

# NoSCA PLAYING CONDITIONS – RESERVE LEAGUE

## GENERAL

*The General Conditions for Reserve competition matches are identical to Clauses 1 – 20 of the Senior Playing Conditions.*

## ELIGIBILITY

- 21) No player may play for more than one Club in NoSCA Senior competitions in the same season unless a written transfer request has been agreed by the Executive (see *Player Registration Directive - 2017* for details).
- 22) Notwithstanding the above clause, members of an Affiliated Member club who play in Reserve Cup or Reserve T20 competitions for that club may apply to the NoSCA Committee to join and play for a full member club in other NoSCA competitions. (n.b. under this Clause a player may **not** represent two different clubs in the same NoSCA competition in the same season).
- 23) Only amateur cricketers who are normally resident within the European Union are eligible to play in NoSCA competitions (i.e. no Professional or Overseas Amateur cricketers, as defined by Cricket Scotland). With the prior approval of the Executive this rule **may** be relaxed for amateur players who are in the UK to study or to work **and** where the primary purpose of their visit is not to play cricket. This decision will rest solely with the Executive.

## LIMITED PARTICIPATION

- 24) See *Appendix 5* for a list of players who by their performance in the NoSCA Senior League in the previous season are only allowed limited participation in NoSCA Reserve competition games. The Limited Participation List (LPL) also includes players who appeared in two or more games in those higher leagues noted in *Appendix 5*.
- 25) A maximum of 3 players on the LPL are permitted in any one team.
- 26) When batting, all players on the LPL must 'retire out' on reaching (or passing) 20 runs.
- 27) With the exception of players only appearing on the LPL due to batting performance in the NoSCA Senior League, players on the LPL may not bowl in NoSCA Reserve competition matches.
- 28) Notwithstanding any of the above, players under the age of 16 on 1st September of the previous season are exempt from the LPL and may take full part in Reserve competition matches.
- 29) It is the responsibility of the team captain to inform his opposite number (and any appointed umpires) before the toss is made of the presence of all players in his team appearing on the LPL. **Failure to do so could result in the game being forfeited on appeal by the opposing team.**
- 30) Clubs may apply to the NoSCA Committee for an exemption from limited participation for a player who qualifies for the LPL but who wishes to retire from senior cricket and play in the reserves in the current season. The Committee will decide what restrictions (if any) will apply for the season.

## COMPLAINTS

- 31) If a team is concerned as to the composition of the opposition team or their behaviour they should inform the opposition that they will play on 'Under Protest' and will be forwarding a complaint to the Executive.
- 32) Complaints concerning the eligibility of a member of the opposing team, or the behaviour of the opposing team or an individual player must be made in writing to the Secretary by midnight three days after the game finishing (i.e. midnight on Wednesday for a game played on Sunday). The Disciplinary procedure as detailed in the NoSCA Constitution will then be followed.

## LEAGUE FIXTURES

- 33) The normal playing day for NoSCA Reserve League fixtures is Sunday.
- 34) The normal start time for League fixtures is 1:00 pm. This may be changed by agreement between the teams **and** the prior written consent of the Match Secretary and Umpire's co-ordinator at least 24 hours before the scheduled start of the match.

## **FORMAT**

- 35) Teams are scheduled to play each other both home and away each season. In the event of the first fixture between sides not being played due to weather, the return fixture must be played. If the return fixture is cancelled due to weather, it must be played on the next available playing day. The exception to this is if the return match is forfeited; this is not required to be replayed.
- 36) Scheduled games will be of 40 six ball overs per side (*see Appendix 1 for reduced overs following a late start*). Declarations are allowed but any unused overs are not carried forward.
- 37) No more than 8 overs will be bowled by any one bowler, unless a reduced overs game is played when this number will be adjusted accordingly (*see Appendix 1*).

## **POINTS SYSTEM**

- 38) The team with the higher number of runs will be the winners and will receive 20 points.
- 39) The team with the lower number of runs will receive bonus points as follows;  
When batting: 1 point for reaching 50 runs plus 1 point for each subsequent 25 runs, to a maximum of 5 batting points.  
When bowling: 1 point for taking the 2nd, 4th, 6th, 8th and 10th wickets to a maximum of 5 bowling points. However, if the opposition are all out, regardless of how many wickets have actually fallen, then the bowling side will receive 5 bonus points.
- 40) In the event of both teams having the same number of runs at the end of play, the game shall be declared a tie and each team will receive 5 points in addition to any bonus points accrued.
- 41) In the event of a team forfeiting a match, the result will be a win to the side forfeited against. The side forfeiting shall gain no points and the match will be deemed to have been played.

## **LEAGUE WINNERS**

*The Conditions for determining the League winners are identical to Clauses 35 – 38 of the Senior Playing Conditions.*

## **RESERVE CUP**

- 42) The normal playing day for NoSCA Reserve Cup fixtures is Sunday.
- 43) The normal start time for Cup fixtures is 1:00 pm. This may be changed by agreement between the teams **and** the prior written consent of the Match Secretary and Umpire's co-ordinator at least 24 hours before the scheduled start of the match.

## **GENERAL GAME FORMAT**

- 44) Scheduled games will be of 30 six ball overs per side (*see Appendix 1 for reduced overs following a late start*).
- 45) No more than 5 overs will be bowled by any one bowler (i.e. a minimum of six bowlers per innings) unless a reduced overs game is played, when this number will be adjusted accordingly (*see Appendix 1*).
- 46) Batsmen not on the LPL will retire on reaching (or passing) 35 runs. Their final score will count but they will not be allowed to return to bat.
- 47) Failure to fulfil a fixture will result in a loss.
- 48) A delivery which passes behind the legs of a batsman standing in his normal position will be called a wide ball with a one run penalty and an extra ball to be bowled.

## **WINNERS**

- 49) The winner will be the team who scores the most runs. In the event of the scores being level at the end of the match, irrespective of how many wickets have fallen the winners will be decided by a 'super over' of six balls to be conducted as per *Appendix 3* of these Playing Conditions.

## **GROUP STAGES**

- 50) Teams will be grouped into 'mini leagues' to be decided by the Reserve Match Secretary.
- 51) The team with the higher number of runs in each game will be the winners and receive 2 points, the losers will receive 0 points. In the event of both teams having the same number of runs at the end of the game, the result will be decided by means of a super-over as detailed in *Appendix 3*.

- 52) Games lost due to weather will be considered drawn with 1 point awarded to each team and the game **not** replayed.
- 53) Teams who default on a fixture will forfeit 2 points to their opponents, receive 0 points themselves and the game will not be rescheduled.
- 54) In the event of teams ending up on equal points in the league, they will be positioned by run rate determined by runs scored divided by overs received (n.b. teams which are bowled will be deemed to have used their full scheduled allocation of overs and lost 10 wickets irrespective of how many players they have).
- 55) The top teams in the group stages will progress to the knockout games (the system of selection to be decided in advance by the Reserve Match Secretary).

#### **KNOCKOUT GAMES**

- 56) Games lost to weather will be rescheduled by the Reserve Match Secretary.
- 57) The winners of each semi-final will progress to the relevant finals, which will be played on neutral grounds (unless otherwise agreed by the competing teams) with appointed umpires if possible.

#### **RESERVE T20**

*The Playing Conditions for the Reserve T20 are identical to Clauses 48 – 61 of the Senior Playing Conditions.*