

Summary

- 40 over matches
- Bowlers limited to one fifth of the available overs; no underarm bowling
- Overs can start to be reduced, to a minimum of 20 overs per side, after 30 mins. playing time has been lost
- If a 20 over match cannot be played then a 10 over match can be played
- 10 over matches cannot be further reduced
- If a 10 over match cannot be played there will be a 'bowl out'
- Fielding restrictions: - 30 yard fielding circles
- One-day wides, no short pitched balls over shoulder height
- Declarations not permitted
- Players should have footwear suitable for non-turf pitches
- Matches start at 1300 at the latest

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Administration Regulations

1. (a) The competition will involve the top eight Clubs in Division 2 Section 1 of the NCU and the top eight Clubs in Intermediate Division 1 of the NWCUC leagues who wish to participate based on their previous season's league placings.

(b) In the event of two or more teams having identical league records in the previous season then selection of teams will be based on their records in the league two seasons ago. If records are still identical then three seasons ago and so on.

2. No club will be drawn against a club from their own Union in the first round and there will be four games played in each of the NCU and NWCUC areas in this round. The second round and semi-final draws will have as even an allocation of matches as possible played in the two Unions and will be made in the week following the first round matches.
3. The matches will consist of one innings per side, each innings being limited to 40 overs. Quartered match balls will be supplied by the clubs in the first round second round and semi-finals. In the final Cricket Ireland will supply the match balls. Host clubs are responsible for catering up to the final. All matches will be completed on one day. In the final Cricket Ireland will be responsible for all arrangements including catering costs, and the match balls. The final is to be played on an artificial pitch. For all matches players should ensure that, in the event of the pitch being changed to a non-turf pitch, they have appropriate footwear, that is, without spikes.

For all matches Cricket Ireland will be responsible for the payment of all umpires fees and expenses through the NWCUC and NIACU&S.

4. Cricket Ireland shall be the final arbiter in any dispute related to the competition.
5. **Eligible players**
Player eligibility will be open to all players who have been registered by their clubs in the NCU and NWCUC areas by the previous 15 April.

6. Notification

The regulations require all home clubs to notify Cricket Ireland Tournament Director in advance of all the details of match arrangements and to communicate match results on the Official Result Forms. Failure to return result forms within seven days will result in an automatic fine of £30.00. In addition, the home club will return a Duckworth Lewis Report if D/L has been used to determine the result of the match.

7. Tournament Director:

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8. General

(a) Laws of Cricket:

The Laws of Cricket apply except as amended in the following Regulations.

(b) Underarm bowling

No bowler is permitted to bowl underarm.

(c) Umpires:

If the Captains disagree on the fitness of the ground the Umpires alone shall decide as to whether the ground is playable. If a pitch is unfit for play the Umpires alone will decide to change the pitch. The new pitch may be a non-turf pitch. (Note that if a pitch is changed then the game continues on the new pitch; it is not restarted). Umpires should liaise vigilantly with the scorers in recording time lost and the number of overs bowled at any time during the match.

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(d) Covers:

Where practicable covers must be used prior to the match if weather necessitates same. Once play has commenced and is interrupted by weather, covers must be provided and used. The club staging the game is responsible for ensuring that the pitch is covered as quickly as possible when required.

9. Supporters

NICA holds all competing clubs responsible for the behaviour of their supporters both home and away.

10. Duration of Matches

Matches must be arranged to start at 1300 at the latest but may commence earlier by mutual consent of the Clubs.

11. Clothing and equipment

Matches are to be played using normal white clothing and a red ball.

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Playing Regulations

Playing Conditions The Laws of Cricket 2000 Code 3rd Edition – 2008 will apply except when varied below.

1. Duration of Matches

Matches will consist of one innings per side and each innings will be limited to 40 overs. All sides are expected to complete the bowling of their 40 overs within 2 hours 40 minutes playing time.

2. Hours of Play and Intervals

2.1. Start and Cessation Times

- (a) Scheduled start of play will be 13 00, unless both teams agree to an earlier start.
- (b) Scheduled finish of first Innings — 15.40
- (c) Interval — 30 minutes
- (d) Scheduled start of second innings — 16.10.
- (e) Cessation of play — 18.50

2.2 Playing interruptions and earlier starts

- (a) As 30 minutes of playing time can be lost before overs are reduced the times in 2.1 can be delayed by up to 30 minutes.
- (b) If play commences prior to 13 00 then the playing time up to 13 00 will be added to this 30 minutes before overs are reduced.
For example: Play starts at 12.15. Then 45 minutes plus 30 minutes = 75 minutes must be lost before overs are reduced.

2.3 Interval Between Innings

The interval shall be 30 minutes. If play has been interrupted earlier in the first innings and the tea interval taken, then there will only be a 10 minute interval between innings.

3. Length of innings

3.1 General regulations for uninterrupted matches

- a) Each team shall have the opportunity to bat for 40 overs.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play will continue until the required number of overs has been bowled. .

If the team batting first is dismissed before the completion of its **40** overs, then for all subsequent purposes it is deemed to have faced its full quota of overs.

If the team batting first is dismissed before the completion of its **40** overs, the team batting second is entitled to have the opportunity to bat for **40** overs.

- c) If the team fielding second fails to bowl 40 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result reached.

3.2 General regulations for delayed or interrupted matches

- a) Delay to the start of, or interruption during, the 1st innings
The number of overs available to each side shall be reduced by one for each full eight minutes of playing time lost where the aggregate time lost exceeds 30 minutes. If play starts earlier than 1300 then the 30 minute allowance shall be increased by the actual time played before 1300.
E.g. The start of a match is delayed by 75 minutes. 45 (75-30) minutes playing time has been lost. Both innings reduced to 35 overs.
- b) Interruption after 1st innings has been completed
From the end of the first innings, a further reduction of one over shall be made for each full four minutes of playing time lost. No deduction shall be made until the allowance for any early start and the 30 minute allowance have been exhausted

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- c) (i) For a valid result each team must bowl at least 20 overs unless either or both teams are bowled out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.
- (ii) No 20 over match shall start later than 1630.
- (iii) If the weather or interruptions do not allow a minimum of 20 overs per side, the result will be determined by a 10-over match, if conditions allow. No 10 over match will commence later than 1750.
- (iv) If owing to ground, weather or light conditions, the umpires consider that a 20 over (or greater) match cannot be completed, then a 10-over match can commence at any time before 1750 pm.
- (v) If there is any interruption in an innings in a 10 over match starting at 1750 then the 10 overs match will be abandoned.
If there is any interruption in an innings in a 10 over match starting earlier than 1750 then the umpires will determine if the conditions will allow a 10 over match to be completed.
- d) If the team batting first is dismissed before the completion of its allocated overs, the team batting second is entitled to bat for its full allocation.
- e) **Minimum overs**
Normally for a valid result each team must bowl at least 20 overs unless either or both teams are bowled out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.
However if the umpires are satisfied there is insufficient time to play a minimum 20 over match then a new match can be started of 10 overs per team. A ten over match cannot be further reduced.
- (f) **The tea interval**
This shall be as stipulated in Playing Regulation 2. In the event of weather or other interruptions the tea interval should be taken to allow as many overs as possible to be bowled in the first innings (subject to a maximum of 40).
In an interrupted game if no play is in progress at 1600 the tea interval shall be taken.
- (g) **Bowl out**
If due to ground, weather or light conditions, the umpires consider that a 10 over match cannot be completed, then the result will be determined by a bowl out. (See 10.3 Result Bowl Out)

4. Restrictions on the Placement of Fielders

- 4.1 For the entire length of the innings: at the instant of delivery, there may not be more than five fielders on the leg side.
- 4.2 Two semi-circles shall be drawn on the field of play. The semi-circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles is 30 yards (27.5m). The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by a continuous painted white line or 'dots' at 5 yard (4.5 m) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. **These discs will NOT be fixed to the ground by means of a nail/pin or any other dangerous, sharp object.**
- 4.3 No more than 5 fielders are permitted outside this fielding restriction area.
- 4.4 In the event of infringement of any of the above fielding restrictions, the striker's-end umpire will call and signal "No Ball".

5. Number of Overs Per Bowler

- (a) No bowler shall bowl more than 8 overs.
- (b) In a delayed or interrupted match where the overs are reduced for both teams, or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless that number has been exceeded before the interruption). When a suspension of play occurs in mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

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- (c) Where the total overs are not equally divisible by 5, one additional over shall be allowed, to as many bowlers as is necessary, in order to make up the balance. E.g. in a game reduced to 33 overs per side, their allocations would be: 7 – 7 – 7 – 6 – 6 = 33.
- (d) In the event of a bowler becoming ill, injured or suspended thus being unable to complete an over, the remaining balls will be bowled by another bowler. This part of an over will count as a full over only in so far as each bowler's limit is concerned.
- (e) If the match is rearranged as a ten over match, no bowler may bowl more than 2 overs.

6. Law 14 Declaration

Law 14 will not apply in this Competition. The captain of the batting side may not declare his innings closed at any time during the course of a match.

7. Wides and No Balls

Off side Wides

Two white lines will be painted joining the bowling and popping creases. Each line will be parallel to the Return Crease and will be 17" from the return crease. (See Appendix A). These lines will serve as a guide to the umpire in judging an off-side wide.

Leg side Wides

Umpires are instructed to apply a strict interpretation in judging leg side wides; e.g. a ball pitching outside leg and going on down the leg side should always be called wide.

8. Law 42.6 - Dangerous and unfair bowling

Law 42.6 (a) (ii) Bowling of fast short pitched balls. This Law will apply with the exception that the word 'shoulder' replaces 'head'.

9. The Ball

Quartered red cricket balls will be used in all matches.
Each team shall ensure that it has spare balls available.
A new ball will be used at the start of each innings.

10. The Result

10.1

- (a) When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.
- (b) In the event of a tie in an uninterrupted match the following will apply: The team losing the lesser number of wickets shall be the winner. If the result cannot be decided in this way, the winner shall be the team with the higher score (irrespective of wickets lost) after 12 overs, or if still equal, after 11 overs, etc. (In a 10 over match this would start at 9 overs, 8 overs etc.)
- (c) If there are interruptions in either innings the team with the higher run rate shall be the winner, In the event of both teams having the same run rate the winner shall be the team with the higher score (irrespective of wickets lost) after 12 overs, or if still equal, after 11 overs, etc.
- (d) A result can only be achieved if
 - (i) Both teams have had an opportunity of facing a minimum of 20 overs or
 - (ii) A 10-over match has been completed.Note that in a 10 over match there can not be any further reduction on overs.

10.2 If a result cannot be achieved in a match of a minimum 20 overs or in a 10 over match, then there shall be a bowl out.

10.3 Arrangement of a bowl out.

- (i) Five members of each team shall bowl an overarm delivery at an unguarded wicket. Players from each team shall alternate. The team that breaks the wicket the greater number of times shall be the winner.

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- (ii) If teams are level after each designated member has bowled, a sudden death play off shall take place, with the same bowlers from each side alternating in the original order until a winner has emerged.
- (iii) A no ball or wide ball shall count as a ball bowled but shall in no circumstances be regarded as having put down the wicket.
- (iv) The umpires shall approve the balls (not new ones) which will be used by both teams.
- (v) If the original match has started the five cricketers to take part in the 'bowl out' must be selected from the original 11 players. If there has been no play the five cricketers may be selected from any of the club's eligible registered players.
- (vi) No player shall be permitted to stand in front or behind the wicket or tend the stumps in any way in order to act as a target for the bowlers. (However a player will be permitted to stand back from the stumps to field the ball).

11. Run Rates

The run rate will be calculated as the number of runs scored divided by the number of available overs.

For example: - if the number of overs is reduced from 40 to 35 because of rain, the number of available overs is 35, even if the side is bowled out in fewer overs.

Target Score

The target score will be the run rate for the first innings multiplied by the number of available overs, rounded down plus one run. The match is at an end when the team batting second reaches the target score.

Calculations to be based on number of balls bowled. Wides and no balls do not count.

Example: -

Because of rain, only 35 overs are available to Side A, which is bowled out for 170 runs in 33 overs. The run rate is 170 divided by 35 = 4.8571 runs per over.

Again because of rain, Side B's innings is limited to 27 overs. The target score is therefore 4.8571 x 27 = 131.143 rounded down plus 1 run becomes a target score of 132.

Calculations for part overs: -

1 ball	=	0.167 overs,	2 balls	=	0.333 overs
3 balls	=	0.500 overs,	4 balls	=	0.667 overs
5 balls	=	0.833 overs.			

Appendix A - Off SIDE Crease Markings

