

# 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

#### All teams

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

#### 2<sup>nd</sup> XIs

- (a) Each school whose 2<sup>nd</sup> XI is entered in the competitions shall star the first ten players normally chosen for its 1<sup>st</sup> XI, who shall not be eligible to play for the 2<sup>nd</sup> XI. The list of starred players shall be sent to the Competition Secretary before the date of the First Round.
- (b) No player in the Under-15 age-group or lower may play for a 2<sup>nd</sup> XI.

### 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 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 Competition Secretary.
- (b) If teams cannot agree on a date and/or time for a fixture, the 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 be played in coloured clothing with a white ball.

### 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 11. **Under no circumstances may a match of shorter duration than the minima indicated above be arranged.**

## **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 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 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 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 notify the result to the Competition Secretary and the NCU Webmaster by electronic means within 24 hours of the match, giving team totals, overs faced and figures for any players on either side who scored 20 or more runs or took three or more wickets. This is essential so that publicity can be maximised and the Union reserves the right not to recognise any result that is not notified promptly to both the Competition Secretary and Webmaster.

## 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.  $34 \times 3.500$ ; 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.  $29 \times 2.718$ ; 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.  $24 \times 2.718$ ; 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**