

NoSCA Playing Conditions Appendix 1 : Delayed Starts due to Weather

45 over League Games

Scheduled Start	13:00	Reduced Overs	Max Overs per Bowler
Actual Start Time	13:40	40	8
	14:20	35	7
	15:00	30	6
	15:40	25	5
	16:20	20	4
Scheduled Finish	19:30		

30 minutes allowed between innings for tea

A 40 minute delay (or part thereof) after the scheduled start time results in the loss of 5 overs per side to a minimum 20 over game.

Example: the start of the game is delayed by 1 hour. This results in a 35 over per side game with bowlers allowed a maximum of 7 overs each.

40 over League Games

Scheduled Start	13:00	Reduced Overs	Max Overs per Bowler
Actual Start Time	< 13:40	40	8
	14:20	35	7
	15:00	30	6
	15:40	25	5
	16:20	20	4
Scheduled Finish	19:30		

30 minutes allowed between innings for tea

A delay of up to 40 minutes results in no loss of overs. Thereafter each 40 minute delay (or part thereof) results in the loss of 5 overs per side to a minimum 20 over game.

Example: the start of the game is delayed until 15:45. This results in a 20 over per side game with bowlers allowed a maximum of 4 overs each.

30 over Cup Games

Scheduled Start	13:00	Reduced Overs	Senior Cup Max Overs per Bowler	Reserve Cup Overs (to ensure 6 bowlers per innings)
Actual Start Time	< 14:00	30	6	6 bowlers x 5 overs
	14:40	25	5	1 bowler x 5 overs
	15:20	20	4	2 bowlers x 4 overs
	16:00	15	3	3 bowlers x 3 overs
	16:40	10	2	4 bowlers x 2 overs
Scheduled Finish	18:30			

30 minutes allowed between innings for tea

A delay of up to 1 hour results in no loss of overs. Thereafter each 40 minute delay (or part thereof) results in the loss of 5 overs per side to a minimum 10 over game.

Example 1: the start of a Senior Cup game is delayed until 14:30. This results in a 25 over per side game with bowlers allowed a maximum of 5 overs each.

Example 2: the start of a Reserve Cup game is delayed until 4pm. This results in a 20 over game with 2 bowlers allowed the maximum of 4 overs (with 4 allowed 3)

20 over Games

Scheduled Start	10:30	13:30	16:30	Reduced Overs	Initial Powerplay Overs	Innings Duration (mins)	No of Bowlers allowed (x) the maximum number of overs
Actual Start time	10:45	13:45	16:45	20	6	75	5 x 4 overs
	11:00	14:00	17:00	18	5	68	3 x 4 overs
	11:15	14:15	17:15	16	5	60	1 x 4 overs
	11:30	14:30	17:30	14	4	52	4 x 3 overs
	11:45	14:45	17:45	12	4	45	2 x 3 overs
	12:00	15:00	18:00	10	3	38	5 x 2 overs
	12:15	15:15	18:15	8	2	30	3 x 2 overs
	12:30	15:30	18:30	6	2	23	1 x 2 overs
Scheduled Finish	13:30	16:30	19:30				

10 minutes allowed between innings.

A least 5 bowlers must be used in each completed innings.

A 15 minute delay results in no loss of overs. Thereafter each 15 minute delay (or part thereof) results in the loss of 2 overs per side to a minimum 6 over game.

Example 1: the first game of the day is delayed by 2 hours. This results in a 6 over game starting at 12:30 with two fielders allowed outside the fielding circle in the first 2 overs. The bowling side must start their last over within 23 minutes of the start and one bowler is allowed 2 overs (others being limited to 1 each).

Example 2: the start of the last game is delayed until 17:30. A 14 over per side game results with a 4 over 'Powerplay'. The bowling side must start their last over within 52 minutes of the start and four bowlers can bowl a maximum of 3 overs each with a fifth allowed 2 overs (thus ensuring at least 5 bowlers are used in the innings).

NoSCA Playing Conditions - Appendix 2: Using the Rain Calculator

- 1) The Rain Calculator can be found on the NoSCA website (www.nosca.net) under the **FIXTURES & RESULTS** menu.
- 2) The Rain Calculator is **ONLY** relevant for those games which are abandoned **AFTER** 50% or more of the second innings overs have been bowled. In these cases, the result predicted by the calculator will be used for the purposes of deciding League, Cup and T20 matches.
- 3) An example of the calculator is shown below :-

The screenshot shows the NOSCA Rain Calculator interface. It features a central form with the following fields and callouts:

- 1st innings score**: Points to the 'TEAM A SCORED' field (187).
- 1st innings wickets**: Points to the 'FOR' field (8).
- 2nd innings score**: Points to the 'TEAM B SCORED' field (110).
- 2nd innings wickets**: Points to the 'FOR' field (6).
- 2nd innings overs bowled before match was abandoned**: Points to the 'OVERS FACED' field (32.1).
- Maximum number of overs available in the INNINGS (not the match)**: Points to the 'MAXIMUM' field (45).

The calculator also includes radio buttons for 'SENIOR LEAGUE' (selected), 'RESERVE LEAGUE', and 'CUP'. A large yellow 'CALCULATE' button is positioned below the input fields. The result section shows: 'RESULT : TEAM A WINS BY 26 RUNS', 'PREDICTED SCORE : 161 all out', 'TEAM A POINTS : 20', and 'TEAM B POINTS : 8 : for 161 runs [4] & 8 wkts [4]'. The website 'www.cricketstats.org.uk' is at the bottom.

In this example of a Senior League game, Team A batted first and scored 187 for 8 in their 45 overs. In reply, the game was halted after the first ball of the 33rd over with Team B on 110 for 6. The predicted final score is 161 all out, which would be the score input for the purposes of the league tables. The points allocation for the game would be 20 points to Team A and 8 points to Team B

- 4) To use the calculator you need to input the following information :
 - **TEAM A SCORED** = number of runs scored by side batting first
 - **FOR** = number of wickets lost by side batting first
 - **TEAM B SCORED** = number of runs scored by side batting second
 - **FOR** = number of wickets lost by side batting second
 - **OVERS FACED** = actual number of overs faced by side batting second (part overs are input as .1 for one ball, .2 for two balls, etc.) before the game was abandoned.
 - **MAXIMUM** = the number of overs available to each side at the start of the game – for example 45 for a Senior League game which started on time. For clarification, if a team is bowled out in the first innings the number in this box is NOT the overs they actually faced but the overs that they had available at the start of the innings.
- 5) Finally, before selecting **CALCULATE** you need to select the type of game played (for T20 matches use the CUP option) to ensure correct bonus points for league games.
- 6) If you are in any doubt about using the Rain Calculator for a specific match please forward the relevant scores, wickets and number of overs to the relevant Match Secretary.

NoSCA Playing Conditions - Appendix 3: Super Overs

A **Super Over** is a means of deciding the winner of a Cup or T20 match when the scores are tied at the end of the scheduled overs. The following conditions will apply.

- 1) There will be just three batsmen and one bowler for each team (although there will be eleven fielders).
- 2) The umpires will select which end to bowl and both teams will bowl from the same end.
- 3) Each team will use the same (or nearest equivalent) ball as used at the end of their bowling innings in normal play.
- 4) Fielding restrictions (if any) are the same as last over of match in normal play.
- 5) The team batting second in normal play bats first in the Super Over.
- 6) The loss of two wickets ends the Super Over innings for a team.
- 7) The team scoring most runs in the Super Over is the winner.
- 8) If the Super Over scores are tied, the team with the most sixes in the regular match and Super Over is the winner.
- 9) If this number is the same, the team with most boundaries in the regular match and Super Over is the winner
- 10) If this number is the same, then the winner will be the team with the highest score at the end of the penultimate over of the regular match, and if the same counting back until a winner is found (*i.e. for a normal T20 match where the Super Over is tied, the winner is the team with the highest total at the end of the 19th over, and if tied at the end of the 18th over, and if tied at the end of the 17th over*)

NoSCA Playing Conditions - Appendix 4: Bowl Outs

In the very unlikely event that a winner of a three team T20 group cannot be found by the conditions outlined in Clause 56 of the Playing Conditions, the three teams will take part in a bowl out to be conducted as follows.

- 1) Each team Captain will advise the umpires and his fellow captains of the 5 bowlers to take part in the bowl out.
- 2) Bowlers will bowl from one end (to be decided by the umpires or captains) to a set of three stumps with bails.
- 3) A player from the winners of the first T20 match will bowl first, the winners of the second T20 match will bowl second and the winners of the last T20 match will bowl third.
- 4) This order will be repeated until all five players from each team have bowled (unless there is a winner sooner).
- 5) The winners will be the team who hit the stumps most in their five attempts.
- 6) In the event of a tie after five deliveries, the bowl off will be repeated (by the tied teams only) until there is a winner.
- 7) In the event of a T20 day being washed-out, the team captains and umpires have the option of agreeing to a bowl-out to determine a winner, should the ground conditions be deemed safe to do so.

NoSCA Playing Conditions - Appendix 5: Limited Participation List

The following players are Limited in their participation in all Reserve Competition matches as per Clauses 25 – 27 of the Reserve League playing conditions.

1. Any player who played 2 or more games in the following leagues in 2016
 - CSL Eastern Premiership
 - East of Scotland CA - Championship
 - Western District CU - Premier & First Divisions
 - SPCU - North East Championship
 - Aberdeenshire Cricket Association - Grade 1
2. The following Players, by dint of their performances in the NoSCA Senior League in 2016.

Player	Club	Runs	Wkts	
Andy	Ballantyne	Buckie	310	
Jonathon	Corsie	Buckie	487	20
Graham	Dey	Buckie		16
Joe	Hough	Buckie		15
Barry	Newlands	Buckie	252	18
Daniel	Walls	Buckie	295	
Anthony	Wilson	Buckie	200	23
Steve	Barnett	Elgin	195	
Thomas	Cameron	Elgin	200	21
Dan	Davidson	Fochabers	205	22
Aditya	Mehta	Fochabers	350	
Milind	Mehta	Fochabers	234	
Harry	Mountain	Fochabers	186	
Adam	Stockwell	Fochabers	261	21
Steve	Barron	Forres St Lawrence		19
John	Benn	Forres St Lawrence		22
Pal	Dhami	Forres St Lawrence	781	
Gus	Farr	Forres St Lawrence	508	17
Ash	Anjum	Fort William	429	
Davy (DJ)	Duncan	Fort William	158	
Colin	Jennings	Fort William	177	
Ross	Lavin	Fort William	274	
Charles	Luxton	Fort William	212	

Player	Club	Runs	Wkts	
Kacy	Clement	Highland	209	
Jonathan	Crabtree	Highland	361	21
Irtaza	Hussain	Highland		21
Rob	Nixon	Highland		18
Euan	Smith	Highland	289	
Dave	Wolton	Highland	323	
Liam	Ferguson	Huntly	233	
Robin	Howe	Huntly	206	
Callum	Whyte	Huntly	246	
Stephen	Annis	Nairn County	150	
Alex	Green	Nairn County	190	
Iain	Lednor	Nairn County	218	
Steven	Neill	Nairn County	257	21
Dave	Dugdale	Northern Counties	608	
Nuwan	Eshwara	Northern Counties	325	22
William	Ford	Northern Counties	224	
Matthew	Latimer	Northern Counties		19
Jess	Mills	Northern Counties		30
Shaun	Thomas	Northern Counties		18
Graeme	Carney	Ross County	308	
Steve	Embleton	Ross County	177	
Duncan	Scott	Ross County	519	