

JACK COX RULES 2004

1. The competition is a friendly competition and all this should be reflected at all times by the players and umpires.
2. The competition shall be organised into three groups, each of five teams. All teams will play each other team in the group followed by quarter-finals, semi-finals and a grand final. In the group stage teams will get 2 points for a win and 1 point each for a draw (both teams have the same number of runs scored).
3. At the end of group play the top team in each group will go through to the top section (positions 1, 2 and 3) of the quarter-finals and the second team in each group will go through to the middle section (positions 4, 5 and 6) of the quarter-finals. In addition the two teams with the highest net run rate from those teams that remain will go through to the bottom section (positions 7 and 8) of the quarter-finals. The actual team in each position within each section will be determined by a random draw from those teams making up the section.
4. The order of play for the quarter-finals will be 1 v 8, 3 v 6, 2 v 7 and 4 v 5. The order of play for the semi-finals will be the winners of QF 1 v QF 2 and the winners of QF 3 v QF 4. The final will be played between the winners of the two semi-finals.
5. In the event of two or more teams having the same number of points at the end of the group stage, the position of the teams will be decided by which teams have beaten whom in the group stage. If this still leads to a tie then the team position within the group will be decided by net run rate. Net run rate is defined to be (Total runs scored in all group matches/Total number of overs or part overs faced) – (Total runs conceded in all group matches/Total number of overs or part overs delivered).
6. In the event of a match being drawn in the quarter-finals, semi-finals or final the winner will be decided by following rules applied in order: the team which has lost the fewest wickets in the match is the winner, the team which has the higher net run rate in the match in question is the winner, if the teams have met in the pool matches then the winner of the pool match is the winner, the team with the highest net run rate from their pool matches is the winner, a toss of the coin shall decide the winner.
7. Each match will consist of 20 overs per side. If a match is rained off after a minimum of 15 overs have been completed by each side the Duckworth-Lewis rules shall apply. If a match is rained off before 15 overs per side have been bowled the game shall be replayed on a Friday, the date of which shall be agreed by mutual consent of both teams or by the direction of the Sports Sub-Committee. If, for whatever reason, a match can not be completed by the end of the group stage the result shall be considered a draw and both teams will get 1 point with their respective run rates remaining unchanged. For further information of the Duckworth-Lewis rule see Example 1 at http://www.cricket.org/link_to_database/ABOUT_CRICKET/RAIN_RULES/DUCKWORTH_LEWIS.html. The following resource table shall be used

Wickets Left	Overs Left				
	1	2	3	4	5
10	6.0%	11.9%	17.7%	23.3%	28.9%
9	5.8%	11.4%	16.8%	22.1%	27.2%
8	5.5%	10.8%	15.9%	20.8%	25.5%
7	5.3%	10.2%	14.9%	19.3%	23.5%
6	5.0%	9.6%	13.9%	17.8%	21.3%
5	4.7%	9.0%	12.7%	16.0%	18.9%
4	4.5%	8.2%	11.4%	14.0%	16.3%
3	4.1%	7.4%	9.9%	11.9%	13.5%
2	3.8%	6.5%	8.4%	9.7%	10.6%
1	3.4%	5.5%	6.7%	7.5%	8.0%

8. A batsperson must retire immediately after scoring 50 or more runs. A batsperson may resume his or her innings provided that all other members of the batting team have completed their innings and that 10 wickets have not already been lost.
9. A bowler may only bowl a maximum of 3 overs per innings.
10. No-balls should be called for all balls above shoulder height in a normal batting stance or above waist height for deliveries on the full.
11. Any wides or no-balls bowled shall be rebowled in addition to adding one run to the batting team's total.
12. The batting side shall provide the umpires for their innings and shall be responsible for scoring.
13. It is each captain's responsibility to a) confirm with the opposition captain that the game is on, b) arrange for the keys to be picked up by 4 pm of the day of play and returned by 12 pm the following day, c) confirm with the groundsman or the organisers that the game has not been cancelled due to poor weather, d) ensure that, with the opposition captain, that the pitch is safe to play on, e) ensure that the covers are replaced and the equipment cabinet is locked and e) send a copy of the score sheet to the organisers.
14. All players must be members of the University Club.
15. Each departmental team may contain, at most, 3 members from another department provided that that department does not have a team entered in the competition.
16. The decision on of the Sports Committee of the University Club shall be final in the interpretation of these rules and in any disputes.