

NORTHERN CRICKET UNION

CUP COMPETITIONS

(D) PLAYING REGULATIONS APPLYING TO THE JUNIOR CUP

Eligibility

D1. The competition shall be open to teams playing in Senior League Sections 2 and 3 and in Junior League Section 1.

Hours of play

D2. Play may start at any time agreed by both teams, but not later than 1 pm (12 noon in July or August).

D3. Where both teams agree to start a match at a time earlier than that specified above, the home club shall so advise the Umpires' Appointments Secretary as soon as possible and at least 24 hours before the agreed starting time.

D4. In the final, play shall start at 11 am; a 40-minute lunch interval shall be taken between innings or, in the event of weather interference or an abnormally early finish to an innings, as determined by the umpires.

Duration of Innings

D5. All matches shall be of one innings a side. The maximum duration of each innings shall be 50 overs.

D6. Where the first innings of a match is delayed or interrupted by ground or weather conditions, the number of overs available to each side shall be reduced by one for each full eight minutes of playing time lost after the designated starting time, where the aggregate time lost exceeds 30 minutes. If play starts earlier, the 30-minute allowance shall be increased by the playing time available before the designated starting time. From the end of the first innings, a further deduction 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. In the final, the allowance shall be 1 hour. The number of overs shall not be reduced below 20 overs per side. The Duckworth/Lewis/Stern method shall be used to determine the result of a match in which overs are lost after the start of either innings.

Bowling restrictions

D8. No bowler may bowl more than one fifth of the maximum number of overs available for an innings. If a bowler breaks down during an over, the over shall be completed by another bowler and the fractional overs shall count against each bowler's allowance.

D9. In a delayed match where the overs are reduced for both teams (or a delayed or interrupted final where the overs are reduced for both teams, or for the team bowling second), no bowler may bowl more than one-fifth of the recalculated number of overs (unless the bowler had already done so before the interruption).

D10. Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler as necessary to make up the balance.

Rearranged Matches

D11. If, in a match rearranged in accordance with B10, 20 overs are not bowled in the second innings, and a result is not otherwise obtained, there shall be one further rearrangement. This shall be played as a 20 over match on or before the Thursday evening following the reserve date. The playing regulations shall be as for a 20 over Match 2 league match (G27–33) with the exception set out below.

D12. In a further rearranged match up to and including a semi-final, if a result is not obtained otherwise on the day of the match, a bowl-out shall take place as follows:

- (i) Five members of each team shall each bowl one overarm delivery at an unguarded wicket. Players from each team shall alternate. The team that puts down the wicket the greater number of times shall be the winner.
- (ii) If the teams are level after each designated member has bowled, a sudden-death play-off shall take place, with the same bowlers from each team alternating in their 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.