

NCCA Playing Conditions 2025: Amendments

Key points of any changes have been highlighted in yellow

Front page – changed to 2025 Season

NCCA T20 PLAYING CONDITIONS

The whole section on page 1 has changed to:

All group fixtures, Super 12's and Finals Day will be played with coloured clothing and black sight screens. **There will be no reserve day in any of the T20 games, including Finals Day.**

COMPETITION STRUCTURE

The whole section has changed to:

The competition shall be organised on a flexible regional basis as decided from time to time by NCCA. **There will be four groups of five counties.** Each county shall play two matches on one day against each other county in its group on dates and home or away as decided by NCCA.

During the Group Stage of the competition, two points will be awarded for a win, one point for a tie or No Result and no points for a loss.

The teams that finish first, second and third in the group, will qualify for the Super 12's.

Where teams finish on equal points, the team with the higher net run rate in the group matches will be placed in the higher position (see below). If net run rates are equal, the teams will be ordered according to which team achieved the most points in the matches played between them. In the event teams cannot be separated by either of these methods, the Group Winner shall be decided by drawing lots.

The winners of Group stage will host the Super 12's. NCCA reserve the right to change the host venue for the Super 12's if the geographical locations of the Super 12 group Counties create operational challenges.

Change to all areas including T20, One Day and Championship:

41.1.6 to 41.1.6.5 have been removed from all 3 sections
On Pages 14, 28/29 and 42

On page 5 Under Game 1 the below wording has been removed:

Interval between games: 1.45pm-2.30pm has been removed

SECTION 21 – LAW 21 - NO BALL page 10 and 11

All content in section 21 and 22 has changed to the below:

21. LAW 21 –

NO BALL Law 21 shall apply with the following additions

21.1 Law 21.15 (Penalty for a No ball) shall apply except that the penalty for a No ball will be 2 runs.

21.2 Free Hit after a No Ball

In addition to Playing Condition 21.1 above, the delivery following a no ball shall be a free hit for whichever batter is facing it.

If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball even if the delivery for the free hit is called wide ball.

Field changes are not permitted for free hit deliveries unless there is a change of striker or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. 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.

The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

LAW 22 –

WIDE BALL Law 22 shall apply with the following exceptions:

22.1 In addition to Law 22.1 (Judging a Wide), any delivery, not being a No ball and not touching the striker's bat or person, that passes outside of the return crease on either side of the striker's wicket shall be called Wide. Law 22.4.1 shall not apply in this circumstance.

22.2 Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. For clarity, the delivery will NOT be a wide if the ball passes where the striker is standing or has stood at any point after the ball came into play for that delivery unless the ball passes outside of either return crease.

22.3 A ball passing above head height of the striker standing upright at the popping crease is now a wide.

Playing condition 41.4 for all 3 formats needs to be altered to read the below.

41.2.4 A delivery as described in 41.2.3.1 shall be called wide ball in accordance with Law 21.10.

NCCA ONE DAY TROPHY PLAYING CONDITIONS

The whole first section has changed to:

All group fixtures will be played with coloured clothing and black sight screens. There will be no reserve day in any of the One Day games, including the Final.

As above, sections 21 and 22 has changed to the above content – page 24 and 25

3 DAY CHAMPIONSHIP PLAYING CONDITIONS

Changes made are below, I've highlighted alterations in red as there are only small changes rather than sections:

LAW 11 and LAW 12 – pages 34-37

11.1.1 The lunch interval on all days shall be 1.15pm – 1.55pm

11.2.1 The tea interval on all days shall be at 4.10pm – 4.30pm

12.1.1 The normal hours of play shall be as follows: on each of the first two days 11.00 am – 6.45pm, or after 108 overs have been bowled, whichever is the later; on the third day 11.00 am to 5.15 pm or after 84 overs have been bowled whichever is the later, from which point there shall be a further hour's play or 16 overs whichever is the later. The total number of hours of actual scheduled playing time in each match shall be 19 hours and 45 minutes

12.1.2 On the first and second days no play shall take place after 7.15pm (irrespective of the starting time) except to complete an over in progress at that time unless a batsman is out, or retires, either within 3 minutes of, or after, that time.

12.2.3 If 30 minutes or more of the time lost on the first day remain outstanding then the starting time for play on the second day shall be advanced to 10.30 am. After 108 overs have been bowled (subject to any permitted reduction in overs for change of innings) play shall then continue (so far as possible) until the time brought forward from the first day has been utilised, subject to the 33 34 cut off time of 7.15pm as referred to in 12.1.2. In such cases the umpires may re-schedule the intervals in accordance with 11.3.1. Note: in applying the carry forward provisions to the second and third day referred to in this clause account shall only be taken of "time lost" on the first and/or second day and not "overs not bowled".

Where there is a change of innings during a day's play (except during the lunch or tea interval or during a suspension of play due to ground, weather or light conditions or exceptional circumstances or during the last hour when Playing Condition 12.2.5 below shall apply), two overs will be deducted from the minimum number of overs to be bowled plus any over in progress at the end of the completed innings. No overs shall be deducted for forfeited innings.

12.2.5 If interruptions for ground, weather or light occur, other than in the last hour of the match for which Playing Condition 12.2.5 makes provision, the minimum number of overs shall be reduced by one over for each full 3 minutes 45 seconds of the aggregate playing time lost.

12.2.6.2 On the last day, if any of the daily minimum requirement of 34 overs, or as recalculated, have not been bowled at the commencement of the last hour, those overs shall be completed. A minimum of 16 overs shall then be bowled – the Umpires shall signal such to the players and scorers and these shall be deemed to be the minimum number of overs to be bowled in the last hour as referred to in Law 12.9 (Conclusion of match). For the avoidance of doubt, the close of play remains as originally scheduled even if the final 16 overs commence less than 60 minutes prior to the scheduled close of play. Laws 12.7 (Last hour

of match – interruptions of play) and 12.8 (Last hour of match – intervals between innings) shall only apply after this minimum number of overs has commenced.

12.2.6.3 References to 20 overs shall be amended to **16 overs** and references to 3 minutes shall be amended to **3 minutes 45 seconds**.

12.2.7 The Captains may agree or, in the event of disagreement, the Umpires may decide to play 30 minutes extra time or 8 overs, whichever is the later at the end of the first and second day, if, in their opinion, there was a reasonable prospect that it would bring about a definite result on that day. For the avoidance of doubt, should a wicket fall within 3 minutes of the scheduled or rescheduled close of play, the extra 30 minutes is added to the scheduled or re-scheduled time of close of play, not to the time at which the wicket fell. If it is decided to play extra time on any or all of these days, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired. The scheduled time by which play is extended on any day shall be deducted from the total number of hours of play remaining in the match, and the match shall end earlier on the last scheduled day by the actual amount of scheduled time by which play was previously extended in aggregate (i.e. the time for the commencement of the last hour will be adjusted accordingly and the minimum number of overs prior to the last hour will be correspondingly reduced at a rate of one over for each full **3 minutes 45 seconds** of aggregate scheduled extra time). For the avoidance of doubt, if there is a change of innings immediately prior to the start of, or during the period of extra time, then **2 overs** shall be deducted in respect of the change of innings.

12.2.9 The umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled lunch or tea interval of any day if requested by either captain if, in the umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed. If it is decided to play such extra time, the whole period shall be played out which may include, if applicable, 10 minutes for a change of innings. Only the actual amount of playing time up to the maximum 15 minutes extra time by which play is extended on any day shall be deducted from the total number of hours of play remaining, and the following session of play shall be reduced by the amount of time by which play was previously extended under this clause. For the avoidance of doubt, if there is a change of innings immediately prior to the start of, or during the period of extra time, then **two** overs shall be deducted in respect of the change of innings. This clause shall not apply when either 11.1.2 or 11.2.3 has already been applied to this interval.

First and Second Day Abandonments If play has not started by 4.40pm on the second day the match shall become a 1 innings per side match. If the match has not started by 12 noon on the third day the match shall be abandoned. The match referee or, if there is no match referee, the umpires shall (after such consultations as the match referee or umpires as the case may be shall consider appropriate) decide the total number of overs likely to be left in the game. They shall base their calculation on an over rate of **16 overs per hour** and finish times of **7.15pm** on the penultimate day and **6.15pm** on the final day and shall take into account weather prospects, ground conditions, lunch and tea intervals and the deduction of two overs for the changeover of innings, their decision shall be final. The game will then proceed on the basis that this recalculated figure will be the maximum number of overs to be bowled. Play shall cease when the maximum number of overs have been bowled, notwithstanding that this may be before **6.15pm**. Fractional overs shall count as completed overs. The team batting first shall not exceed 60% of the available overs left in the game (as previously determined). If there are any further interruptions in play the scheduled number of overs shall not be re-calculated. In no circumstances shall play continue after **6.45pm** on the final day except to complete an over in progress at that time. In the event that the game becomes a 1 innings match a new toss shall take place before the start (replacing any previous toss that may have taken place)

12.5 National Counties Championship Over Rate Penalties

The minimum over-rate to be achieved by Counties will be **16 overs per hour**. When calculating the over-rate, three minutes will be allowed for each wicket taken which results in the subsequent batsman immediately commencing his innings. For the avoidance of doubt, no allowance shall be given for the final wicket in an innings or for a wicket that falls prior to any interval.

No allowances shall be given for drinks intervals. Any suspension of play for an injury to a player or for hygiene breaks or for any other reason beyond the control of the players shall be a deductible allowance. The Umpire at the bowler's end will inform the fielding Captain, the batter and his fellow Umpire of any time allowances as and when they arise and the scorers at the earliest opportunity. (This matter will not be subject to retrospective negotiation). Overs will be calculated at the end of the match and penalties applied on a match by match basis.

"With the exception of the Final, a team which, in the course of a match, has bowled 75 overs or more, shall suffer a deduction of points (to be adjudicated by the umpires, and with no right of appeal) should its over rate, measured over the entire match, be less than **16 overs per hour**. For rates of **15** or above, but below **16**, there shall be a deduction of 2 points, and for rates below **15**, a deduction of 5 points." A spreadsheet is provided for calculation of over rates but manual calculation is as follows: Duration in minutes – (wickets x 3) – intervals – umpire's allowance = Net Time (Complete Overs Bowled x 6) + remaining balls = Balls Bowled (Balls Bowled/Net Time) x 10 = Over Rate Example calculation: Team A has bowled 43.2 overs from 11:00-14:17 and taken 4 wickets with 40 minute lunch break and no allowances. 3rs 17mins = 197 mins less 12 mins for wickets taken less 40 mins lunch = 145 mins Net Time 43.2 overs = 260 Ball Bowled 260/145 = 1.793 x 10 = 17.93 over rate In the event of sightscreens having continually to be moved (i.e. for a bowler changing regularly for whatever reason from over to round the wicket and vice versa) then in the absence of requisite ground staff/helpers the batting side shall assume responsibility for their movement. This also applies to the Final

Championship Section - Page 39

The below section has been added in to Law 22

22.3 A ball passing above head height of the striker standing upright at the popping crease is now a wide.