

# **NoSCA PLAYING CONDITIONS – SENIOR LEAGUE**

## **ALL MATCHES**

- 1) All games will be played using a standard ball as decided at the AGM.
- 2) Matches will be played on the date and at the venue published in the NoSCA handbook unless agreed in writing with the Match Secretary at least 24 hours before the scheduled date. In the event of any dispute the matter will be referred to the Executive whose decision will be final.  
**Notwithstanding the above, teams can agree (by reason of the weather only and provided they have not already played each other) to 'reverse' the date and venue of their published fixtures. In so doing, each team must confirm their agreement by sending separate e-mail notice to the Match Secretary by 10.00am on the date of the fixture. Any Appointed Umpire for that match can choose not to stand.**
- 3) The NoSCA ACO will appoint qualified/experienced umpires wherever possible (Appointed Umpires). In the absence of any Appointed Umpires, each team may appoint one Independent umpire for the duration of the game and, with the approval of the opposition captain, a team may appoint a second Independent umpire if available (Independent Umpires). If no Appointed or Independent umpires are available then the captain of the batting side will ensure that suitably experienced players stand as required (Playing Umpires).
- 4) The toss shall take place no later than 15 minutes before the scheduled start time. In the event of a team captain not being available at that time, another member of the team should attend the toss. In the absence of any member of a team being available or willing to attend the toss, the team present may claim the toss.
- 5) In all competitions current ECB directives and guidance relating to young players must be adhered to (e.g. fast bowling directive, guidance on the wearing of helmets and minimum ages for young players in adult cricket).
- 6) On any occasion when the Home Ground Authority considers that weather conditions have made their ground unfit for play it must advise the Away Club (by 11.00 am at the latest - preferably earlier depending on travelling distances and/or scheduled start time). The Away Club then has the option of agreeing to the cancellation of the fixture **or** of travelling. If it decides to travel, both teams and any Appointed Umpires must appear at the ground (n.b. in the absence of Appointed Umpires, an impartial third party may be consulted to help adjudicate on fitness for play). **In no event may the Home Club cancel a fixture without the agreement of the Away Club.**
- 7) In the event of a delayed start **due to weather**, the Appointed Umpire(s) (if any) in conjunction with both team captains should agree to a reduced overs game as per *Appendix 1* of these Playing Conditions.
- 8) In all competitions after a game has started no further reduction in overs is permitted.
- 9) In all competitions the latest Laws of Cricket will apply unless otherwise noted.

## **NO BALLS**

- 10) Notwithstanding the above clause, any ball which passes (or would pass) the batsman in his normal stance at waist height or above without bouncing will be called a no ball. This applies to all deliveries regardless of speed or intent.
- 11) Only 2 short pitched balls (over shoulder height) are allowed per over. Any subsequent short pitched deliveries in the same over are to be called as no balls.

## **FORFEITS**

- 12) Failure to honour a fixture will automatically lead to forfeiture of the match.
- 13) With respect to a club not having a team available, a call-off must be made on or before 20.00 on the day preceding the scheduled fixture.
- 14) Failure to honour a fixture without notice will automatically be referred to the Executive for sanction.
- 15) Should a Senior Club forfeit 4 matches or more during a season, the Executive has the right to request the team withdraw from the Senior League and other Senior competitions with effect from the following season and be entered into the Reserve League. Should they already have a Reserve side it would remain their only team.

## RESULTS

- 16) The home team Captain is responsible for entering the **result** of each game on the NoSCA website before 8pm on the day of the game (or within 15 minutes of the end of the game if later than 8pm).
- 17) Club Secretaries are responsible for completing an electronic **match return** on ResultStore within seven days of the match being completed.
- 18) Failure to enter results and/or match returns in a timely manner may result in a fine and/or a points deduction to be decided by the Executive.

## WEATHER INTERRUPTIONS

- 19) For a match abandoned as a result of the weather or light **before** the completion of 50% of the scheduled second innings overs, the game shall be declared null and void and no points awarded (e.g. a 45 over game is not 'live' until the 3<sup>rd</sup> legal delivery of the 23<sup>rd</sup> over has been completed).
- 20) In the event of a match being abandoned as a result of the weather or light **after** the completion of 50% of the scheduled second innings overs, the game shall be decided by the Rain Calculator on the NoSCA Website, using the procedure detailed in *Appendix 2*.

## ELIGIBILITY

- 21) Only *bone fide* members of a Club are eligible to play in NoSCA competitions. Players should be registered with NoSCA as per the guidelines in the *NoSCA Player Registration Directive - 2017*.
- 22) 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).
- 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.

## COMPLAINTS

- 24) 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.
- 25) 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 Tuesday for a game played on Saturday). The Disciplinary procedure as detailed in the NoSCA Constitution will then be followed.

## LEAGUE FIXTURES

- 26) The normal playing day for NoSCA Senior League fixtures is Saturday.
- 27) 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

- 28) 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.
- 29) Scheduled games will be of 45 six ball overs per side (n.b. declarations are allowed but unused overs are not carried forward to the second innings).
- 30) No more than 9 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

- 31) The team with the higher number of runs will be the winners and will receive 20 points.

- 32) The team with the lower number of runs will receive bonus points as follows;  
When batting: 1 point for reaching 75 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.
- 33) 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.
- 34) 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**

- 35) The method of determining league competitions shall be based on points obtained expressed as a percentage – calculated by dividing the total number of points gained by the total number of points available in games not deemed null and void.
- 36) To qualify as league winners a team must have played at least 60 % of fixtures.
- 37) If two teams finish with the same percentage, the final position will be determined by;
- the most wins, or if still equal
  - the most away wins, or if still equal
  - the highest run rate throughout the season calculated by dividing runs scored by wickets lost (where a team has scratched a match 10 wickets should be added to their total of wickets lost).
- 38) In the event of a team withdrawing/being banned after the start of any season all their previous matches will be declared null and void.

### **SENIOR KNOCKOUT CUP**

- 39) Playing days for the Senior Knockout Cup (the 'Cup') will be decided by the Match Secretary.
- 40) 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.

### **FORMAT**

- 41) The Cup will be played by all Senior Clubs in a straight knock-out format. The draw will be made in full by the Executive at the start of the season.
- 42) Scheduled games will be of 30 six ball overs per side.
- 43) No more than 6 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*).
- 44) Failure to fulfil a fixture will result in a loss, and progression to the opposing team in each round.
- 45) Uncompleted games are to be played at the same venue on the next available date (but not the following day) to be decided by the Match Secretary.
- 46) 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**

- 47) 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.

## **SENIOR T20 COMPETITION**

- 48) The T20 competition will be played by all Senior teams in groups of 3 or 4 to be decided by the Executive. Group winners will qualify for the finals.
- 49) T20 days will normally consist of 3 games starting at 10:30, 1:30 and 4:30 respectively. The two nearest teams should play in the first game, with the loser 'staying-on' for the second game in a 3 team contest.
- 50) Scheduled games will be of 20 six-ball overs per side.
- 51) No more than 4 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*).
- 52) A 25 metre circle will be marked with a maximum of 2 fielders allowed out side this circle in the first 6 overs, and a maximum of 5 fielders outside the circle in the remaining 14 overs (see *Appendix 1 for reductions applicable to reduced overs games*).

### **WIDES & NO BALLS**

- 53) A delivery which passes behind the legs of a batsman standing in his normal position will be called a wide ball with a 1 run penalty and an extra ball to be bowled.
- 54) A no ball will be penalised with the award of 1 run to the batting side with the following ball being deemed a 'free hit'. (n.b. no change to the field is allowed for a free hit **unless** the batsmen change ends **or** the no ball was called due to contravention of Clause 52 above). A batsman can only be given out 'run out' or 'obstructing the field' from a free hit.

### **WINNERS**

- 55) 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.
- 56) For a 3 team T20 day the winners will be decided by;
  - the team who wins most matches, or if still equal
  - the team who scores most runs (excluding super overs), or if still equal
  - the teams who took most wickets (excluding super overs), or if still equal
  - by a bowl out between the 3 teams, conducted as per *Appendix 4* of these Playing Conditions

### **TIMINGS AND PENALTIES**

- 57) At the fall of a wicket the incoming batsmen has 90 seconds to make their way to the wicket and be ready for the next delivery.
- 58) There will be an allotted time of 75 minutes set aside for each innings of 20 overs (n.b. umpires will pay specific attention to time wasting).
- 59) If an over is started within the 75 minutes it will be completed without penalty.
- 60) The innings length will be adjusted for reduced overs games as per the details in *Appendix 1*.
- 61) A penalty of 10 runs per over will be awarded for any overs not bowled within the allotted time.