

## TWENTY / 20

- (a) Games shall where time and bad light allows be 20 overs per innings. The minimum game to be 10 overs per side, see rule points (o) to (s) for interrupted games.
- (b) No Bowler shall bowl more than four overs.
- (c) The maximum length of the bowler's run up shall be 10 paces from the wicket.
- (d) Any ball passing down the leg side of the batsman shall be called a wide with four penalty runs given but no extra ball except in the last over of the innings when six runs shall be given plus one extra ball.
- (e) A line is to be marked on the off side 2 feet 6 inches from the centre stump. Any ball passing outside that line shall be called a wide and the same penalty as per rule (d) applied.
- (f) Any ball passing above the batsman's shoulder in their normal standing position shall be called a wide and the same penalty as per rule (d) applied.
- (g) The normal no ball rule shall be applied to the bowler except in the last over when six runs shall be given plus one extra ball for the no ball.
- (h) A maximum of five fielders are allowed on the boundary edge when the bowler commences their run up. A 10 yard corridor from the boundary edge shall be deemed the boundary edge.
- (i) Batsmen are to retire on reaching 50 runs and no return to the wicket is allowed.
- (j) Standard Halifax League balls are to be used. New balls are allowed. Captains are to show their opposite number the match balls prior to the toss taking place.
- (k) Substitute fielders / runners are allowed where an injury is sustained during the course of the game.
- (l) The outgoing batsmen are to cross on the field of play with the incoming batsman. Any batsman failing to take their guard within two minutes of the fall of the previous wicket shall be timed out.
- (m) All other laws of cricket as applied by the Halifax Cricket League shall be used in each game.
- (n) Each side to provide a competent umpire who has the appropriate C.R.B. form where junior cricketers may be taking part. Neutral umpires shall be appointed by the League for the semi-finals and final.
- (o) Games shall be played on the first scheduled date for each round. Where no play is possible on the first scheduled date the game shall be carried over to the second scheduled date and played to a finish.
- (p) Should a game be abandoned on the first scheduled date due to bad light or weather it shall recommence on the second scheduled date from the position it was interrupted.
- (q) Should bad light or weather delay the start of a match on the second scheduled date games may be reduced by agreement between the two captains down to a minimum of ten overs per side.
- (r) Should the duration of a match be reduced the bowling restrictions would be as follows. Divide the total number of overs per innings by five, this will give the maximum number of overs per bowler. Any odd number of overs to be shared equally amongst the bowlers.
- (s) Should play not be possible on either the first or second scheduled date a bowl off as per rule 10(L) 2 shall apply.
- (t) Match results with score sheets to be sent to the League Chairman within 48 hours of the game taking place and a score sheet to be sent to the Halifax Courier.

### **First Round, Tuesday May 12**

- (A) Bradshaw v Outlane
- (B) Triangle v Jer Lane
- (C) Old Crossleyans v Thornton
- (D) Old Town v Wibsey Park Chapel

### **Second Round, Tuesday June 9**

- Winner game A v Northowram (E)
- Winner game B v Queensbury (F)
- S.B.C.I. v Sowerby Bridge (G)
- Copley v Blackley (H)
- Booth v Shelf (I)
- Southowram v Denholme Clough (J)
- Winner game C v Warley (K)
- Winner game D v Mytholmroyd (L)

### **Third Round, Tuesday June 30**

- Winner game E v Winner game F (M)
- Winner game G v Winner game H (N)
- Winner game I v Winner game J (O)
- Winner game K v Winner game L (P)

### **Semi-Finals & Finals, Sunday July 26 at Triangle CC**

- Winner game M v Winner game N
- Winner game O v Winner game P