

ASSOCIATION DES CLUBS DE CRICKET DU SUD-OUEST

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BLEVINS  FRANKS
INTERNATIONAL TAX & WEALTH MANAGEMENT

ACCSO Tournament Rules 2019 – T20 Tournament

Version date: 1 April 2019

Rule Changes from 2018 are highlighted

Notes: Updated to reflect

Regulation 2.7 - Two teams from one club enter the competition (page 2)

**Regulation 4-8 - Bowlers suspended must be reported (page 5)
- Beamers, Umpires discretion on action (page5)**

1. General

1.1. Except where otherwise specified below, all matches are subject to the Laws of Cricket (MCC 2017 Code). The rules for this tournament incorporate certain elements of the ECB National Club T20 Playing Conditions.

1.2. For players under the age of 19 on the day of the match, the current ECB Guidelines for the playing of junior players in adult games shall apply.

Copies of these ECB Guidelines are published on the ACCSO Web site.

1.3 Charges of misconduct or other disciplinary matters will be categorized according to the Table of Offences and Sanctions appended to the ACCSO Disciplinary Procedure (copy accessible via the Regulations page of the ACCSO Web site). This Table contains all the reportable offences covered by the Laws 2017 Code

1.4. The draw for the qualifying round matches is geographically-based, and is as follows:

- Pool 1: A=Mansle; B=St Aulaye; C=B-GCC. Matches to be played at Mansle on 19th May.
- Pool 2: A=Eymet; B=Damazanz;. C=Catus. Matches to be played at Eymet on 12th May.
- Pool 3: A=TCC Bears; B=TCC Wolves; C=Midi. Matches to be played at Toulouse on 12th May.

Unless the clubs concerned agree amongst themselves differently, the qualifying round matches are self-catering: each side brings its own lunch and/or tea. The host club provides an adequate supply of water. ACCSO funds the catering on Finals day.

The match sequence in **Pools** - designed to minimise the risk of a dead rubber in the third match and drawing on the scheduling lessons learned in previous years - is as follows:

- 10h00: A v B
- 13h00: Losing side from first match v C
- 16h20: Winning side from first match v C.

In this tournament the Toss reflects the difference from a standard one-match environment. Details are in paragraph 6.5 below.

1.5. The Final Round day of matches will be held on 2nd June. Clubs have been invited to bid to host this day. The running order will be determined when the bidding process is completed and when the results of the qualifiers are known. Geography will be a prime consideration. The timings will be as for the qualifiers. See paragraph 6.5 for arrangements for the toss.

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

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

1.8. The ACCSO T20 tournament is played with pink balls. ACCSO will provide the balls for all the qualifying round matches and the Final Round.

2. Eligibility: Clubs and players

2.1. All ACCSO 2019 competitions are restricted to teams drawn from clubs which have affiliated to the FFBS for 2019.

2.2. Such teams must consist only of players who possess a 2019 competition-level licence. A member of a non-affiliated club can play for an affiliated club but he must take out a competitive licence beforehand.

2.3. Licenced players born before 1st January 2003 may play without any further control or qualification.

2.4. Licenced junior players born in 2003 can play, provided that their club has on file a written parental authority.

2.5. Licenced junior players born in 2004 can play, provided that they are registered as players of "Haut Niveau" (HN) and appear on the current list of such players which is maintained by the Directeur Sportif of France Cricket.

2.6. 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.

2.7. Anyone who plays in 25% of matches for one team from a club who enters two teams in the competition cannot play for the other team from the same club in the same competition.

3. Competition structure:

3.1. One of the qualifying rounds and the Final round are in 3-club Round Robin format. .

3.2. Match format is twenty-overs per side.

3.3. Qualifying round: All matches of a single group are to be played on the same day.

See paragraph 1.4 above for the Draw and match sequence.

The winning club goes forward to the Final round.

3.4. Final round: Three winners from the qualifying round pools, playing a Round Robin of 3 matches.

3.5. The winner of each round (qualifying or Final) is the side which wins the most matches on the day. If no side wins more matches than its opponent(s), the winner will be determined as per paragraph 4.7.2, below.

4. Tournament Match Rules

4.1. Overs

4.1.1. Games are based on an innings of 20 x 6-ball overs, with a minimum of 10 overs per side.

To constitute a match the side batting second must receive a minimum of 10 overs, unless it is dismissed in less than 10 overs or unless it reaches the opposition's score in less than 10 overs. In the event of less than 10 overs being possible, paras. 4.7.3 or 4.7.4 will apply, as appropriate.

4.1.2. No player may bowl more than 4 overs.

4.1.3. In a reduced-overs match no bowler shall 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. Thus, for example, in a match reduced to 14 overs per side, nominally, no bowler may bowl more than 3 overs.

4.1.4. 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.

4.2. Minimum team size: 7 players.

4.3. Start times

4.3.1. Given the distances travelled by our clubs, every effort must be made to start at the scheduled times. ACCSO will, via the umpires, rigorously enforce start times and over rates at all stages of the competition in order to complete the programme in a single day.

The following rules apply to all match days.

The time limit of 40 minutes is set so as to ensure that the minimum of 10 overs is available to any side arriving late.

4.3.2. All matches

If play cannot start at the published start time because of late arrival/insufficient players, the number of overs per side will automatically start to be reduced, as follows:

- If, at the published start time, neither side is present (a minimum of 7 players), the reduction is 1 over per innings for every 8 minutes (or part of 8 minutes) lost.
- If, at the published start time, one side ("A") is present (a minimum of 7 players) but the other side ("B") is late (or has less than 7 players present), the number of overs which the batsmen of side B can receive is reduced by 1 for every 4 minutes lost. In such a case, Side "A" retains its batting overs (subject to its own readiness to take the field at the published start time).

If, **within the 40 minutes** following the published start time, both sides have at least 7 players present, the match must begin, with the overs reduced as appropriate.

If, **40 minutes** after the published start time, the match has not begun because one side is not ready to take the field (formalities not completed, etc.), the other side will, if present and with 7 or more players on the ground, be awarded the match.

If, **40 minutes** after the published start time, the match has not begun because both sides are late and/or short of the minimum 7 players, the match will be decided by bowling at an unprotected set of stumps (a penalty shoot-out), as follows

- 5 players, selected by each captain, will bowl one ball alternately. The side with the greater number of hits will be the winner.
- If both sides score the same number of hits, the sixth player from each side will bowl in pairs; and so on, until one side gets one wicket ahead ("sudden death").

4.4. Intervals

4.4.1. Change-over between innings is 10 minutes.

4.4.2. Nominally there will be no need for a drinks break in a 20-over innings.

However, local official "*canicule*" warnings in force **must** be respected and umpires are authorized to offer drinks breaks as required.

4.4.3. See paragraphs 6.3 and 7 for further detail.

4.5. Over rate

4.5.1. Each innings should be completed at a rate of 15 overs per hour of play (net of time-outs for injuries, dismissals and searches for lost balls).

4.5.2. To avoid time-wasting, batsmen are expected to be ready for the start of a new over as soon as the bowler is ready.

4.5.3. In accordance with Law 31, the incoming batsman must be in a position to take guard, or for his partner to be ready to receive the next ball, within 3 minutes of the fall of the previous wicket. Accordingly, an incoming batsman should cross his outgoing colleague on the field of play.

4.5.4. If the first bowling side does not bowl its allotment of X overs (where X is 20, or a lower number in a reduced-overs game) inside X times 4 minutes net of interruptions and any time-wasting by the batting side, the innings will continue until the overs are completed or until the batting side is dismissed. However, when they come to bat, the “offending” side will receive only the number of overs which they themselves managed to bowl in the first Xx4 minutes.

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

4.5.5. The umpires are the sole judges of timing and will make a written report to ACCSO on significant infractions.

4.6. Weather-affected matches

In the event of bad weather, the number of overs will be reduced, as follows:

4.6.1. Time lost before the start of the first innings and/or during the first innings: for every 8 minutes lost, in full or in part, a reduction of 1 over is applied to both innings. Example: If 68 minutes are lost, the match is reduced by 9 overs per innings.

If the side batting first has already received more than XX overs (in this example XX=11, derived from $(20-9=11)$) it will receive no more overs; and the target for the side batting second will be calculated as one run more than (total runs scored by the side batting first, divided by the number of overs they actually received) multiplied by the overs available to the side batting second.

4.6.2. Time lost during the second innings: for every 4 minutes lost, 1 over will be deducted, subject to a residue of 10 overs. The target for the side batting second will be calculated as one run more than (total runs scored by the side batting first, divided by 20 overs [or by the actual overs received if the first innings was also reduced]) multiplied by the overs available to the side batting second.

4.6.3. If the side batting second, with wickets in hand, cannot receive at least 10 overs, the match will be decided by the toss of a coin on the ground.

4.7. Tied/Incomplete matches

4.7.1. Each match is decided on runs scored.

- If the scores are equal at the end of a match, the winning side is the one which has lost fewer wickets.
- If a match is tied on both runs scored and wickets lost, the winner will be decided on runs-per-over received.
- If the match is still tied, the winning side is the one which has conceded fewer Wides and No Ball extras.

4.7.2. The winner of each round is the side which wins its 2 matches in that round. If no side wins its 2 matches, the round is won by the side with the higher runs-per-over-received** rate aggregated across the 2 matches.

** Note: where a side is dismissed within the allotted number of overs (20 or any lower number decided as per paragraph 4.6. because of late starts or bad weather), then the formula “runs-per-over-received” is replaced by “runs-per-over-allotted”.

- If more than one side has the same aggregated runs-per-over-received rate, the round is won by the side having lost the lower aggregate of wickets.
- If the round is tied on both run-rate and wickets lost, the winning side is the one which has conceded fewer Wides and No Ball extras across its 2 matches.

4.7.3. Any match called off during the first innings will be decided by the toss of a coin on the ground.

4.7.4. Any match called off during the second innings where the side batting second has neither lost all its wickets nor received 10 overs will be decided by the toss of a coin on the ground.

4.7.5. If a match is called off during the second innings and the side batting second has received at least 10 overs and has not lost all its wickets, the match will be decided on whether the side batting second has bettered the first side’s average run-rate, based on the number of legitimate balls faced.

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 will need to be alert to this refinement.

This applies to all matches in the competition.

4.8. Dangerous Bowling

Laws 41.6, 41.7 and 41.8 will be applied in full and consistently, including the process of cautions, warnings and suspension.

41.6.3 is amended as follows: All short-pitched balls ("bouncers") above shoulder height will be No-Balled, regardless of speed of delivery. The first such delivery will result in a first and final warning.

All high non pitching deliveries ("beamers") above waist height will be deemed dangerous and unfair, regardless of speed of delivery, and will be No-Balled. The first such delivery will result in a first and final warning.

41.6.4 "Law 41.7 High non-pitching deliveries ("beamers") above waist height will be treated according to the revised Law, which comes into effect on 1st April 2019.

All beamers are unfair and will be No-balled; but they will not incur a warning unless the umpire decides that such a delivery is dangerous and likely to risk injury to the batsman.

Umpires are required to use their best judgement to determine whether a delivery is dangerous.

Their decisions will be based on various factors such as the speed or direction of the ball, the ability of the batsman, and whether such deliveries are repeated.

If a beamer is deemed to be dangerous, it will lead to a first and final warning to the bowler, with a suspension from bowling if he bowls another dangerous beamer in the same innings.

Note that 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.."

A bowler suspended for a repeat offence after a first-and-final warning MUST be reported.

4.9. No more than 5 fielders are allowed on the leg-side.

4.10. Wides:

4.10.1. All off-side deliveries which pass on or outside the return crease will be called "Wide", unless the delivery touches the bat or the batsman. The return crease must be painted to extend back to the bowling crease, at both ends of the track/carpet and on both sides 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, re-scheduled.

4.10.2 Off-side deliveries which pass inside the return crease but which are unplayable as per Law 22.1 will be called "wide".

4.10.3 For leg-side wides, ECC competition rules shall apply: All balls, not struck by or striking the batsman, passing behind the profile of the batsman in his normal guard position, are to be called 'wide'. Wide is not called in the case of a batsman who, 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.

4.11. Free Hit after a Foot-Fault No Ball

4.11.1. The delivery following a No Ball called for a foot fault shall be a Free Hit for whichever batsman is facing it.

4.11.2. The umpires shall signal 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.

4.11.3. 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 shall also become a Free Hit for whichever batsman is facing it.

4.11.4. 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.

4.11.5. Field changes are permitted for Free Hit deliveries providing all currently effective fielding restrictions are adhered to.

4.12. Fielding restrictions

4.12.1. Two semi-circles shall be drawn, one behind each set of stumps.

4.12.2. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 22.9 metres (25 yards). The ends of each semi-circle shall be joined to the ends of the other semi-circle by a straight line drawn on the same side of the pitch.

4.12.3. This field restriction area should be marked by painted white 'dots' at five-yard intervals, each 'dot' to be covered by a white disc (plastic or rubber; but not metal), measuring seven inches in diameter.

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

4.12.5. For the first 6 overs of each innings only two fielders are permitted to be outside the field restriction marking at the instant of delivery. But see 4.12.11 for when a match is reduced to less than 20 overs.

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

4.12.7. In reduced-overs matches, the number of Fielding Restriction Overs shall also be reduced, as per the following table, which applies to both the 1st and 2nd innings of the match.

Total overs bowled per innings	No. of overs for which the Fielding Restrictions of 4.12.5 shall apply
10-13	3
14-16	4
17-19	5

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

No Balls: All deliveries not landing completely on the pitch (carpet, mat or Flix pitch) shall be called a **No-Ball**. (as per Law 21.7) There is no Free Hit associated with such No Balls.

4.13 Unfair deliveries ("throwing") as defined in Law 21.3.

If a bowler is suspended during an ACCSO match, the club concerned will initiate the procedure (approved by club presidents at ACCSO AGM 2013) which appears on the Regulations page of the ACCSO Web site.

5. Clubs' Obligations

5.1. Umpires:

5.1.1. ACCSO's Umpiring Manager is responsible for the management of the region's umpiring community. In order to ensure that competitive matches are correctly managed, both in playing terms and in the event of accidents, he will work up a roster based on club nominees such that at every match there are two qualified umpires who are licenced/insured and non-playing.

5.1.2. Where only one such umpire is present on the day, the match may proceed if he is willing to stand at the bowler's end for the full match, with the batting side providing a square-leg umpire. If the qualified umpire is not willing, or if this arrangement is not approved by both captains, the match is abandoned and the match is decided by the toss of a coin on the ground.

5.1.3. Where no such umpires are present, the match is automatically abandoned and the match is decided by the toss of a coin on the ground

5.2. Scoring: Each club is required to provide one non-playing scorer at every match, such that there are two scorers marking two books at all times. Where no non-playing scorers are available, umpires have the right to insist that two members of the batting side are made available throughout the innings.

At minimum, the president of a club playing at home is responsible for providing a non-playing scorer throughout the entire match.

6. Before the Match.

6.1. Once the dates of the qualifying round matches have been fixed by mutual agreement by the clubs concerned, any subsequent request to re-schedule for technical/squad** reasons must be e-mailed to ACCSO (Secretary@cricket-sw-france.org) no later than 7 days before the scheduled date. ACCSO will consider the validity of the request and inform the clubs concerned and the umpiring body no later than 72 hours before the original planned date.

** This procedure also covers the case where two or more players are selected for French national teams in international matches or in official training sessions.

Every effort will be made to re-schedule the event but, given that there are no buffer dates built into the schedule, it is probable that the club concerned will forfeit its matches.

6.2. If the hosting club (qualifying round or final round) decides that its ground is unfit for play because of bad weather, it must inform the visiting clubs and the appointed umpires (with copies to both ACCSO Secretary and Umpiring Manager) no later than 20h00 on the previous evening. Although there are no buffer dates built into the schedule, every effort will be made to re-schedule the event; for example, by re-locating to another ground.

6.3. 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.), 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.

6.4. The umpires must be informed before the toss of the presence of any player under the age of 19 on the day of the match, such that the relevant ECB Guidelines may be duly applied (over limits for U19 bowlers; helmets and fielding restrictions for U18s).

6.5. The toss:

6.5.1. In all Round Robin qualifying rounds and in the Final round, the captains of sides B and C will call before the first and second matches, respectively; the captain of side C will NOT call before the third match.

6.5.2. In Pool 3, a toss will take place before each of the two scheduled matches. The away captain will call before the first match; the home captain before the second.

6.6. Only ACCSO can decide on questions of “force majeure”.

7. During the Match.

7.1 **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.

7.2 **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 side’s innings must wait as long again before he can bat.

7.3 The frequency and length of drinks breaks having been established prior to the match, batsmen and/or fielders are not allowed to call for drinks to be brought on to the field of play, nor are their colleagues to bring drinks up to or over the boundary. However, umpires will exercise their discretion if a request is made by a batsman or by the captain of the fielding side.

7.4 From the scheduled start time onwards the umpires shall, as per Law 2.7, be the sole judges of whether the playing conditions are suitable for play to continue.

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

7.6 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. At that point, the outcome of the match will be as per paragraphs 4.8 or 4.9, as appropriate.

8. After the Match: All matches

8.1. The two umpires shall sign both score books, validating the scores.

8.2. A copy of the ACCSO match report form must be signed by both captains and by the two umpires, with full names in block capitals. After the umpires have signed, the captains may enter any relevant remarks about the umpires.

8.3. The winning side must e-mail a digital image of the match report to the Secretary of ACCSO (Secretary@cricket-sw-france.org) within 48 hours of the end of the match.

8.4. The umpires shall complete and sign the revised 2019 version of the **Sportsmanship Award**

8.5. The umpires must e-mail a digital image of the Sportsmanship Award report and the Team Sheets to the Secretary of ACCSO (Secretary@cricket-sw-france.org) within 48 hours of the end of the match.

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

8.7. Any report by the umpires – especially about bad conduct* – must be e-mailed to the Secretary of ACCSO within 48 hours of the end of the match. * See paragraph 9 below and also the revised and extended disciplinary procedure on the Regulations page of the ACCSO Web site.

9. Discipline.

9.1. Laws 41 and 42 apply in full.

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

9.3. The umpires will be the sole arbiters of fair play. A captain must respect – and have respected – any remarks or requirements from the umpires.

9.4. Players must respect all umpiring decisions. Where player(s) do not do so, or show verbal or physical dissent, or behave in a way likely to bring the game into disrepute, the umpires will call "Dead Ball" and will decide whether to de-fuse 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.

The disciplinary report itself must be received by the Secretary of ACCSO (Secretary@cricket-sw-france.org) within 48 hours of the end of the match (as per paragraph 8.5, above).

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

9.5. 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 de-fuse 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.

The disciplinary report itself must be received by the Secretary of ACCSO (Secretary@cricket-sw-france.org) within 48 hours of the end of the match.

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

9.6. 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.

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