

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.