



Middlesex Cup and Middlesex Trophy Rules and Playing Conditions for 2025

1. There shall be a Middlesex Cup and a Middlesex Trophy. Participation in the Middlesex Cup will be by invitation. All other remaining League Clubs may apply for entry to the Middlesex Trophy.
2. All players in the Competition shall be bona fide members of the Club for which they are playing and registered on the appropriate League website as such. Players playing for another Club in any Saturday League shall be ineligible to play.
3. Only one Category 3 (Overseas) player may play for a Club in any match.
4. Matches shall be played in traditional white clothing with a red ball unless the competing clubs agree to play in coloured clothing with a pink ball. Each Club is responsible for providing one standard League (1st and 2nd XI) ball for each match it plays. The home Club is responsible for providing spares.
5. In all rounds before the semi-finals, each Club shall provide one Umpire qualified to at least ECB ACO Level 1/Stage 2. If a Club fails to provide an Umpire and this results in the other Umpire having to stand at the bowler's end throughout the match, the Club at fault shall be required to pay that Umpire expenses of £40 (irrespective of the level of expenses paid to him by the Club that appointed him). Clubs needing help in finding an umpire should contact Keir Hopley (keir.hopley@blueyonder.co.uk), who may be able to appoint someone. From the semi-finals onwards, Umpires will be provided and paid for centrally.
6. Each Club shall provide a Scorer in all matches. If a Club fails to provide a Scorer and the other Club does so, then the Club at fault shall be required to pay that Scorer expenses of £25 (irrespective of the level of expenses paid to him by the Club that appointed him).
7. The League Executive is concerned about the number of matches where Clubs fail to provide an umpire or a scorer. The situation will again be monitored in 2025 with a view to taking firmer action if matters do not improve.
8. Subject to the modifications below, all matches in all competitions shall be played according to the Playing Conditions set out in Schedule 2B to the constitution of the Middlesex County League.
9. The **winning** Club in each match shall be responsible for sending the result and summary scores to Bob Baxter (rjbaxter2@gmail.com) by noon on the Wednesday following the match. The winning team should also update the match result on Play-Cricket. If possible the innings scorecards should also be entered.
10. The disciplinary regulations in place for the Middlesex County Cricket League shall apply equally to these competitions.

PLAYING CONDITIONS

Each game shall be played according to the Playing Conditions set out at Schedule 2B to the constitution of the Middlesex County League – “Other Divisions with Panel Umpires – 45/45 overs matches” (pages 28-34 of the MCCL constitution) – except as set out below.

League Constitution – www.middlesexccl.com/uploads/LatestConstitution.pdf

Start time

Each match shall start at 12.30 except for the final, which shall start at 1130. All other timings in the Final shall be one hour earlier than set out at Schedule 2B.

Result

- a. A result can only be achieved if, prior to being so achieved, both teams have had the opportunity of batting for at least 20 overs.
- b. When there is no suspension after play has commenced and when both sides have had the opportunity of batting for the same number of overs, the team scoring the higher number of runs shall be the winner.
- c. If the number of runs scored by each side is equal, then the winner shall be the side losing fewer wickets.
- d. If the number of runs scored and the number of wickets lost by each side are both equal, then the result shall be determined by a Super Over, regulations for which are set out in the Annex hereto.
- e. If, as a result of bad weather or other reason, the match has to be shortened such that either side does not have the opportunity of receiving the full number of overs it expected at the start of the match, the Duckworth-Lewis-Stern method of deciding the result shall be used and the Playing Conditions set out at Schedule 2B to the MCCL Constitution apply.

PROCEDURE FOR A SUPER OVER

1. A Super Over involves each team facing an over of six balls (unless ended earlier as provided for in paragraph 2), and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
2. The loss of two wickets shall end the batting team's one over innings.
3. If the Super Over is a tie, subsequent Super Overs shall be played until a winner is determined. Other than in exceptional circumstances (as set out in paragraph 23 below), an unlimited number of Super Overs may be played where necessary to determine a result.
4. Subject to weather conditions, the Super Over shall take place on the scheduled day of the match and in normal circumstances it shall commence 5 minutes after the conclusion of the match.
5. The Super Over shall be played until completion.
6. The Super Over shall take place on the pitch allocated for the match, unless otherwise determined by the umpires in consultation with the Ground Authority. The umpires' decision regarding this shall be final and accepted by the captains.
7. Only nominated players in the match may participate in the Super Over.
8. Any penalty time being served in the match shall be carried forward to the Super Over.
9. The umpires shall stand at the same end at which they finished the match.
10. The team batting second in the match shall bat first in the Super Over.
11. The captain of the fielding team (or his nominee) shall select the ball with which the fielding team shall bowl its over in the Super Over. This shall be either of the match balls or one of the spare balls provided.
12. The fielding side shall choose the end from which it is to bowl its one over.
13. The Super Over shall be played with the same fielding restrictions as would be applicable in the third PowerPlay of the match.
14. The interval between the two overs in the Super Over shall be 5 minutes.

TIED SUPER OVER – REPEATING THE SUPER OVER

15. If the Super Over is tied, then subsequent Super Overs shall be played until there is a winner (subject to paragraph 23).
16. In normal circumstances any subsequent Super Over shall start 5 minutes after the previous Super Over ends.
17. The team batting second in the previous Super Over shall bat first in the subsequent Super Over.

18. The balls selected for use by each team in the previous Super Over shall be used again by the same team in any subsequent Super Over(s).

19. The fielding side shall bowl its over in a subsequent Super Over from the opposite end from which it bowled in the previous Super Over

20. Any batter dismissed in any previous Super Over shall be ineligible to bat in any subsequent Super Over.

21. Any bowler who bowled in the previous Super Over shall be ineligible to bowl in the subsequent Super Over.

22. In all other ways the procedure for a subsequent Super Over shall be the same as for the initial Super Over.

SUPER OVER UNABLE TO BE COMPLETED

23. Where the Super Over or subsequent Super Overs are abandoned for any reason prior to completion then the match shall be decided on the toss of a coin.