



NCU Master's 100 – Regulations

1. Competition Brief

The NCU Masters 100 competition has been established to provide players aged 50 and over with an enjoyable, good-spirited cricket experience rooted in camaraderie, participation and the Spirit of Cricket. The competition seeks to offer an inclusive, midweek format that allows cricketers of similar age and ability to continue their involvement in the game, enjoy regular activity, and engage socially within the wider cricketing community.

This competition is designed to reflect the NCU's values of fairness, respect, and enjoyment, prioritising participation over performance while maintaining appropriate standards of cricket and administration. The NCU Masters 100 is therefore a social, good-natured competition played in a competitive yet friendly environment.

2. Competition Timing

The competition shall be played **between mid-June and mid-August**, subject to the number of entries received. Fixtures shall be scheduled within this window to maximise daylight and player availability.

3. Competition Format

The final structure will depend on the number of teams entered. An example format for **6 teams** is outlined below:

3.1 Group Stage

- One group consisting of all six teams.
- Each team plays each other once.
- The top four teams will progress to finals day
- **Ties and standings** determined by **Net Run Rate (NRR)**, generated through NV Play.
- The NCU hope to evolve this competition and play more fixtures after year one. If club's feel five fixtures is too few, we encourage clubs to arrange friendly matches.



3.2 Knockout Stage

- **Semi-Finals:** (1st place VS 4th Place / 2nd Place VS 3rd Place)
- **Final:** Winners of the semi-finals.
- **Proposed Finals Day** – one of the semi-finalists to host – if there is more than one applicant to host the finals day, the applicant that finished highest in the group phase will host – NCU will provide money towards catering

The NCU may adjust the structure depending on entries, ground availability, or other operational requirements.

4. Rules & Regulation

4.1 Eligibility

4.1.1 Age Requirement

- All players must be **50 years of age or older** on a date to be set prior to the competition start however, teams can be supplemented by younger players if both teams agree before the start of fixture starts. (Maximum 2 players over 45 years of age)

4.1.2 Club Affiliation

- All players must be registered with an **NCU-affiliated club** for insurance purposes.

4.1.3 Registration Fees

- Competition entry fees shall align with the NCU structure: **£25 per team.**
 - Player registration shall align with NCU registration requirements: **£10 per registered player.** Players must be registered via Sport80 before they play.
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4.2 Match Administration

4.2.1 Default Match Day

- Default match day is **Wednesday**, commencing **6:00pm**, to avoid clashes with existing NCU T20 competitions however, both teams can agree to play at any stage as long as both captains agree.

4.2.2 Venues

- Matches may be played on **turf** or **artificial wickets**.
- If on artificial wickets, both teams may agree to bowl **all 100 balls from one end**.

4.2.3 Match Ball

- The **Century Dukes** is the minimum acceptable match ball standard.

4.2.4 Clothing & Equipment

- Matches shall be played in **coloured clothing**.
 - A **white ball** shall be used.
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4.3 Match Format

4.3.1 Structure

- Matches shall consist of **100 balls per innings**.
- Rain affected – Reduced number of overs can be agreed between the two captains before the start of play
- Overs are replaced by **sets of five balls**, with **20 sets** per innings.

4.3.2 Ends

- The first **50 balls** shall be bowled from one end.
- The remaining **50 balls** shall be bowled from the opposite end.
- The fielding team shall determine the starting end.
- Both teams may agree to bowl from a single end on artificial pitches.

4.3.3 Bowling Restrictions

- Individual bowlers may bowl a maximum of **four sets** (20 balls).



4.4 Playing Regulations

4.4.1 Team Size

- Matches shall be played as **11-a-side**.
- Teams may mutually agree to play with fewer players to honour the social ethos of the competition.

4.4.2 Fielding Restrictions

- No fielding circles shall apply.

4.4.3 Batting Retirements

- Batters shall **retire at 30 runs** but may return at the end of the innings.

4.4.4 No Free Hits

- There shall be **no free hits** within this competition.

4.4.5 Wides

- All wides must be re-bowled.

4.4.6 No Balls

- All no balls must be re-bowled.

4.4.7 Tied Match

- The result of a tied match will be decided by a super set (5 balls)

4.5 Scoring

4.5.1 NV Play

- The competition intends to utilise NV Play for scoring and NRR calculation.
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4.6 Facilities & Welfare Guidance

Host venues should ensure facilities are appropriate for players:

- Easy access to changing rooms and toilet facilities.
 - Adequate benches or seating.
 - Safe and well-maintained outfield.
 - Consideration of medical, hydration and welfare needs suitable for Over-50s cricket.
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5. The Spirit of Cricket

The master's 100 competition emphasises:

- Respect for opponents, officials and teammates.
- Preservation of cricket's traditions and enjoyment.
- A friendly, sociable atmosphere.
- Encouraging safe, inclusive participation over competitive intensity.

Captains are responsible for upholding these values.
