

Schools' Cup & Plate Competitions

RULES

1. GENERAL

- (a) The competitions are open to all affiliated schools.
- (b) A school which loses its first match in the Schools' Cup shall be entered automatically into the Schools' Plate.
- (c) Cup and Plate matches (including their rearrangements) shall take priority over all other fixtures.

2. ELIGIBILITY

Players must have been under 19 years of age on 1st July in the year before competition and be *bona fide* pupils of the school for which they play.

Each school whose 2nd XI is entered in this competition must 'star' the first 10 players normally chosen for its 1st XI, who shall not be eligible to play for the 2nd XI. The list of starred players shall be sent to the Hon Competition Secretary before the date of the First Round.

3. FIXTURES

(a) Every match shall be played on or before the date published in the Fixture Book unless permission has been obtained from the Honorary Competition Secretary. If a match is not played on or before the scheduled date, the reason and a new date within the period specified in 11 below shall be communicated to the Honorary Competition Secretary.

(b) If teams cannot agree on a date and/or time for a fixture, the Honorary Competition Secretary shall set a date and/or time for the fixture, having considered representations from both schools.

(c) Any team failing to fulfil a fixture, except for reasons beyond its control, shall be deemed to have lost the match. In addition, its participation in the competition in the following year shall be subject to the approval of the Schools' Committee. Teams which fail to fulfil their first cup match will not be eligible to enter the plate competition.

(d) The first drawn team in each match shall have choice of ground, except that the Schools' Committee shall decide the venue for the Schools' Cup Final.

4. CLOTHING AND BALL COLOUR

Matches shall normally be played in coloured clothing with a white ball. Should any team wish to play in white clothing, the schools shall agree in advance the colour of ball to be used, having regard to the need for safe visibility against the clothing being used and the background, especially behind the bowlers.

5. DURATION OF MATCHES

Matches shall normally consist of 40 overs a side. By mutual agreement before play commences, matches may be reduced to a minimum of 25 overs a side in the First Round, 30 overs a side in the Second Round, and 35 overs a side in the Quarter-Finals. The Semi-Finals and Final shall not be reduced below 40 overs a side. Where such a reduction in the number of overs is agreed, the

arrangements for interruptions should also be agreed before the start of play, taking into account the intentions of Rule 9.

6. BOWLING RESTRICTIONS

No bowler may bowl more than one-fifth of the number of overs agreed at the start of the match. If a match is interrupted, a bowler may still bowl one-fifth of the original agreed number of overs.

For this competition only, the Fast Bowling Match Directives shall be modified as follows for players in the U16, U17, U18 and U19 age groups:

- **the maximum number of overs per spell shall be 8 instead of 7; and**
- **the requirement for rest periods between spells shall not apply.**

7. FIELDING RESTRICTIONS

Two semi-circles of 30 yards radius centred on each middle stump, linked by parallel lines on either side of the pitch, shall be marked on the field of play by means of painted dots at 5-yard intervals covered by white plastic or rubber (but not metal) discs measuring 7" in diameter. The discs shall not be fixed to the ground by means of a nail, pin or any other dangerous sharp object. At the instant of delivery, a minimum of four fielders (plus the bowler and wicket-keeper) shall be within this area. In the event of an infringement, the striker's end umpire shall call and signal 'No ball'.

8. WIDES

'One-day' wides shall apply but umpires should apply a somewhat less strict interpretation than they would in senior adult cricket (particularly for the younger age-groups), remembering that the purpose is to prevent deliberate negative bowling rather than to over-penalise young and inexperienced bowlers for lack of control.

9. FREE HIT

In addition to the penalty prescribed by Law 21, the delivery following a No ball shall be a free hit for whichever batter is facing it.

If this delivery is not a legitimate delivery (ie it is any kind of No ball or a Wide ball), then the next delivery shall become a free hit for whichever batter is facing it.

Off any free hit delivery, the striker can be dismissed only under the circumstances that apply for a No ball (even where the free hit delivery is called 'Wide ball'). Field changes are not permitted for free hit deliveries unless there is a change of striker (where they are permitted because of a change of striker, any other fielding restrictions in place shall continue to apply). However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

Where field changes that are not permitted take place, either umpire shall call and signal 'Dead ball'.

The umpires shall signal a free hit (after the normal No ball signal) by extending one arm straight upwards and moving it in a circular motion.

10. UMPIRES

(a) Umpires shall be appointed to all matches in the Schools' Cup from the Second Round to the Final and to the Schools' Plate Final. Umpires shall also be appointed by prior arrangement for Schools' Cup First Round and Schools' Plate fixtures if either team involved so requests, provided

that they are available. In all matches except Finals the cost of Umpires shall be shared by the participating schools.

(b) Details of all matches scheduled shall be sent to the NIACUS and NWCUA Umpires' Appointments Secretaries by the Honorary Competition Secretary immediately after the draw for each round has been completed. The Umpires' Appointments Secretaries will appoint Umpires, inform the Umpires concerned, and arrange for the cost to be invoiced to the relevant schools at the end of the season.

(c) The Teacher in charge of the home team shall inform the appropriate Umpires' Appointments Secretary of the exact starting time and venue for the fixture as soon as both sides have agreed, but not less than five days before the scheduled date for the fixture.

(d) Where he has approved the rearrangement of a fixture, the Honorary Competition Secretary shall immediately inform the appropriate Umpires' Appointments Secretary of the new agreed arrangements.

(e) Umpires appointed to Schools' Cup fixtures shall normally telephone the home school at 12 noon on the day of the game to confirm that the fixture is to be played (since teachers will not know who has been appointed and the Umpires' Appointments Secretary may not be available on the morning of the game). Teachers in charge of teams drawn at home should be accessible for these calls or leave a message with the school receptionist confirming whether or not the game is on in order to ensure that umpires do not travel unnecessarily.

11. INTERRUPTED MATCHES

For the purpose of this Rule, 2 pm shall be regarded as the starting time for all matches, although play may start at any time agreed by both sides. The Schools' Committee shall determine the starting time for the Schools' Cup Final.

(a) First innings

If an interruption occurs during the first innings, the number of overs available to each side shall be reduced by one for each complete unit of 8 minutes off the field where the aggregate time lost exceeds 30 minutes. If play starts earlier than 2 pm, the 30-minute allowance shall be increased by the actual time played before then.

(b) Second innings

If an interruption occurs during the second innings, the number of overs available to the team batting second shall be reduced by one for each complete unit of 4 minutes off the field and a Par Score will be set. No deduction shall be made until the allowance for any early start and the 30-minute allowance have been exhausted.

Note: If either side is unable to complete half of the original agreed overs, and a result is not otherwise obtained, the match is void and Rule 11 shall apply.

(c) Duckworth/Lewis/Stern Method

In the Final of the Schools' Cup, the Duckworth/Lewis/Stern method shall be used to determine the result where overs are lost after the start of either innings. This method should also be used wherever possible in earlier rounds (the Committee will be recommending an app that coaches should download on their phones for use during matches). Where the Duckworth/Lewis/Stern method is not used, (d) below shall apply.

(d) Par Score

The Par Score is the greater of two scores – either the first batting side's actual score after the available number of overs (provided that the first batting side has not been bowled out), or that calculated on run rate (see specimen interrupted match calculation examples). The Par Score will change if further interruptions occur. Both sides should be informed by the Umpires of the new Par Score each time play resumes.

12. TIED MATCHES

If the Final finishes in a tie, the trophy shall be shared and each school shall hold it for six months. In all other matches, the winning team shall be the one that has lost the fewer wickets.

Where both sides have lost the same number of wickets, a Super Over shall be played as follows.

- In each innings of the Super Over, the fielding side shall choose from which end to bowl.
- The team batting second in the match shall bat first in the Super Over.
- The loss of two wickets in the over ends the team's one-over innings.
- Where the teams have the same score after the Super Over, the team whose batters hit the greater total number of boundaries in both the main match and the Super Over shall be the winner.
- If the number of boundaries hit by both teams is equal, the team whose batters scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. For this purpose, the runs scored from a delivery shall be defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

13. ABANDONED MATCHES OR MATCHES NOT STARTED

If adverse weather prevents a result from being achieved at the first attempt, the match shall be rearranged within seven school days of the specified date or before the scheduled date of the next round, whichever be the sooner (but not on a Saturday that conflicts with either school's Saturday League fixtures). If the teams fail to agree a rearrangement date within this period, the Honorary Competition Secretary shall impose a date. If the visiting team travelled for the initial fixture, it shall have choice of ground for the rearranged fixture. In matches prior to the semi-finals, if adverse weather prevents a result from being achieved within the prescribed rearrangement period, the result shall be determined by a bowl-out or, where the visiting team has not travelled or conditions do not permit a bowl-out, by the toss of a coin.

14. RETURN OF RESULTS

The winning team shall telephone, text or email the result to the Honorary Competition Secretary on the day of the match, giving short details and names of players. This is essential so that publicity can be maximised.

SPECIMEN INTERRUPTED MATCH

NOTES

- (a) Runs per over (r/o) should be calculated to three decimal places.
- (b) If the Par Score is not a whole number, it should be rounded down for the purposes of these competitions.

(c) To win, the Par Score must be exceeded by at least one run.

Example 1

Side A scored 140 runs in its 40 overs.

Side A's runs per over = 3.500

If 6 overs are lost, then the Par Score for Side B is the greater of:

- (a) 119 i.e. 34×3.500 ; or
- (b) Side A's actual total after 34 overs.

Example 2

Side C scored 87 for 6 in 32 overs.

Side C's runs per over = 2.718

If 3 overs are lost, then Side D's Par Score is the greater of:

- (a) 78 i.e. 29×2.718 ; or
- (b) Side C's actual total after 29 overs.

A further 20 minutes of play is lost i.e. 5 more overs are deducted. The Par Score for Side D is recalculated and is the greater of:

- (c) 65 i.e. 24×2.718 ; or
- (d) Side C's actual total after 24 overs.

IT IS ESSENTIAL THAT THE TOTAL SCORE OF THE SIDE BATTING FIRST IS RECORDED AT THE END OF EACH OVER

Saturday League Fixtures

Overall School League Structure

All age groups are involved in scoring league points.

- Block points for all age groups – win 4pts, tie (regardless of wickets lost) 2pts.
- If a school cannot provide a team for an age group it shall be deemed to have conceded the match.
- Where a match is rained off each team shall be awarded two points.
- A match that starts but is ended prematurely by rain shall be deemed a match if half the second innings overs have been played. The team with the better run rate at this point shall be the winner.

League points – 4 pts for the school with the greater number of block points, 2 pts each if block points equal.

If two schools finish level on points in the league the team with the greater net block points over the season shall take the higher placing.

LEAGUE RULES

- Block fixtures are based on the specified pools.
- To allow as many pupils as possible to play club cricket in the afternoon, and to allow grounds to be used for afternoon matches, the following arrangements are recommended where feasible:
 - 9.15am (preferably 9am) latest start.
 - Maximum 10-minute break between innings.
 - Encourage 17 overs to be bowled in 1 hour (3½ mins/over).
- Schools can decide the length of match that suits them.
- Bowlers bowl no more than one fifth of available overs.
- In order to make better use of grounds and staff resources, schools may bring forward some of their block matches to dates not earlier than the Saturday preceding the published date, or put back some of their block matches to dates not later than the Saturday following the published date.
- No block match that fails to produce a result may be replayed.
- In order to create some continuity to fixture organisation, when arranging home and away fixtures with another school, the following system is recommended: 1st XI, U13, U12 will play home or away as a block. 2nd XI, U15, U14 will play home or away as a block.
- No player may take part in more than one age-group match against the same opposition.
- A school failing to field its 1st XI in the Final shall be deemed to have lost the block fixture.
- Any batsman reaching the following score:
 - U11 – 30
 - U12, U13, U14 or U15 – 50shall retire immediately and not be eligible to resume his innings until the last remaining wicket has fallen.
- Any bowler taking five wickets shall be deemed to have completed his allocation of overs at the end of the over and shall not bowl again in the innings.
- Where not otherwise specified above, the playing regulations for each age-group shall be those applying to the relevant cup competition.

If an entire block of Final fixtures is washed out, the fixtures shall be rearranged for a date or dates on or before the following Saturday. Such rearrangements shall take precedence over any other fixtures (apart from fixtures in the Schools' Cup or Plate).

JUNIOR SCHOOLS' CUP RULES

1. FORMAT

The competitions shall be played on a knock-out basis, the first-drawn team having choice of ground.

2. ELIGIBILITY

Players must have been under the age specified for the relevant competition on 1st July in the year before the competition and be *bona fide* pupils of the school for which they play (but preparatory department pupils may not play for main school teams). Girls are eligible to play in all competitions and may play for teams up to two years younger than their actual ages (i.e. an Under-16 girl may play in the Under-14 cup, etc), except where the girl is on an Irish Performance Pathway, in which the permitted leeway shall be one year.

No player may appear in more than two age group competitions (normally the player's own age group and the next higher level) in the same season.

3. FIXTURES

Fixtures shall be played on or before the date specified in the Fixtures Book. Schools are encouraged to play matches as early as possible. Where the two schools have different games afternoons for the relevant year, that of the travelling team shall take precedence.

4. REARRANGEMENTS

If adverse weather prevents a result from being achieved at the first attempt, the match shall be rearranged within seven school days of the specified date (but not on a Saturday that conflicts with either school's Saturday League fixtures). If the teams fail to agree a rearrangement date within this period, the Honorary Competition Secretary shall impose a date. If the visiting team travelled for the initial fixture, it shall have choice of ground for the rearranged fixture. In matches prior to the final, if adverse weather prevents a result from being achieved within the 7-day rearrangement period, the result shall be determined by a bowl-out or, where the visiting team has not travelled or conditions do not permit a bowl-out, by the toss of a coin.

All competitions shall be completed by the end of June. If bad weather prevents the Final from being completed on the scheduled date, and there is insufficient time to rearrange it before the end of June, the trophy shall be shared. The Honorary Competition Secretary has the authority to disqualify any team that does not make reasonable efforts to complete its fixtures and rearrangements on schedule.

5. CLOTHING AND BALL COLOUR

Matches shall normally be played in coloured clothing with a white ball. Should any team wish to play in white clothing, the schools shall agree in advance the colour of ball to be used, having regard to the need for safe visibility against the clothing being used and the background, especially behind the bowlers.

6. DURATION OF MATCHES

The maximum length of each innings shall be:

- Under 15 – 35 overs
- Under 14 – 25 overs
- Under 13 & Under 12 – 25 overs (may be reduced in advance by agreement to 20 overs).

Where the first innings is delayed or interrupted by bad weather, the number of overs available to each side shall be reduced by one for every complete 6 minutes of playing time lost on each occasion. Where the second innings is so interrupted or delayed, the number of overs available shall be further reduced by one for every complete 3 minutes of playing time lost on each occasion.

A match in which either side does not have the opportunity to bat for 10 overs shall be deemed a 'no result' and dealt with in accordance with Rule 4.

Duckworth/Lewis/Stern Method

Wherever possible, the D/L/S method shall be used to determine the result where overs are lost after the start of either innings (the Committee will be recommending an app that coaches should download on their phones for use during matches). Where the D/L/S method cannot be used, the Par Score procedure below shall apply.

Par Score

The Par Score shall be arrived at by dividing the number of runs scored by the team batting first by the number of overs available to it when its innings ended, and multiplying this figure by the number of overs available to the team batting second, the result being rounded down to the next whole number where it is not already a whole number. To win the match, the team batting second must exceed the Par Score.

7. BOWLING RESTRICTION

No bowler may bowl more than one fifth of the overs available at the start of the innings.

8. FIELDING RESTRICTIONS

Under 15 Cup and Plate

Two semi-circles of 30 yards radius centred on each middle stump, linked by parallel lines on either side of the pitch, shall be marked on the field of play by means of painted dots at 5-yard intervals covered by white plastic or rubber (but not metal) discs measuring 7" in diameter. The discs shall not be fixed to the ground by means of a nail, pin or any other dangerous sharp object. At the instant of delivery, a minimum of four fielders (plus the bowler and wicket-keeper) shall be within this area. In the event of an infringement, the striker's end umpire shall call and signal 'No ball'.

Other Competitions

Wherever possible, the above provision shall apply. Where the nature of the playing surface makes the marking of a fielding circle impracticable, coaches shall ensure that a minimum of four fielders are within 30 yards of the striker's wicket at the instant of delivery.

9. FREE HIT (UNDER 15 CUP AND PLATE ONLY)

In addition to the penalty prescribed by Law 21, the delivery following a No ball shall be a free hit for whichever batter is facing it.

If this delivery is not a legitimate delivery (ie it is any kind of No ball or a Wide ball), then the next delivery shall become a free hit for whichever batter is facing it.

Off any free hit delivery, the striker can be dismissed only under the circumstances that apply for a No ball (even where the free hit delivery is called 'Wide ball'). Field changes are not permitted for free hit deliveries unless there is a change of striker (where they are permitted because of a change of striker, any other fielding restrictions in place shall continue to apply). However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

Where field changes that are not permitted take place, either umpire shall call and signal 'Dead ball'.

The umpires shall signal a free hit (after the normal No ball signal) by extending one arm straight upwards and moving it in a circular motion.

10. **PITCHES AND BALLS**

- Under 15 & Under 14 – 22 yards, 5½ oz ball
- Under 13 & Under 12 – 19.5 yards, 4¾ oz ball

11. **TIED MATCHES**

If the Final finishes in a tie, the trophy shall be shared and each school shall hold it for six months.

In all other matches, the winning team shall be the one that has lost the fewer wickets.

Where both sides have lost the same number of wickets, a Super Over shall be played as follows.

- In each innings of the Super Over, the fielding side shall choose from which end to bowl.
- The team batting second in the match shall bat first in the Super Over.
- The loss of two wickets in the over ends the team's one-over innings.
- Where the teams have the same score after the Super Over, the team whose batters hit the greater total number of boundaries in both the main match and the Super Over shall be the winner.
- If the number of boundaries hit by both teams is equal, the team whose batters scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. For this purpose, the runs scored from a delivery shall be defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

12. **RETURN OF RESULTS**

The winning team shall notify the result to the Hon Competition Secretary and the NCU Webmaster by phone, email or text within 24 hours of the completion of the match, giving the scores of each team, any noteworthy individual performances, and the number of wickets lost and overs faced by each team.

13. **DISPUTES**

In the event of dispute, the Schools' Committee shall decide the outcome.

GIRLS' 1st XI/U 15 CUPS

RULES

1. FORMAT

The competitions shall be played on a knock-out basis, the first-drawn team having choice of ground.

2. ELIGIBILITY

Players must have been under 19 or 15, as the case may be, on 1st July in the year before the competition and be *bona fide* pupils of the school for which they play. Teams may play not more than four Under 15 players in the 1st XI Cup.

3. FIXTURES

Fixtures shall be played on or before the date specified in the Fixtures Book. Schools are encouraged to play matches as early as possible. Where the two schools have different games afternoons for the relevant year, that of the travelling team shall take precedence.

4. REARRANGEMENTS

If adverse weather prevents a result from being achieved at the first attempt, the match shall be rearranged within seven school days of the specified date. If the teams fail to agree a rearrangement date within this period, the Honorary Competition Secretary shall impose a date. If the visiting team travelled for the initial fixture, it shall have choice of ground for the rearranged fixture. In matches prior to the final, if adverse weather prevents a result from being achieved within the 7-day rearrangement period, the result shall be determined by a bowl-out or, where the visiting team has not travelled or conditions do not permit a bowl-out, by the toss of a coin.

All competitions shall be completed by the end of June. If bad weather prevents the Final from being completed on the scheduled date, and there is insufficient time to rearrange it before the end of June, the trophy shall be shared. The Honorary Competition Secretary has the authority to disqualify any team that does not make reasonable efforts to complete its fixtures and rearrangements on schedule.

5. DURATION OF MATCHES

The maximum length of each innings shall be 20 overs, except in the final, when it shall be 25 overs.

Where the first innings is delayed or interrupted by bad weather, the number of overs available to each side shall be reduced by one for every complete 6 minutes of playing time lost on each occasion. Where the second innings is so interrupted or delayed, the number of overs available shall be further reduced by one for every complete 3 minutes of playing time lost on each occasion and a Par Score shall be set. The Par Score shall be arrived at by dividing the number of runs scored by the team batting first by the number of overs available to it when its innings ended, and multiplying this figure by the number of overs available to the team batting second, the result being rounded down to the next whole number where it is not already a whole number. To win the match, the team batting second must exceed the Par Score.

A match in which either side does not have the opportunity to bat for 10 overs shall be deemed a 'no result' and dealt with in accordance with Rule 4.

6. BOWLING RESTRICTION

No bowler may bowl more than one quarter of the overs available at the start of the innings.

7. PITCHES, BALLS AND BOUNDARIES

- 1ST XI - 22 yards, 5 oz ball, boundary 60 yards max/45 yards min.
- Under 15 – 22 yards, 5 oz ball, boundary 55 yards max/40 yards min.

8. HELMETS

Helmets must be worn when batting, along with appropriate protection for legs and hands.

9. TIED MATCHES

If the Final finishes in a tie, the trophy shall be shared and each school shall hold it for six months.

In all other matches, the winning team shall be the one that has lost the fewer wickets.

Where both sides have lost the same number of wickets, a Super Over shall be played as follows.

- In each innings of the Super Over, the fielding side shall choose from which end to bowl.
- The team batting second in the match shall bat first in the Super Over.
- The loss of two wickets in the over ends the team's one-over innings.
- Where the teams have the same score after the Super Over, the team whose batsmen hit the greater total number of boundaries in both the main match and the Super Over shall be the winner.
- If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. For this purpose, the runs scored from a delivery shall be defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

9. RETURN OF RESULTS

The winning team shall notify the result to the Hon Competition Secretary and the NCU Webmaster by phone, email or text within 24 hours of the completion of the match, giving the scores of each team, any noteworthy individual performances, and the number of wickets lost and overs faced by each team.

10. DISPUTES

In the event of dispute, the Schools' Committee shall decide the outcome.