

## **Ulster Plate 2024 Playing Regulations**

**12.1 Scheduled hours of play:** Starting time no later than 1pm.

12.1.1 Each match shall consist of two sessions of 2 hours 40 minutes each, separated by a 30 minute or 40 minute (by agreement) interval.

12.1.2 If, in the sole opinion of the umpires, there have been delays beyond the control of the fielding side e.g. injury, lost ball etc, they may extend the cessation time by an equivalent amount of time to allow for such delays. Any time so added by the umpires shall be at their sole discretion and shall not be subject to retrospective negotiation.

### **12.2 Minimum over rates**

12.2.1 All sides are expected to be in position to bowl the first ball of the last of their 40 overs within 2 hours 40 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with six runs for every whole over that has not been bowled – this will apply in both innings of the match. If the side batting second is credited with runs in this way, and this consequently takes their score to or past their victory target, then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or rescheduled cessation time for the innings.

12.2.2 If the innings is terminated before the scheduled or rescheduled cessation time, no over-rate penalty shall apply. If an innings is interrupted, the over-rate penalty shall apply based on the rescheduled cessation time for the innings.

12.2.3 The umpires shall inform the fielding captain when taking the field for the first time, and on every subsequent occasion if play is interrupted by the weather, the rescheduled cessation time for that innings.

12.2.4 In all reduced overs matches, the fielding team shall be given one over's leeway. This means that the fielding side must be in a position to bowl the first ball of the penultimate over by the rescheduled cessation time.

### **13.2 Length of Innings**

13.2.1 Uninterrupted matches

13.2.1.1 Each team shall bat for 40 overs, unless all out earlier.

13.2.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs have been bowled. The team batting second shall receive its full quota of 40 overs, irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

13.2.1.3 If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs.

13.2.1.4 If the team batting second fails to bowl its 40 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs have been bowled or a result is achieved.

13.2.1.5 Penalties shall apply for slow over rates (see playing condition 12.2).

### **13.2.2 Delayed or interrupted matches**

13.2.2.1 Delay or interruption to the innings of the team batting first.

The number of overs available to each side shall be reduced by one for each full eight minutes of playing time lost. If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs have been bowled, or the innings is completed. Penalties shall apply for slow over rates (see playing condition 12.2).

13.2.2.2 Delays or interruptions to the team batting second

When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of received its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of four minutes per over in respect of the actual playing time lost.

In addition, should the innings of the team batting first have been completed prior to the scheduled or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed. o Example – if the first innings is completed 20 minutes earlier than previously scheduled (i.e. at 3:50pm against a scheduled time of 4:10pm), that 20 minutes of unused playing time can be counted as additional time if required (see 13.3 below). If 70 minutes of actual playing time were lost, then 12 overs would be lost ( $70-20 = 50$  mins;  $50 \text{ mins} = 12$  overs).

13.2.2.3 To constitute a match, a minimum of 15 overs has to be bowled to the team batting second, subject to a result not being achieved earlier.

13.2.2.4 The team batting second shall not bat for a greater number of overs than the team batting first, unless the latter completed its innings in less than its allocated number of overs.

13.2.2.5 If the team fielding second fails to bowl the required number of overs by the scheduled time for the cessation of the second innings, play shall continue until the required number of overs have been bowled, or a result has been achieved.

13.2.2.6 Penalties shall apply for slow over rates (see playing condition 12.2).

### **13.4 Number of overs per bowler**

13.4.1 No bowler shall bowl more than 8 overs in an innings.

13.4.2 In a delayed or interrupted match, where the overs are reduced for both teams, or for the team bowling second, no bowler can bowl more than one-fifth of the total overs for the innings. Where the total overs are not divisible by five, one additional over shall be allowed to the maximum number per bowler to make up the balance.

13.4.3 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

**LAW 16 – THE RESULT** Laws 16.1, 16.4 and 16.5.2 shall not apply.

The remainder of Law 16 shall apply, subject to the following:

**16.1 Uninterrupted matches**

16.1.1 When there is no interruption in play, and when both teams 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. In the event of scores being equal, then the team losing fewer wickets shall be the winner.

16.1.2 In the event that both runs scored and wickets lost are equal, then the winner shall be determined by way of a bowl-out (see appendix).

**16.2 Interrupted or reduced matches**

16.2.1 If there is an interruption to one or both innings, then a revised target score will be set for the number of overs that the team batting second will have the opportunity of facing. This will be calculated using the Duckworth-Lewis/Stern method, and a table of par scores will be printed. The target set will always be a whole number, and scoring one run less than this target will constitute a Tie.

16.2.2 If the innings of the side batting second is suspended (with at least 15 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison to the DLS 'Par Score', determined at the instant of the suspension by the DLS method. If the score is equal to the par score, then match is tied. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds or falls short of the par score.

16.2.3 If the match is tied, the winner shall be determined by way of a bowl-out (see appendix).

16.2.4 In the originally scheduled match, a result can only be achieved if both teams have had the opportunity of facing a minimum of 15 overs. If a result cannot be achieved in the original match because both teams have not had an opportunity of facing a minimum of 15 overs, then the match shall be determined by way of a bowl-out.

**LAW 21 – NO BALL** Except for Law 21.10, Law 21 shall apply and, in addition, the following shall also apply:

**21.1 Free hit**

21.1.1 In addition to the above, the delivery following a No ball called (all modes of No ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

21.1.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.

21.1.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

21.1.3.1 There is a change of striker (the provisions of clause 41.2 shall apply), or

21.1.3.2 The No ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

21.1.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances Law 21.1 shall apply.

## **LAW 22 – WIDE BALL**

Law 22 shall apply, as does Law 22.1 subject to the following:

### **Law 22.1 Judging a Wide**

22.1.1 Any delivery which passes down the leg-side (behind the body of the striker, standing in a normal guard position) will be interpreted as a form of negative bowling and shall be called a wide. For the sake of clarity, a ball that passes down the leg-side, but in between the striker and the leg stump, is not to be called wide since the striker has had a reasonable opportunity to play at the ball.

22.1.2 Any delivery that passes outside the wide guideline on the off-side (as detailed in Appendix 2), with the batsman in a normal guard position, should be called a wide

22.1.3 For clarity, if the batsman brings the ball sufficiently within his reach and the ball passes outside the wide guideline on the offside then it is not a wide. For example, a batsman moving to the off side as the bowler bowls, could bring the ball within their reach even though the ball passes outside the guideline on the offside of the wicket, and if they fail to make contact with the ball, the delivery should not be called a wide.

22.1.4 In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of the movement of the striker and even if they bring the ball within reach, if no contact is made with the ball, then this delivery shall be called a wide (subject to it not being a no ball for reasons as detailed in Law 21)

22.1.5 The interpretation to be followed for calling a wide when a switch hit or reverse sweep is played, or the batsman gets into a position to play the shot and then aborts it shall be, from the moment the ball ceases to be dead, whenever a batsman has changed his grip and/or his stance (or feinted to do so) or has attempted a reverse sweep or switch hit, then he loses the tight definition of the leg-side wide and the wide guidelines are employed on both sides of the wicket, not just the off-side.

## **LAW 28 – THE FIELDER**

Law 28 shall apply, subject to the following:

28.1 Restrictions on the placement of fieldsmen In addition to the restrictions outlined in Law 28.4, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out as follows:

28.1.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (See Appendix 5). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) 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 shall not be fixed to the ground by means of a nail or other such sharp object.

28.1.2 At the instant of delivery:

**PowerPlay 1** - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.

**PowerPlay 2** - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive

**PowerPlay 3** - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive.

In all three Powerplays, there may not be more than 5 fieldsmen on the leg side.

28.1.3 In circumstances when the number of overs of the batting team is reduced, the number of overs within each PowerPlay shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the first and second innings of the match.

Innings duration (Overs)

| <b>Innings</b> | <b>P1</b> | <b>P2</b> | <b>P3</b> |
|----------------|-----------|-----------|-----------|
| 10             | 2         | 6         | 2         |
| 11             | 2         | 7         | 2         |
| 12             | 3         | 7         | 2         |
| 13             | 3         | 8         | 2         |
| 14             | 3         | 8         | 3         |
| 15             | 3         | 9         | 3         |
| 16             | 3         | 10        | 3         |
| 17             | 4         | 10        | 3         |
| 18             | 4         | 11        | 3         |
| 19             | 4         | 11        | 4         |
| 20             | 4         | 12        | 4         |
| 21             | 4         | 13        | 4         |
| 22             | 5         | 13        | 4         |
| 23             | 5         | 14        | 4         |
| 24             | 5         | 14        | 5         |
| 25             | 5         | 15        | 5         |
| 26             | 5         | 16        | 5         |
| 27             | 6         | 16        | 5         |
| 28             | 6         | 17        | 5         |
| 29             | 6         | 17        | 6         |
| 30             | 6         | 18        | 6         |
| 31             | 6         | 19        | 6         |
| 32             | 7         | 19        | 6         |
| 33             | 7         | 20        | 6         |
| 34             | 7         | 20        | 7         |
| 35             | 7         | 21        | 7         |
| 36             | 7         | 22        | 7         |
| 37             | 8         | 22        | 7         |
| 38             | 8         | 23        | 7         |
| 39             | 8         | 23        | 8         |
| 40             | 8         | 24        | 8         |

28.1.4 If play is interrupted during an innings and the table above applies, the PowerPlay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over. Examples: A 40 over innings is interrupted after 7.3 overs and reduced to 34 overs. The new PowerPlay overs are 7+20+7. Therefore, the second PowerPlay takes immediate effect when play resumes and lasts for a further 19.3 overs. The final PowerPlay begins after 27 overs have been bowled. A 30 over innings is interrupted after 22.5 overs and reduced to 27 overs. The new PowerPlay overs are 6+16+5. When play resumes, the final PowerPlay applies for the remaining 4.1 overs.

28.1.5 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No ball'.

## **Appendix**

### **1. Bowl Out**

Arrangements:

- (a) Five players from each side shall each bowl one over-arm delivery at an unguarded wicket;
- (b) The first bowler from Team A shall bowl one delivery then the first bowler from Team B shall bowl one delivery, then the second bowler from Team A shall bowl one delivery, and so on;
- (c) The side that bowls down the wicket the greater number of times shall be the winner;
- (d) where the scores are equal, the same bowlers, bowling in the same order, shall each bowl one ball alternately to achieve a result on a 'sudden death' basis;
- (e) Each side shall use their own used ball; if the ball becomes wet, it may be changed, subject to the Umpires' approval;
- (f) A No Ball shall count as a player's delivery but shall not count towards the score.

**2.** Both teams are in colour clothing, white ball to be used.

**3.** No starred 1st XI players allowed to play in this competition.

**4.** Winning team to send results to Roger Bell – [rbellccc@aol.com](mailto:rbellccc@aol.com)