

RULES AND REGULATIONS OF LONDON T20 LEAGUE



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Ajay Carvalo	09/06/2026	Author	0.1	Draft	
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Contents

1. General	3
2. Competition Format	3
3. Player Qualification	4
4. Umpires	5
5. Cricket Balls	5
6. Clothing and Equipment Regulations (Coloured Kit)	5
7. Match Arrangements	6
8. Fielding Restrictions & The Circle	7
9. Ground, Weather and Light	8
10. Match Points & The League Table	8
11. Special Regulations	9
12. Complaints and Appeals	9
13. Awards & Trophies	9

1. General

- 1.1. All matches shall be played in accordance with the [MCC Laws of Cricket](#), subject to the specific T20 experimental regulations and local variations outlined below.
- 1.2. The competition will commence on or about the first week of July and conclude on or about the last week of August.
- 1.3. The format of the tournament will be determined by the committee, based on the total number of participating teams.
- 1.4. All venues for T20 matches must be located within the county of Middlesex.
- 1.5. Any matches scheduled to be played outside the county of Middlesex require prior formal approval from the committee.
- 1.6. Team captains are expected to be fully conversant with all MCC Laws and league competition rules.
- 1.7. Any breach or infringement of these rules will render the offending club liable to forfeit the affected match, subject to the absolute discretion of the League Committee.
- 1.8. The League Committee reserves the ultimate power of discretion to vary, amend, or suspend any rules to address unforeseen contingencies or extraordinary circumstances that may arise during the season.

2. Competition Format

- 2.1. The league will consist of a single division named the **Premier Division**.
- 2.2. During the first round, all teams in the Premier Division will play a single match against each other to earn league points.
- 2.3. Upon completion of the first round, the top four (4) teams will advance to the playoffs, consisting of a Eliminator and two Qualifier matches, to compete for a place in the Final.
- 2.4. The Qualifier-1 will be contested between the teams finishing 1st and 2nd in the first-round standings. The winner will qualify directly for the Final, while the losing team will progress to Eliminator round.

- 2.5. Eliminator round will be played between the teams finishing 3rd and 4th in the standings. The winner will advance to Qualifier-2, while the losing team will be eliminated from the competition.
- 2.6. Qualifier-2 will be played between the loser of the Qualifier-1 and the winner of Eliminator round. The winner of this match will secure the remaining place in the Final.
- 2.7. If two or more teams finish the first-round level on league points, the team with the higher Net Run Rate (NRR) will be placed higher in the standings.
- 2.8. If both points and Net Run Rate are identical between two clubs, their position will be determined by the head-to-head result of the first-round match played between them, with the winner of that fixture finishing higher.
- 2.9. In Round Two (playoffs), if a match ends in a tie, the winner will be decided by a Super Over. Super Overs will be played repeatedly until a definitive winner is determined.
- 2.10. If a Super Over is not possible due to time constraints, ground conditions, or weather, the winner of the playoff match will be decided by a coin toss.
- 2.11. If no game is possible in the Final (or if the match is abandoned without a result and cannot be replayed), both finalists will be declared joint winners and will share the trophy.

3. Player Qualification

- 3.1. All players must hold a valid Play-Cricket account and be registered as an active member of their specific club's Play-Cricket site.
- 3.2. A club may field a maximum of four (4) overseas players in any single match.
- 3.3. Any player residing in the UK primarily for the purpose of playing cricket shall be classified as an overseas player.
- 3.4. A player may transfer to another club within the league at any time, provided they have not played a match for their current club during the ongoing season.
- 3.5. If a player has already played a match during the current season, they will be subject to a two-week cooling off period and cannot represent their new club until exactly 14 days after their last played match.

4. Umpires

- 4.1. The league committee shall be responsible for appointing and providing official league umpires for all fixtures.
- 4.2. Match fees for the appointed umpires must be paid in full prior to the start of the game.
- 4.3. If the league provides only one official umpire, they shall act as the main umpire at the bowler's end for the entire match. The batting team will be responsible for providing a competent person to act as the square-leg umpire.
- 4.4. If no official league umpires are available, the batting team must provide both umpires to officiate the match for its entire duration.
- 4.5. Only official League Panel Umpires are authorized to impose on-field disciplinary sanctions as provided under Law 42 of the MCC Laws of Cricket.

5. Cricket Balls

- 5.1. It is mandatory for all matches to be played exclusively using the official pink cricket balls provided by the league.
- 5.2. The fielding/bowling team is responsible for providing the match ball for their respective bowling innings.
- 5.3. Spare Ball Requirement: Each team must carry a minimum of two (2) new pink balls as spares to ensure an immediate replacement is available if a ball is lost in the early overs.
- 5.4. Lost Ball Replacements: If a match ball is lost and requires an used/old ball replacement, the home team is responsible for providing a suitable replacement ball of similar wear. it.

6. Clothing and Equipment Regulations (Coloured Kit)

- 6.1. All league matches must be played strictly in coloured clothing. Players must wear a customized team T-shirt/jersey designed in the specific club colour officially assigned by the league committee and stipulated in the club's membership offer letter.

- 6.2. Clubs are strictly prohibited from playing in any colour other than their officially assigned league colour. White or traditional cricket cream clothing is not permitted.
- 6.3. All players must wear matching dark-coloured cricket trousers (such as black or navy blue) for the duration of the match.
- 6.4. Wicket-Keepers and batters must wear coloured external protective equipment (pads). Plain white pads are strictly prohibited unless covered with a coloured pad wrap/clads matching the team's kit.
- 6.5. The League Committee reserves full rights and absolute discretion to assign, amend, or modify all club colour options and kit allocations at any time.

7. Match Arrangements

- 7.1. The toss must take place no later than 15 minutes before the scheduled start time.
- 7.2. Each match will consist of one innings per side, limited to a maximum of 20 overs.
- 7.3. Matches must commence promptly at 5:30 PM.
- 7.4. It is the sole responsibility of the home team to provide all necessary match equipment and ground markings for each fixtures including 30 yards & boundary markers.
- 7.5. If a team is not ready to toss by the designated time (15 minutes before play) with a minimum of seven (7) players present on the ground, they shall forfeit the toss.
- 7.6. If a team cannot field at least seven (7) players within 15 minutes after the scheduled start time, they will forfeit the match entirely.
- 7.7. The fielding side must bowl their 20 overs within an 80-minute time limit.
- 7.8. Each club must provide a scorer for the duration of the match. The scorer may be a playing member, a non-playing member, or an individual mutually agreed upon by both captains.
- 7.9. Sides failing to honour a scheduled fixture will have five (5) points deducted from their T20 league total.
- 7.10. If an away team cancels a fixture, they will be held liable for all ground costs and any umpire fees.

- 7.11. If the fielding side fails to commence their 20th over by the 80-minute mark, they will be penalized for every over started after the deadline. For the remainder of the innings, they must bring an additional fielder into the 30-yard circle.
- 7.12. The interval between innings shall be strictly limited to 10 minutes.
- 7.13. No bowler may bowl more than four (4) overs in an uninterrupted innings.
- 7.14. In the event of a delayed or interrupted match where overs are reduced, no individual bowler may bowl more than one-fifth (20%) of the total overs allowed for that innings.

8. Results and Scorecard

- 8.1. It is mandatory for both competing teams to submit and confirm their match results and data on the official Play-Cricket portal for every scheduled fixture.
- 8.2. The home team is responsible for uploading the complete match scorecard and result onto Play-Cricket by midnight on the day following the match.
- 8.3. For games played on a Wednesday, the home team must fully submit the scorecard and result by Thursday at midnight.
- 8.4. The away team must review the scorecard and result submitted by the home team, make any necessary corrections, and formally confirm the entry on Play-Cricket by midnight of the second day following the match.
- 8.5. In addition to the scorecard submission, the team captains from both clubs must complete and submit the official Captain's Report within the same designated timeframes.

9. Fielding Restrictions & The Circle

- 9.1. A fielding restriction circle must be clearly marked on the outfield, consisting of two semi-circles with a radius of 30 yards from the centre of each middle stump, connected by parallel lines on either side.
- 9.2. During the first six (4) overs of each innings, a maximum of two (2) fielders may be positioned outside the 30-yard fielding circle at the instant of delivery.
- 9.3. For the remaining overs of the innings, a maximum of five (5) fielders may be positioned outside the 30-yard fielding circle at the instant of delivery.

9.4. At the instant of delivery, a maximum of five (5) fielders may be positioned on the leg (on) side, regardless of the stage of the innings.

10. Ground, Weather and Light

10.1. The appointed Panel Umpire(s) shall be the sole judge(s) of the fitness of the ground, weather, and light for play.

10.2. In a weather-affected fixture, a minimum of five (5) overs per side must be completed to constitute a valid match, unless a team is bowled out in fewer than five overs.

10.3. If the second innings is interrupted due to rain, poor light, or ground conditions, the revised target score will be calculated using the DLS method.

10.4. If a first-round match cannot achieve the minimum five (5) overs per side required to constitute a game, it will be officially deemed abandoned, and league points will be split equally between both teams.

10.5. If a Round 2 (playoff/knockout) match is abandoned without achieving the minimum five (5) overs per side, the team that finished higher in the first-round league standings will advance to the next round.

11. Match Points & The League Table

11.1. Points will be awarded for each league match as follows:

Match Result	Points Awarded
Win	10 Points
Tie	5 Points Each
Abandoned	5 Points Each
Cancelled	5 Points Each
Loss	0 Points

11.2. **Net Run Rate (NRR):** In the event of a tie-on points at the end of the season, league standings will be determined by Net Run.

12. Special Regulations

- 12.1. To be eligible to play in Round Two (the playoffs/knockouts), a player must have actively participated in at least one (1) match for their club during Round One of the current seasons. Cancelled fixtures or abandoned matches where no play took place (i.e., matches that never started) will not count toward this qualification requirement.

13. Complaints and Appeals

- 13.1. All match-related complaints must be submitted in writing to the League Secretary within five (5) days of the fixture. The opposition club must be copied into the email correspondence.
- 13.2. All formal complaints will be reviewed, managed, and processed by the League Committee.
- 13.3. Any appeal against a League Committee decision must be submitted to the League Secretary within five (5) days of the decision being issued. The appeal must clearly outline the specific grounds and reasons for the challenge.
- 13.4. Appeals are subject to a non-refundable fee of £100. Proof of payment must be attached to the appeal application email sent to the League Secretary before it will be processed.

14. Awards & Trophies

- 14.1. At the conclusion of the tournament, formal trophies will be presented to both the Champions (Winners) and the Runners-Up of the Premier Division.
- 14.2. Individual trophies will be awarded to the top-performing players of the tournament based on official league statistics across the entire season. These awards include:
- **Best Batsman**
 - **Best Bowler**
 - **Best All-Rounder**
- 14.3. A Man of the Match trophy will be awarded to the single most outstanding player of the Final, as determined and selected by the officiating panel umpires