.9. The procedure to be followed for the treatment of all disciplinary reports, and any subsequent appeals, is described in the Disciplinary Procedure document accessible via the Regulations page of the ACCSO Web site.

End of regulations common to all ACCSO competitions

Appendix A. Specific Regulations: ACCSO Ligue 2026

A.1. Phase 1: Two pools:

ACCSO Ligues Div Occitanie) Catus Ravens, Toulouse Bears, Toulouse Wolves, Catus Lions.

ACCSO Ligue Div Nouvelle Aquitaine) Eymet, Eyliac Eagles, Eyliac Stars, Damazan.

Phase 2: Two pools:

ACCSO Super Ligue) 1st Div Occitanie, 1st Div Nouvelle Aquitaine, 2nd Div Occitanie, 2nd Div Nouvelle Aquitaine.

ACCSO Ligue) 3rd Div Occitanie, 3rd Div Nouvelle Aquitaine, 4th Div Occitanie, 4th Div Nouvelle Aquitaine.

A1.1. Phase 1: League system: Teams in the same pool play each other twice (home and away).

Phase 2: League system: Nominally, teams in the same pool play each other twice (home and away). However, teams which already played each other in Phase 1 do not play again; instead, the points they earned in those Phase 1 matches are carried forward to Phase 2.

A.2. Match Formats

A.2.1. Match Format: Based on 40 x 6 ball overs per team. To constitute a match the team batting second must receive a minimum of 20 overs. This minimum of 20 second-innings overs clearly does not apply if the team batting second is dismissed in less than 20 overs or if it reaches the opposition's score in less than 20 overs..

A.3. Points.

Win: 3 points Lose: 0 points Match tied on runs scored, regardless of wickets lost: 1 point

A.4. Tied in phase round: The final position will be decided by the calculation of the Net Run Rate (see NRR procedure on the Competition Regulations page on the ACCSO Web site).

A.5. Incomplete matches If the need to reschedule an incomplete match arises every effort should be made to find a suitable date. If rescheduling is not possible, the game will be declared 'abandoned', with 1 point to each team.

--- End of Appendix A ----

Appendix C. Specific regulations:

ACCSO T20 - 2026

C.1. Competition structure:

C.1.1. Phase 1: Two pools:

ACCSO T20 Div Occitanie) Catus Ravens, Toulouse Bears, Toulouse Wolves, Catus Lions.

ACCSO T20 Div Nouvelle Aquitaine) Eymet, Eyliac Eagles, Eyliac Stars, Damazan.

Phase 2: Two pools:

ACCSO T20 Super) 1st Div Occitanie, 1st Div Nouvelle Aquitaine, 2nd Div Occitanie, 2nd Div Nouvelle Aquitaine.

ACCSO T20) 3rd Div Occitanie, 3rd Div Nouvelle Aquitaine, 4th Div Occitanie, 4th Div Nouvelle Aquitaine.

C.1.2. Phase 1: Teams in the same pool play each other twice (Two matches in one day). .

Phase 2: League system: Nominally, teams in the same pool play each other twice (twice in one day). However, teams which already played each other in Phase 1 do not play again; instead, the points they earned in those Phase 1 matches are carried forward to Phase 2. Two points for a win; 1 point per side for a no-result (in the case of a fixture which, having been postponed once, cannot be rescheduled); and zero for a loss.

Teams in the same pool that are equal on points after completion of the pool phase will be separated by calculation of the Net Run Rate (see NRR procedure on the Competition Regulations page on the ACCSO Web site).

C.2.1 Food and drink:+ Unless the clubs concerned agree differently, the T20 matches are self-catering: each team brings its own lunch and/or tea. The host club provides an adequate supply of water.

C.2. Match Format: T20 games are based on an innings of 20 x 6-ball overs, with a minimum of 10 overs per team.

C.2.1. To constitute a match the team batting second must receive a minimum of 10 overs (unless it is dismissed in less than 20 overs or unless it reaches the opposition's score in less than 10 overs).

C.3. Field Markings

C.3.1. Two semi-circles must be drawn, one behind each set of stumps, marked by painted white 'dots' at intervals of five-yards (4,6 metres), each 'dot' to be covered by a white disc (plastic or rubber; but not metal), measuring seven inches in diameter.

C.3.2. The semi-circles must have a radius of 22.9 metres (25 yards) and be centred on the middle stump at either end of the pitch.

C.3.3. The ends of each semi-circle must be joined by a straight line drawn on the same side of the pitch.

C.4. Fielding restrictions

C.4.1. At the instant of delivery, the maximum number of fielders on the leg side is 5.

C.5.2 During the first 6 overs of each innings only two fielders are permitted to be outside the field restriction marking at the instant of delivery. See C.5.4, below, for when a match is reduced to less than 20 overs.

C.5.3 For the remaining overs of each innings only five fielders are permitted to be outside the field restriction marking at the instant of delivery.

C.5.4. In matches reduced to less than 20 overs, the number of Fielding Restriction Overs of both innings are also reduced, as in the following table.

Total overs bowled per innings	No. of overs with Fielding Restrictions
10-13	3
14-16	4
17-19	5

C.5.5. If any of the above fielding restrictions are not respected, the umpire at the striker's end will call and signal 'No Ball'. This No Ball does not result in a Free Hit.

C.5. Free Hit after a Foot-Fault No Ball

C.5.1. When a delivery is called No Ball because of a Foot Fault, the next delivery will be

a Free Hit for whichever Batter is facing it.

C.5.2. The umpires signals a Free Hit by making the normal No Ball signal and then by extending one arm straight upwards and moving it in a circular motion.

C.5.3. 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 is also a Free Hit for whichever Batter is facing it.

C.5.4. 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.

C.5.5. Field changes are permitted for Free Hit deliveries, all currently effective fielding restrictions must be respected. ** Note: Free Hit deliveries that are called Wide or No Ball are not legitimate deliveries; they do not count as one in the over; and they are recorded as extras. Scorers must be alert to this refinement.

C.6. Tied/Incomplete matches:

C.6.1. Each match is decided on runs scored. - If the scores are equal at the end of a match, the winning team is the one which has lost fewer wickets. - If a match is tied on both runs scored and wickets lost, the winner is decided on runs-per-over received. (see NRR procedure on the Competition Regulations page on the ACCSO Web site).

C.6.2. If a match is called off during the first innings it will be decided by the toss of a coin on the ground.

C.6.3. If a match is called off during the second innings and the team batting second has neither lost all its wickets nor received 10 overs, the result will be decided by the toss of a coin on the ground.

C.6.4. If a match is called off during the second innings and the team batting second has received at least 10 overs and has not lost all its wickets, the match will be decided on whether the team batting second has bettered the first team's average run-rate, based on the number of legitimate (see Note in Section 8) balls faced.

C.8 Re-scheduling T20 matches because of bad weather:

C.8.1. If the hosting club (Pool matches or Finals Day) decides that its ground is unfit for play because of bad weather, it must inform the visiting clubs and the appointed umpires (with a copy to ACCSO Secretary) no later than 20h00 on the previous evening. Every effort will be made to reschedule the event - for example, by relocating to another ground.

C8.2. On the ground, and before the toss, the umpires and the captains will review the playing conditions and, taking into account all environmental conditions (heat, etc.), decide whether the match should proceed; and if so, how many overs will be played, plus the frequency and length of drinks breaks and other intervals.

--- End of Appendix C -----