



NCCA 2026 SEASON

CONTENTS

NCCA T20 PLAYING CONDITIONS	1
NCCA ONE DAY TROPHY PLAYING CONDITIONS	16
NCCA 3 DAY CHAMPIONSHIP PLAYING CONDITIONS	31



NCCA T20 PLAYING CONDITIONS

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 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.

SUPER 12'S

Super 12's will work on a knockout basis with the following format:

Eliminator - Group 2nd Place v Group 3rd Place

The winner of the eliminator will progress to the Super 12's Final, where they will play against the Group stage winner.

Timings of the day are as follows:

Eliminator: Group 2nd Place v Group 3rd Place

11 am - Match Begins
12.15-12.30 pm - Innings break
12.30-1.45 pm - Second Innings

Super 12's Final – 1st Place v Winner of the Eliminator
3 pm - Match Begins
4.15-4.30 am - Innings break
4.30-5.45 pm - Second Innings

In games that are affected by rain:

- No lost time for 30 minutes per game - either before or during the match
- After 30 minutes, the game is reduced as per the playing conditions
- Minimum game - 5 overs per side

•DLS will be used if more than 5 overs have been bowled in the 2nd innings
1 hour 15 mins break between games in all scenarios, therefore, the latest the Final may start with a full T20 game would be 4 pm.

No Results:

If there is no result in the Eliminator:

- Most points in the group stage - if equal
- NRR in the group stage - if equal
- Most wins in the group stage

If there is no result in the Final:

- Group Stage Winner progresses to Finals Day

NET RUN RATE

A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team. In the event of a team being all out in less than its full allocation of overs, the calculation of the net run rate of both teams shall be based on the full quota of overs to which the batting team would have been entitled and not on the number of overs in which the team was dismissed. Only those matches where results are achieved will count for the purpose of net run rate calculations.

Where a match is abandoned, but a result is achieved under DLS, for net run rate purposes team 1 will be accredited with team 2's Par Score on abandonment off the same number of overs faced by team 2.

Where a match is concluded but with DLS having been applied at an earlier point in the match, team 1 will be accredited with 1 run less than the final target score for team 2 off the total number of overs allocated to team 2 to reach the target.

The Scoring Rule in Play-Cricket & Match Type in PCS Pro associated with this competition use Duckworth-Lewis-Stern (DLS) Professional 2020 v4.

KNOCKOUT STAGE

NCCA will review each Super 12 host County on a case-by-case basis and offer financial support, if this is deemed appropriate, dependent on the Group stage structure for home and away games.

NCCA shall undertake all arrangements, including financial, for the Finals Day. Any gate receipts shall be a matter for agreement between NCCA and the host venue.

1. LAW 1 – THE PLAYERS

- 1.1 Law 1.1 (Number of players) shall be replaced by: A match is played between two sides, each of eleven players, one of whom shall be captain. If, during the match and for whatever reason, a side is reduced to fewer than the original number of nominated players, the match shall continue as long as it is possible to do so under the Laws
- 1.2 Law 1.2 (Nomination and replacement of players) shall be replaced by: Each Captain shall nominate his players in writing to one of the umpires before the toss. No

player may be replaced after the nomination of teams and before the Umpire has called Play without the consent of the opposing Captain (not to be unreasonably withheld) and NCCA Cricket Operations. No player may be replaced after the Umpire has called Play before the first ball of the match. After a Captain has nominated his players, it is discovered that someone who was not on the list has acted in the match as though a nominated player, then, if consent is not given by the opposing Captain for the original nomination to be changed, the offender shall take no further part in the match and no replacement, including the original nominated player shall be allowed.

2. **LAW 2 – THE UMPIRES**

- 2.1 Law 2.1 (Appointment and attendance) shall be replaced by: Two umpires shall be appointed, one for each end to control the game as required by the Laws and Playing Conditions with absolute impartiality. They shall report themselves to the Ground Authority no later than 75 minutes before the start of play.
- 2.2 Law 2.7 – Fitness for play - shall apply with the addition that: The safety of all persons within the ground is of paramount importance to the NCCA. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any Umpire (including for example weather, pitch invasions, act of God, etc), then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the venue safety officer and/or the Umpire as the circumstances may require.
- 2.3 Law 2.8 – Suspension of play in dangerous or unreasonable circumstances shall apply with the following additions:
- 2.4.1 The Umpires shall disregard any shadow on the pitch from the stadium or from any permanent object.
- 2.4.2 Following any inspection, the Umpires will report their findings immediately to both Captains and to the Ground Authority.
- 2.5 Changing the Venue for the Match
The venue for a match may only be changed at short notice with the consent of NCCA Operations. Consideration will be given for a change of venue if the change will significantly improve the prospects of play or if there is a genuine concern over the original venue producing a substandard pitch or outfield.
It is the onus of the Home County to ensure that if there is a material likelihood that 72 hours prior to a scheduled match that a venue will be unable to stage any play over the scheduled term of the match due to the prevailing condition of the venue 72 hours prior to the scheduled start of the match (including pitch and/or square and/or outfield) then an alternative venue must be identified under this playing condition and brought to the attention of the visiting County and NCCA and made available should playing conditions not improve.
The venue should preferably be within the County, or a recognised venue used by the County in question. If no such venue is available, then a neutral venue preferably within the Region of the originally scheduled match may be considered.
A change in venue is unlikely to be approved if it is considered to make an unreasonable request of the visiting team for logistical reasons. It is unlikely that a change of venue would be approved on the day the match is scheduled to take place.
- 2.6 Law 2.15 – Correctness of scores - shall apply. For the avoidance of doubt, a team innings score may only be corrected where necessary prior to the commencement of the subsequent team-innings of the match. See also Playing Conditions 3.1 and Law 16.10.

3 **LAW 3 – THE SCORERS**

- 3.1 Law 3.2 – Correctness of scores - shall apply. For the avoidance of doubt, a team innings score may only be corrected where necessary prior to the commencement of the subsequent team-innings of the match. See also Playing Conditions 3.1 and Law 16.10.

4. **LAW 4 – THE BALL**

- 4.1 A new white Tiflex ball shall be used at the start of each innings.
- 4.2 Law 4.5 (Ball lost or becoming unfit for play) shall apply with the addition that:
- 4.2.1 The Umpires may deem a ball that has become wet and soggy or unusually soft to be unfit for play. The Umpires alone will select the replacement ball from the supply of approved replacements and shall inform the batter at the wicket and the fielding captain. Either bowler or batter may raise the matter with the Umpires and the Umpires' decision as to a replacement or otherwise shall be final.
- 4.2.2 The Umpires may use a ball gauge to assist them in their decision as to whether a used ball should be changed because it is out of shape. They shall only do so should the ball visually appear to be out of shape. Additionally, the fielding Captain only may request that the Umpires check the shape of the ball a maximum of one occasion for each ball. If the ball does not pass both ring tests of the ball gauge, it shall be changed.
- 4.3.4 The home side shall take full responsibility in providing spare balls for the match and should be of varying degrees of wear and tear. Spare balls must be provided to umpires at least 60 minutes prior to the start of play to be checked as suitable and pass both ring tests of the ball gauge.

5. **LAW 5 – THE BAT**

- Law 5 shall apply with the addition that only Type A bats shall be used.
- 5.1 A bat gauge shall be used to check the measurements width and depth of bats. Any bats which fail the bat gauge test will have to be changed, NCCA will be informed of the breach and the Player will receive a Level 1. Players will be given an opportunity to retest the bat at the end of play or during an interval, but must be accompanied by the umpires. Players will not be allowed to test the bat on the field of play.

6. **LAW 6 – THE PITCH**

- 6.1 All maintenance issues should be carried out with the guiding principle that they should ensure that conditions are as similar as possible for both sides throughout the match.
- 6.2 Law 6.3 (Selection and preparation) shall apply with the following additions: Captains, Umpires and Groundsmen should co-operate to ensure that, prior to the start of any day's play, no-one bounces a ball on the pitch or strikes it with a bat to assess its condition or for any other reason or causes damage to the pitch in any other way.
- 6.3 Law 6.5 – Non-turf pitches – will not apply. However, stitched hybrid pitch systems in which synthetic turf fibres (polyethylene or polypropylene, of beige and/or green colour) are inserted vertically into an entire soil pitch with established natural turf, shall be permitted. Fibre stitches should be at a mean square spacing of 18 to 22 mm parallel to the direction of play and over the whole pitch area as defined by Law 6.1.

7. **LAW 7 – THE CREASES**

- Law 7 shall apply with the following addition
- 7.1 Additional Crease Markings
As a guideline to the umpires for the calling of wide on the offside, the crease markings detailed in Appendix A shall be marked at each end of the pitch. Creases shall be remarked during the interval between innings and the break between matches.

8. **LAW 8 – THE WICKETS**

Law 8 shall apply

9. **LAW 9 – PREPARATION AND MAINTENANCE OF THE PLAYING AREA**

Law 9.1.3 shall not apply and is replaced by: A light roller must be available. Rollers heavier than 254kg are prohibited.

10. **LAW 10 – COVERING THE PITCH**

- 10.1 All maintenance issues should be carried out with the guiding principle that they should ensure that conditions are as similar as possible for both sides throughout the match.
- 10.2 Law 10.1 (Before the match) shall apply and accordingly, Umpires shall establish prior to the toss which method of covering of the match pitch shall be used during the course of the match.
- 10.3 Law 10.2 (During the match) and Law 10.3 (Removal of covers) shall be replaced by:
- 10.3.1 The whole pitch shall be covered:
- 10.3.1.1 The night before the match and, if necessary, until the first ball is bowled; and whenever necessary and possible at any time prior to that during the preparation of the pitch.
- 10.3.1.2 On each night of the match and, if necessary, throughout any reserve days.
- 10.3.1.3 In the event of play being suspended on account of rain during the specified hours of play, and at lunch, tea and between innings on account of rain.
- 10.3.1.4 The covers shall be removed before 9.00am provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.
- 10.3.2 The following areas will be covered, in addition to the pitch as in 10.3.1 above, unless the Umpires determine otherwise:
- 10.3.2.1 The bowler's 'run up' to a distance of at least 10 yards.
- 10.3.2.2 In addition to 10.3.2.1 and 10.3.2.2 further areas and in particular worn patches should, if possible and practicable, also be covered.
- 10.3.3 Covering During Play
- 10.3.3.1 In order to make play possible, the Umpires may decide to have particularly wet or muddy areas covered by mats or blankets whilst play is in progress.
- 10.3.3.2 Any pitch(es) being prepared for a future match may be protected by a porous mat in order to avoid unnecessary damage.

11. LAW 11 – INTERVALS

- 11.1 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 10 minutes.
- 11.2 On any occasion where the innings of the side batting first is delayed or interrupted, the Umpires will reduce the length of the interval to 10 minutes.
- 11.3 Intervals for Drinks
No drinks intervals are permitted.

12. LAW 12 – START OF PLAY; CESSATION OF PLAY

Hours of Play:

Game 1

Session 1: 11.00am – 12.15pm

Interval: 12.15am – 12.30pm

Session 2: 12.30pm – 1.45pm

Game 2

Session 1: 2.30pm – 3.45pm

Interval: 3.45pm – 4.00pm

Session 2: 4.00pm – 5.15pm

There are 60 minutes extra time allocated to the first match of each day of group matches. Any unused extra time shall be carried forward to the second game.

Umpires at their discretion can adjust the start time of the second game, should the first game finish earlier than scheduled.

- 12.1 Length of Innings – In uninterrupted matches (i.e. matches which are neither delayed nor interrupted):
- 12.1.1 Each team shall bat for 20 overs unless all out earlier.
- 12.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and Playing Condition 12.3 shall apply.
- 12.1.3 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- 12.1.4 If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Playing Condition 12.3 shall apply.
- 12.2 Delayed or interrupted matches – Group Stage Matches.
- 12.2.1 Any revision of the number of overs that may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason, shall take no account of the potential existence of a reserve day. To constitute a match, a minimum of 5 overs must be bowled to the side batting second, unless a result has been achieved earlier. Where a reserve day exists, if it is not possible to constitute the match on the first scheduled day then it shall be continued on the reserve day. For the avoidance of doubt any previously effected reduction in the length of the innings in progress (and any applicable DLS target) will still apply at the start of the reserve day.
- 12.2.2 Delay or interruptions to the innings of the team batting first.
- 12.2.2.1 When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of 3.75 mins per over in the total time available for play (that is, time already played added to time remaining though not including the time allocated to the interval). Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed.
The innings of the team batting first will continue from the point of the interruption.
The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. (Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half).
- 12.2.2.2 The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
To constitute a match, a minimum of 5 overs must be bowled to the side batting second, unless a result has been achieved earlier.
A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 3.75 mins per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play, and the duration of the interval will be taken into account.
If this calculation produces a close of play time that is earlier than the original time for cessation of play on the final scheduled day for play (time for cessation of play shall take into account extra time), then one additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly.
If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.
- 12.2.2.3 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed, and Playing Condition 12.3 shall apply. In all reduced overs matches both teams will be given one over's leeway in addition to anytime that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward

for the purposes of the application of Playing Condition 12.3 only – they do not influence the recalculated number of overs or the scheduled close of either innings.

12.2.3 Delay or interruptions to the innings of the team batting second.

12.2.3.1 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 3.75 mins per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed. Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

12.2.3.2 A rescheduled time for the close of play will be fixed by applying a rate of 3.75 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.) This calculation should not cause the match to finish earlier than the time that was set for the cessation of play at the commencement of the second innings.

To constitute a match, a minimum of 5 overs must be bowled to the team batting second unless a result has been achieved earlier.

The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

12.2.3.3 If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result achieved and Playing Condition 12.3 shall apply. In all reduced overs matches the fielding team will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 12.3 only – they do not influence the recalculated number of overs or the scheduled close of play.

12.3 Over-Rate Penalties

All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hr 15 minutes playing time. In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction area in 28.4 than would normally be the case in the Powerplay in progress at the time. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings. The full quota of overs will be completed.

If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. 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. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

Over-rate penalties apply only to innings of 10 overs or more duration unless a penalty has been applied before 10 overs have been bowled.

This is the only penalty for a slow over-rate.

13. LAW 13 – INNINGS

13.1 Law 13.1 (Number of innings) shall be replaced by the following:

The match will consist of one innings per side, each innings being limited to a maximum of 20 overs.

13.2 Number of Overs Per Bowler

13.2.1 No bowler shall bowl more than 4 overs in an innings.

13.2.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second;

13.2.2.1 For innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption). Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

13.2.2.2 For innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

13.2.2.3 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

13.2.3 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

13.2.4 Where possible, the scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

14. LAW 14 – THE FOLLOW ON

Law 14 does not apply

15. LAW 15 – DECLARATION AND FORFEITURE

15.1 The Captain of the batting side may not declare his innings closed at any time during the course of a match.

16. 16 LAW 16 – THE RESULT

16.1 Laws 16.1, 16.4 and 16.5.2 shall not apply.

16.2 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. In the event of the scores being tied, the following shall apply:

16.2.1 In a Group Stage match, no account shall be taken of wickets lost, the match is tied and each team shall be awarded one point.

16.2.2 The below applies in a tied match in the semi final and/or final

16.2.3 In a semi-final or final, the team losing the lesser number of wickets shall be the winner.

16.2.4 In a semi-final or final, if the result cannot be decided by 16.2.3, the winner shall be the team with the higher score after 6 overs, or if still equal after 5 overs, or if still equal after 4 overs etc.

16.3 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum 5 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised target being calculated by the Duckworth Lewis Stern method. A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled then the scores are tied (see 16.6, 16.7 and 16.8 below). If after the restart of play it is discovered that the wrong Duckworth Lewis Stern target has been set the faulty target shall stand.

16.4 If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 5 overs), the result shall be decided by the Duckworth Lewis Stern method.

16.5 In the event of the scores being tied in a semi-final or final when the Duckworth Lewis Stern method has been used, no account shall be taken of wickets lost. The teams shall compete in a Super Over to determine the winner. The following procedure will apply should the provision for Super Over be adopted in any match.

16.5.1 Subject to weather conditions the Super Over will take place at a time to be determined by the

umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.

- 16.5.2 The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the umpires.
- 16.5.3 The umpires shall stand at the same end as that in which they finished the match.
- 16.5.4 In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- 16.5.5 Only nominated players for the main match excluding any player that has been replaced, and including any replacement players may participate in the Super Over. Should any player (including the batters and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
- 16.5.6 Any unserved Penalty time at the end of the main match shall be carried forward to the Super Over.
- 16.5.7 Each team's over is played with the same fielding restrictions as apply for a non-powerplay over in a NCCA T20 Cup Match.
- 16.5.8 The team batting second in the match will bat first in the Super Over.
- 16.5.9 The Umpires shall select a ball from the box of spare balls which shall be used for both overs of the Super Over. The ball to be used shall not be a new ball and should have the apparent wear characteristics of a ball that has had between 5 and 20 overs of usage. For the avoidance of doubt, a ball used in the main match shall not be used in the Super Over. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.
- 16.5.10 The loss of two wickets in the over ends the team's one over innings.
- 16.5.11 In the event of the teams having the same score after the Super Over has been completed, 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. Note that for this purpose, the runs scored from a delivery is 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.

Runs scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

- 16.5.12 If still equal, then another Super Over shall be played in accordance with 16.6.
- 16.6 Should a Super Over not be possible then the Captains may, if circumstances (outdoors or indoors) permit, agree (in case of disagreement the Umpires shall decide) to the following form of 'bowl-out' contest to achieve a result: Five players from each side will bowl over-arm two deliveries each at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 7). The first bowler from Team A will bowl two deliveries, then the first bowler from Team B will bowl two deliveries, then the second bowler from Team A will bowl two deliveries, and so on. The side which bowls down the wicket (as defined in Law 29.1) most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis (the order in which the bowlers bowl in the sudden death

may differ from the first stage of the bowl out).

The following shall also apply in respect of 'bowl-outs':

- 16.6.1 The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval.
- 16.6.2 If a bowler bowls a 'no ball' it will count as one of his two deliveries but will not count towards the score of the team.
- 16.6.3 If the original match has started, the five cricketers to take part in the 'bowl-out' must be selected from the nominated players for the match excluding any player that has been replaced, and including any replacement players. If there has been no play in the original match (the toss has not taken place), the five cricketers may be selected from any of a County's registered cricketers.
- 16.6.4 Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.
- 16.7 Should neither a Super Over nor a bowl out be possible in a semi final, the result shall be determined by the toss of a coin; in the final the trophy shall be shared.

17. LAW 17 – THE OVER

Law 17 shall apply

18. LAW 18 – SCORING RUNS

- 18.1 Law 18.11 (Batter returning to original end)
Law 18.11.1 shall apply
- 18.2 Law 18.12 (Batter returning to wicket he/she has left)
Law 18.12 shall apply with the exception of 18.12.1.1 which shall not apply

19. LAW 19 – BOUNDARIES

Law 19 shall apply

20. LAW 20 – DEAD BALL

Law 20 shall apply Either umpire shall immediately call and signal dead ball irrespective of the state of play. Runs completed, plus the run in progress, if the batters have crossed, shall be allowed.

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 1 run.
- 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.

22. 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.
- 22.3 A ball passing above head height of the striker standing upright at the popping crease is now a wide.
- 23. LAW 23 – BYE AND LEG BYE**
Law 23 shall apply.
- 24. LAW 24 SUBSTITUTES**
- 24.1 Law 24.1 (Substitute fielders) shall apply with the following additions:
- 24.1.1 The opposing Captain shall have no right of objection to any player acting as a substitute.
- 24.1.2 Squad members of the fielding team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).
- 24.2 Law 24.2 (Fielder absent or leaving the field of play) shall apply except:
- 24.2.1 A player shall only accrue Penalty time if he is absent from the field for longer than 8 minutes. In such cases, the whole of the time that the player is absent from the field shall count as unserved Penalty time (though note 24.2.2 below).
- 24.2.2 A player's unserved Penalty time shall be limited to a maximum of 90 minutes (refer Law 24.2.3).
- 25. LAW 25 – BATTER'S INNINGS; RUNNERS**
Law 25 shall apply; however note 24.2.2 above.
- 26. LAW 26 – PRACTICE ON THE FIELD**
Law 26 shall apply with the following additions:
- 26.1 No practice shall be undertaken on a match pitch during its preparation period.
- 26.2 There shall be no bowling or batting practice on any part of the square or the area parallel to the match pitch during the hours of play except at lunch, tea and between innings.
- 26.3 Practice facilities – Prior to the day's play, all grounds are to provide a net for 'throw-downs' and either a dedicated grass net area or a net on the square. In addition, every effort should be made to provide practice facilities at other times when teams have the opportunity to practise.
- 26.4 Hitting Up
Teams are required to observe Ground Authority Regulations and exercise the utmost care and caution when engaging in practice and pre-match warm-up and 'hitting up' activities so as to avoid the risk of injury to members of the public, damage to the centre wicket region and to perimeter fencing.
- 27. LAW 27 – THE WICKET-KEEPER**
Law 27 shall apply.
- 28. LAW 28 – THE FIELDER**
- 28.1 At the instant of delivery there shall not be more than five fielder on the leg side.
- 28.2 For the first 6 overs (powerplay overs) only in a 20-over innings, at the instant of delivery no more than two fielders are permitted to be outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch (the fielding circle).
The fielding circle should be marked by painted white 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber disc measuring seven inches in diameter.
- 28.3 In circumstances when the number of overs of the batting team is reduced, the powerplay overs in 28.2 shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total overs in the innings	No. of powerplay overs.balls for which fielding restrictions in 28.2 shall apply
----------------------------	----------------------------------------------------------------------------------

5	1.3
6	1.5
7	2.1
8	2.2
9	2.4
10	3.0
11	3.2
12	3.4
13	3.5
14	4.1
15	4.3
16	4.5
17	5.1
18	5.2
19	5.4

- 28.4 For the remainder of each innings no more than five fieldsmen are permitted to be outside the fielding circle at the instant of delivery.
- 28.5 If following an interruption, on resumption the total number of powerplay overs for the innings has already been exceeded, then there will be no further powerplay deliveries bowled in the innings.
- 28.6 In the event of an infringement of any of the above fielding restrictions, the striker's end Umpire shall call and signal 'No Ball'.
- 28.7 In the event of the striker's end Umpire failing to call and signal No Ball when the fielding restrictions in this playing condition have been breached or when Law 28.4 (Limitation of on side fielders) has been breached, immediately the ball becomes dead the striker may draw the matter to that Umpire's attention. If the striker's end Umpire is able to verify the breach, he shall call and signal No Ball. If the striker's end Umpire is unable to verify the breach, he shall confirm that the events of the delivery shall be unchanged.

29 LAW 29 – THE WICKET IS DOWN

- 29.1 Law 29 shall apply

30. LAW 30 – BATTER OUT OF HIS/HER GROUND

- Law 30 shall apply

31 LAW 31 – APPEALS

- Law 31 shall apply with the following addition:

- 31.1 Intimidatory Appealing In the event of an appeal, all members of the fielding team must maintain their fielding positions until a decision is given, unless legitimately in the act of fielding or backing up the ball which is not yet dead. For the purposes of this playing condition, a referral to the third umpire will constitute a decision.

32. LAW 32 – BOWLED

- Law 32 shall apply.

33 LAW 33 – CAUGHT

- Law 33 shall apply (see Law 18 scoring runs)

34 LAW 34 – HIT THE BALL TWICE

Law 34 shall apply.

35 LAW 35 – HIT WICKET

Law 35 shall apply.

36 LAW 36 – LEG BEFORE WICKET

Law 36 shall apply.

37 LAW 37 – OBSTRUCTING THE FIELD

Law 37 shall apply.

38 LAW 38 – RUN OUT

Law 38 shall apply.

39 LAW 39 – STUMPED

Law 39 shall apply.

40. LAW 40 – TIMED OUT

40.1 Law 40 shall apply except that the incoming batter must be in position to take guard or for his partner to be ready to receive the next ball within 60 seconds of the fall of the previous wicket or the retirement of a batter. The incoming batter is expected to be ready to make his way to the wicket immediately and is expected to jog to the wicket. Umpires shall strictly apply Law 41.10 (Batsman wasting time).

41 LAW 41 – UNFAIR PLAY

41.1 Law 41.3 (The match ball – changing its condition) shall be replaced by:

41.1.1 The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in 41.2.2.

41.1.2 It is an offence for any player to take any action which changes, or which may be perceived as likely to change, the condition of the ball.
Except in carrying out his normal duties, a batter is not allowed to wilfully damage the ball. See also Law 5.5 (Damage to the ball).

A fielder may, however

41.1.2.1 polish the ball on his clothing provided that no artificial substance or saliva is used and that such polishing wastes no time.

41.1.2.2 remove mud from the ball under the supervision of an umpire.

41.1.2.3 dry a wet ball on a piece of cloth that has been approved by the umpires.

41.1.3 The umpires shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in 41.2.2 or if the umpires consider that the condition of the ball is inconsistent with the use it has received.

The umpires shall then ask the captain of the opposing side if he would like the ball to be replaced. If necessary, in the case of the batting side, the batter at the wicket may deputise for their captain.

41.1.3.1 If a replacement ball is requested, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.

41.1.3.2 The umpires together shall decide whether they can identify the player(s) responsible for the unfair action.

41.1.4 Regardless of whether a replacement ball has been chosen to be used, if it is possible to identify the player(s) responsible, the bowler's end umpire shall:

a) Award 5 penalty runs to the opposing side.

b) if appropriate, inform the batter at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.

c) Inform the captain of the batting side as soon as practicable of what has occurred.

d) Together with the other umpire report the incident to NCCA who shall take action as is appropriate against the player(s) and/or Captain and/or County responsible for the conduct under the NCCA Directives.

41.1.5 Regardless of whether a replacement ball has been chosen to be used, if it is not possible to identify the player(s) responsible, the bowler's end umpire shall:

a) issue the captain with a first and final warning, and

b) advise him that the incident will be reported to NCCA and that should there be any further incident by that team during the remainder of the match, steps 41.1.4 a) to d) above will be adopted, with the captain deemed under d) to be the player responsible.

41.2 Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:

41.2.1 Regardless of how wide of the striker a delivery is, there shall be no more than one delivery per over that after pitching pass or would have passed over shoulder height of the striker standing upright at the popping crease.

41.2.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batter at the wicket when a delivery within the limit in 41.3.1 has been bowled. It is unfair if the limit is exceeded, the umpire shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

41.2.3 If a short pitched delivery either:

41.2.3.1 Passes or would have passed over head height of the striker standing upright at the popping crease, and in the umpire's opinion so prevents him from being able to hit it with his bat by means of a normal cricket stroke or;

41.2.3.2 Passes or would have passed over shoulder height of the striker standing upright at the popping crease, and in the umpire's opinion he is able to hit it with his bat by means of a normal cricket stroke or;

41.2.3.3 Passes over shoulder height of the striker standing upright at the popping crease and wide of the striker so that in the umpire's opinion he is unable to hit it with his bat by means of a normal cricket stroke and, although not necessarily threatening physical injury, is deemed dangerous in accordance with Law 41.6.1, it shall be considered as part of the warning sequence in Laws 41.6.3 and 41.6.4.

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

41.2.5 A delivery as described in 41.2.3.3, if not a No ball, shall be called and signalled wide. (Refer Law 22).

41.2.6 Law 41.6.5 shall not apply. Any warnings applied in Law 41.6.3 shall be added to any warnings applied in Law 41.7 and action taken according to Law 41.6.4.

41.3 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply with the following amendment:

41.3.1 Law 41.7.5 shall not apply. Any warnings applied in Law 41.7 shall be added to any warnings applied in Law 41.6.3 and action taken according to Law 41.7.4.

41.5 Electronic Equipment

With the exception of player movement technology the use of electronic communication devices and equipment of any kind which enables communication between on-field players and anyone not on the field of play shall not be permitted during the scheduled or re-scheduled hours of play.

42. LAW 42 – PLAYERS' CONDUCT

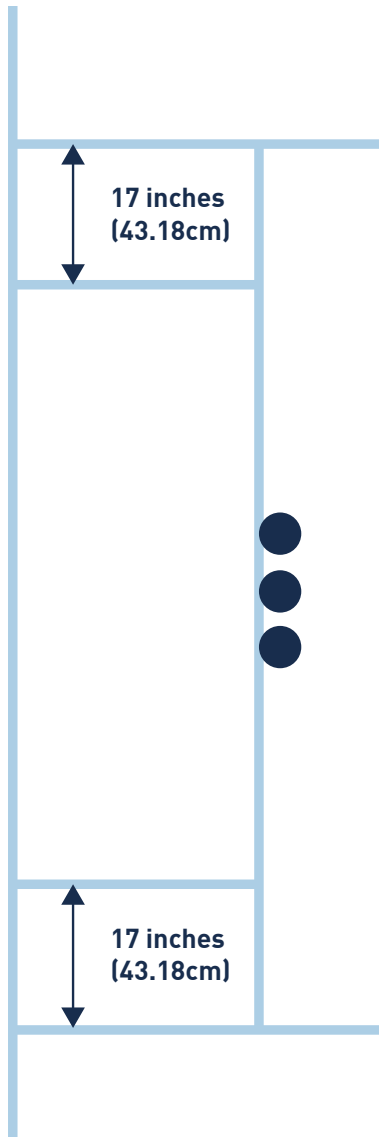
Law 42 shall apply with the following amendments:

42.1 In Laws 42.1.4, 42.2.2.2, 42.3.2.2, the batters at the wicket may deputise for their Captain.

42.2 In Laws 42.1.4, 42.4.2.2, 42.5.2.2, a team representative may deputise for their Captain.

42.3 General Conduct Regulations and ECB Directives shall also apply as appropriate and as separately detailed.

CREASE MARKINGS



NCCA ONE DAY TROPHY PLAYING CONDITIONS

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.

COMPETITION STRUCTURE

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 against each other county in its group 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.

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 won the match played between them. In the event that teams cannot be separated by either of these methods, the Group Winner shall be decided by drawing lots.

The Scoring Rule in Play-Cricket & Match Type in PCS Pro associated with this competition use Duckworth-Lewis-Stern (DLS) Professional 2020 v4.

NET RUN RATE

A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team. In the event of a team being all out in less than its full allocation of overs, the calculation of the net run rate of both teams shall be based on the full quota of overs to which the batting team would have been entitled and not on the number of overs in which the team was dismissed. Only those matches where results are achieved will count for the purpose of net run rate calculations.

Where a match is abandoned, but a result is achieved under DLS, for net run rate purposes team 1 will be accredited with team 2's Par Score on abandonment off the same number of overs faced by team 2.

Where a match is concluded but with DLS having been applied at an earlier point in the match, team 1 will be accredited with 1 run less than the final target score for team 2 off the total number of overs allocated to team 2 to reach the target.

The four group winners and the group runners-up shall go forward to the Quarter Finals. The pairings for both the Quarter Finals and Semi Finals shall be made prior to the start of the season. All matches shall be played on the dates specified by NCCA.

The home county shall be responsible for the match arrangements and shall retain any gate receipts.

The Final shall be played at a neutral venue. NCCA shall undertake all arrangements, including financial, for the Final. Any gate receipts shall be a matter for agreement between NCCA and the host venue. In the case of the Final, if no play is possible at the original ground and that ground is not available for a Reserve day, NCCA may (but shall not be obliged to) at its discretion re-arrange the match at an alternative venue which may be either at a neutral venue

or one within the boundaries of one of the participant counties.

1. LAW 1 – THE PLAYERS

- 1.1 Law 1.1 (Number of players) shall be replaced by: A match is played between two sides, each of eleven players, one of whom shall be captain. If, during the match and for whatever reason, a side is reduced to fewer than the original number of nominated players, the match shall continue as long as it is possible to do so under the Laws.
- 1.2 Law 1.2 (Nomination and replacement of players) shall be replaced by: Each captain shall nominate his players in writing to one of the umpires before the toss. No player may be replaced after the nomination of teams and before the Umpire has called Play without the consent of the opposing Captain (not to be unreasonably withheld) and NCCA Cricket Operations. No player may be replaced after the Umpire has called Play before the first ball of the match. After a Captain has nominated his players, it is discovered that someone who was not on the list has acted in the match as though a nominated player, then, if consent is not given by the opposing Captain for the original nomination to be changed, the offender shall take no further part in the match and no replacement, including the original nominated player shall be allowed.

2. LAW 2 – THE UMPIRES

- 2.1 Law 2.1 (Appointment and attendance) shall be replaced by: Two umpires shall be appointed, one for each end to control the game as required by the Laws and Playing Conditions with absolute impartiality. They shall report themselves to the Ground Authority no later than 75 minutes before the start of play.
- 2.2 Law 2.7 – Fitness for play - shall apply with the addition that: The safety of all persons within the ground is of paramount importance to the NCCA. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any Umpire (including for example weather, pitch invasions, act of God, etc), then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the venue safety officer and/or the Umpire as the circumstances may require.
- 2.3 Law 2.8 – Suspension of play in dangerous or unreasonable circumstances shall apply with the following additions:
- 2.4.1 The Umpires shall disregard any shadow on the pitch from the stadium or from any permanent object.
- 2.4.2 Following any inspection, the Umpires will report their findings immediately to both Captains and to the Ground Authority.
- 2.5 Changing the Venue for the Match
The venue for a match may only be changed at short notice with the consent of NCCA Operations. Consideration will be given for a change of venue if the change will significantly improve the prospects of play or if there is a genuine concern over the original venue producing a substandard pitch or outfield.
It is the onus of the Home County to ensure that if there is a material likelihood that 72 hours prior to a scheduled match that a venue will be unable to stage any play over the scheduled term of the match due to the prevailing condition of the venue 72 hours prior to the scheduled start of the match (including pitch and/or square and/or outfield) then an alternative venue must be identified under this playing condition and brought to the attention of the visiting County and NCCA and made available should playing conditions not improve.
The venue should preferably be within the County or a recognised venue used by the County in question. If no such venue is available, a neutral venue preferably within the Region of the originally scheduled match maybe considered.
A change in venue is unlikely to be approved if it is considered to make an unreasonable request of the visiting team for logistical reasons. It is unlikely that a change of venue would be approved on the day the match is scheduled to take place.
- 2.6 Law 2.15 – Correctness of scores - shall apply. For the avoidance of doubt, a team innings

score may only be corrected where necessary prior to the commencement of the subsequent team-innings of the match. See also Playing Conditions 3.1 and Law 16.10.

3. LAW 3 – THE SCORERS

- 3.1 Law 3.2 – Correctness of scores - shall apply. For the avoidance of doubt, a team innings score may only be corrected where necessary prior to the commencement of the subsequent team-innings of the match. See also Playing Conditions 3.1 and Law 16.10.

4. LAW 4 – THE BALL

- 4.1 Law 4.1 (New ball) shall not apply. Each fielding team shall have two new Tiflex balls for its innings, to be used in alternate overs, i.e. one from each end for overs 1 to 34. At the end of over 34, the fielding team will choose one of the two balls from the innings to be used for all the remaining overs of the innings. The other ball will be added to the supply of replacement balls for the innings.
- 4.2 Law 4.5 (Ball lost or becoming unfit for play) shall apply with the addition that:
- 4.2.1 The Umpires may deem a ball that has become wet and soggy or unusually soft to be unfit for play. The Umpires alone will select the replacement ball from the supply of approved replacements and shall inform the batter at the wicket and the fielding captain. Either bowler or batter may raise the matter with the Umpires and the Umpires' decision as to a replacement or otherwise shall be final.
- 4.2.2 The Umpires may use a ball gauge to assist them in their decision as to whether a used ball should be changed because it is out of shape. They shall only do so should the ball visually appear to be out of shape. Additionally, the fielding Captain only may request that the Umpires check the shape of the ball a maximum of one occasion for each ball. If the ball does not pass both ring tests of the ball gauge, it shall be changed.
- 4.3.4 The home side shall take full responsibility in providing spare balls for the match and should be of varying degrees of wear and tear. Spare balls must be provided to umpires at least 60 minutes prior to the start of play to be checked as suitable and pass both ring tests of the ball gauge.
- 4.3.5 For innings of 25 overs or less, one new ball shall be used.

5. LAW 5 – THE BAT

- Law 5 shall apply with the addition that only Type A bats shall be used.
- 5.1 A bat gauge shall be used to check the measurements width and depth of bats. Any bats which fail the bat gauge test will have to be changed, NCCA will be informed of the breach and the Player will receive a Level 1. Players will be given an opportunity to retest the bat at the end of play or during an interval, but must be accompanied by the umpires. Players will not be allowed to test the bat on the field of play.

6. LAW 6 – THE PITCH

- 6.1 All maintenance issues should be carried out with the guiding principle that they should ensure that conditions are as similar as possible for both sides throughout the match.
- 6.2 Law 6.3 (Selection and preparation) shall apply with the following additions: Captains, Umpires and Groundsmen should co-operate to ensure that, prior to the start of any day's play, no-one bounces a ball on the pitch or strikes it with a bat to assess its condition or for any other reason, or causes damage to the pitch in any other way.
- 6.3 Law 6.5 – Non-turf pitches – will not apply. However, stitched hybrid pitch systems in which synthetic turf fibres (polyethylene or polypropylene, of beige and/or green colour) are inserted vertically into an entire soil pitch with established natural turf, shall be permitted. Fibre stitches should be at a mean square spacing of 18 to 22 mm parallel to the direction of play and over the whole pitch area as defined by Law 6.1.

7. LAW 7 – THE CREASES

- Law 7 shall apply with the following addition
- 7.1 Additional Crease Markings

As a guideline to the umpires for the calling of wide on the offside, the crease markings detailed in Appendix A shall be marked at each end of the pitch. Creases shall be remarked during the interval between innings and the break between matches.

8. LAW 8 – THE WICKET

Law 8 shall apply

9. LAW 9 – PREPARATION AND MAINTENANCE OF THE PLAYING AREA

- 9.1 All maintenance issues should be carried out with the guiding principle that they should ensure that conditions are as similar as possible for both sides throughout the match.
- 9.2 Law 9.1.3 shall not apply and is replaced by: A light roller must be available. Rollers heavier than 254kg are prohibited.

10. LAW 10 – COVERING THE PITCH

- 10.1 All maintenance issues should be carried out with the guiding principle that they should ensure that conditions are as similar as possible for both sides throughout the match, and in line with each venue's COVID guidelines for groundstaff.
- 10.2 Law 10.1 (Before the match) shall apply and accordingly, Umpires shall establish prior to the toss which method of covering of the match pitch shall be used during the course of the match.
- 10.3 Law 10.2 (During the match) and Law 10.3 (Removal of covers) shall be replaced by:
- 10.3.1 The whole pitch shall be covered:
- 10.3.1.1 The night before the match and, if necessary, until the first ball is bowled; and whenever necessary and possible at any time prior to that during the preparation of the pitch.
- 10.3.1.2 On each night of the match and, if necessary, throughout any rest days.
- 10.3.1.3 In the event of play being suspended on account of rain during the specified hours of play, and at lunch, tea and between innings on account of rain.
- 10.3.1.4 The covers shall be removed before 9.00am provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.
- 10.3.2 The following areas will be covered, in addition to the pitch as in 10.3.1 above, unless the Umpires determine otherwise:
- 10.3.2.1 The bowler's 'run up' to a distance of at least 10 yards. The width of the covering shall be determined by NCCA.
- 10.3.2.2 In addition to 10.3.2.1 and 10.3.2.2 further areas and in particular worn patches should, if possible and practicable, also be covered.
- 10.3.3 Covering During Play
- 10.3.3.1 In order to make play possible, the Umpires may decide to have particularly wet or muddy areas covered by mats or blankets whilst play is in progress.
- 10.3.3.2 Any pitch(es) being prepared for a future match may be protected by a porous mat in order to avoid unnecessary damage.

11. LAW 11 – INTERVALS

- 11.1 Interval between innings
- 11.1.1 There shall be a 30 minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.
- 11.1.2 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence after the interval.
- 11.1.3 The prescribed interval timing above may be reduced by the Umpires taking into account the intention of not having a prolonged interval after a lengthy interruption close to the conclusion of the innings of the team batting first. However, the minimum interval shall not be less than 10 minutes.

12. LAW 12 – START OF PLAY; CESSATION OF PLAY

- 12.1 Hours of Play

- 12.1.1 Normal hours of play for daytime matches will be 11.00am – 6.30pm.

Session 1: 11:00am – 2.30pm

Interval: 2:30pm – 3:00pm

Session 2: 3:00pm – 6:30pm

- 12.1.2 Up to 60 minutes of extra official playing time is allowed to make up for playing time lost .

- 12.1.3 A scheduled cessation time for each innings shall be fixed prior to its commencement by applying the provisions of 12.2 as appropriate.

- 12.1.4 Play may continue after the scheduled or re-scheduled close of play, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved. See Playing Condition 16 below.

12.2 Length of Innings

12.2.1 In Uninterrupted Matches:

- 12.2.1.1 Each team shall bat for 50 overs unless all out earlier.

- 12.2.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and Playing Condition 12.3 will apply.

- 12.2.1.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

- 12.2.1.4 If the team bowling second fails to bowl 50 overs by the scheduled time for the cessation of the second innings, the hours of play shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Playing Condition 12.3 shall apply.

12.2.2 Delayed or interrupted matches.

- 12.2.2.1 Any revision of the number of overs that may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason, shall take no account of the potential existence of a reserve day. To constitute a match, a minimum of 10 overs (20 overs in Semi-Finals and the Final) has to be bowled to the side batting second, unless a result has been achieved earlier. Where a reserve day exists, if it is not possible to constitute the match on the first scheduled day then it shall be continued on the reserve day. For the avoidance of doubt any previously effected reduction in the length of the innings in progress (and any applicable DLS target) will still apply at the start of the reserve day.

- 12.2.2.2 Delay or interruptions to the innings of the team batting first.

- 12.2.2.2.1 When playing time has been lost (see above) the revised number of overs to be bowled in the match shall be based on a rate of 4.2 mins per over in the total time available for play (that is, time already played added to time remaining though not including the time allocated to the interval).

Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.

The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. (Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half).

- 12.2.2.2.2 The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 4.2 mins per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play, and the duration of the interval will be taken into account.

If this calculation produces a close of play time that is earlier than the original time for cessation of play on the final scheduled day for play, then one additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly.

If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

12.2.2.2.3 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed, and Playing Condition 12.3 shall apply. In all reduced overs matches both teams will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 12.3 only – they do not influence the recalculated number of overs or the scheduled close of either innings.

12.2.2.3 Delay or interruptions to the innings of the team batting second.

12.2.2.3.1 When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4.2 mins per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

12.2.2.3.2 A rescheduled time for the close of play will be fixed by applying a rate of 4.2 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.) This calculation should not cause the match to finish earlier than the time that was set for the cessation of play at the commencement of the second innings.

The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

12.2.2.3.3 If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result achieved and Playing Condition 12.3 shall apply.

In all reduced overs matches the fielding team will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 12.3 only – they do not influence the recalculated number of overs or the scheduled close of play.

12.3 Over Rate Penalties

All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 30 minutes playing time. In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction area in 28.1.3 than would normally be the case in the Powerplay in progress at the time. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings. The full quota of overs will be completed.

If the innings is terminated before the scheduled or re-scheduled cut off-time, no over rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted, the scheduled cessation time for that innings. 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. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the

fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

Over-rate penalties apply only to innings of 15 overs or more duration unless a penalty has been applied before 15 overs have been bowled.

This is the only penalty for a slow over-rate.

13. LAW 13 – INNINGS

13.1 Law 13.1 shall be replaced by the following:

The match will consist of one innings per side each innings being limited to a maximum of 50 overs.

13.2 Number of Overs per Bowler

13.2.1 No bowler may bowl more than ten overs, however, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance – e.g. after 16 overs, rain interrupts play and the innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl 7 overs and three bowlers can bowl 6. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.

13.2.2 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

13.2.3 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

13.2.4 Where possible, the number of overs bowled by each individual bowler shall be indicated on the scoreboard, from the commencement of an innings.

14. LAW 14 – THE FOLLOW ON

Law 14 does not apply

15. LAW 15 – DECLARATION AND FORFEITURE

15.1 The Captain of the batting side may not declare his innings closed at any time during the course of a match.

16. LAW 16 – THE RESULT

16.1 Laws 16.1, 16.4 and 16.5.2 shall not apply.

16.2 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. In the event of the scores being tied, the following shall apply:

16.2.1 In a Group Stage match, no account shall be taken of wickets lost, the match is tied and each team shall be awarded one point.

16.2.2 The below applies in a tied match in the quarter final, semi final and/or final

16.2.3 In a quarter final, semi-final or final, the team losing the lesser number of wickets shall be the winner.

16.2.4 In a quarter final, semi-final or final, if the result cannot be decided by 16.2.3, the winner shall be the team with the higher score after 10 overs, or if still equal after 9 overs, or if still equal after 8 overs etc.

16.3 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum 20 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised target being calculated by the Duckworth Lewis Stern method. A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled then the

scores are tied (see 16.6, 16.7 and 16.8 below). If after the restart of play it is discovered that the wrong Duckworth Lewis Stern target has been set the faulty target shall stand.

- 16.4 If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 20 overs), the result shall be decided by the Duckworth Lewis Stern method.
- 16.5 In the event of the scores being tied in a quarter final, semi-final or final when the Duckworth Lewis Stern method has been used, no account shall be taken of wickets lost. The teams shall compete in a Super Over to determine the winner. The following procedure will apply should the provision for Super Over be adopted in any match.
- 16.5.1 Subject to weather conditions the Super Over will take place at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- 16.5.2 The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the umpires.
- 16.5.3 The umpires shall stand at the same end as that in which they finished the match.
- 16.5.4 In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- 16.5.5 Only nominated players for the main match excluding any player that has been replaced, and including any replacement players may participate in the Super Over. Should any player (including the batters and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
- 16.5.6 Any unserved Penalty time at the end of the main match shall be carried forward to the Super Over.
- 16.5.7 Each team's over is played with the same fielding restrictions as for the 3rd powerplay over in a normal NCCA One Day Trophy Match. (Maximum 5 fielders allowed outside of the 30 yard fielding circle)
- 16.5.8 The team batting second in the match will bat first in the Super Over.
- 16.5.9 The Umpires shall select a ball from the box of spare balls which shall be used for both overs of the Super Over. The ball to be used shall not be a new ball and should have the apparent wear characteristics of a ball that has had between 5 and 20 overs of usage. For the avoidance of doubt, a ball used in the main match shall not be used in the Super Over. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.
- 16.5.10 The loss of two wickets in the over ends the team's one over innings.
- 16.5.11 In the event of the teams having the same score after the Super Over has been completed, 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. Note that for this purpose, the runs scored from a delivery is 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.

Runs scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

- 16.5.12 If still equal, then another Super Over shall be played in accordance with 16.6.
- 16.6 Should a Super Over not be possible then the Captains may, if circumstances (outdoors or indoors) permit, agree (in case of disagreement the Umpires shall decide) to the following form of 'bowl-out' contest to achieve a result: Five players from each side will bowl over-arm two deliveries each at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 7). The first bowler from Team A will bowl two deliveries, then the first bowler from Team B will bowl two deliveries, then the second bowler from Team A will bowl two deliveries, and so on. The side which bowls down the wicket (as defined in Law 29.1) most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis (the order in which the bowlers bowl in the sudden death may differ from the first stage of the bowl out).

The following shall also apply in respect of 'bowl-outs':

- 16.6.1 The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval.
- 16.6.2 If a bowler bowls a 'no ball' it will count as one of his two deliveries but will not count towards the score of the team.
- 16.6.3 If the original match has started, the five cricketers to take part in the 'bowl-out' must be selected from the nominated players for the match excluding any player that has been replaced, and including any replacement players. If there has been no play in the original match (the toss has not taken place), the five cricketers may be selected from any of a County's registered cricketers.
- 16.6.4 Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.
- 16.7 Should neither a Super Over nor a bowl out be possible in a quarter final or semi final, the result shall be determined by the toss of a coin; in the final the trophy shall be shared.

17. LAW 17 – THE OVER

Law 17 shall apply

18. LAW 18 – SCORING RUNS

- 18.1 – Law 18.11 (Batter returning to original end)
Law 18.11.1 shall apply
- 18.2 – Law 18.12 (Batter returning to wicket he/she has left)
Law 18.12 shall apply with the exception of 18.12.1.1 which shall not apply

19. LAW 19 – BOUNDARIES

Law 19 shall apply

20. LAW 20 – DEAD BALL

Law 20 shall apply Either umpire shall immediately call and signal dead ball irrespective of the state of play. Runs completed, plus the run in progress, if the batters have crossed, shall be allowed.

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 1 run.
- 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.

22. 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.
- 22.3 A ball passing above head height of the striker standing upright at the popping crease is now a wide.

23 LAW 23 – BYE AND LEG BYE

Law 23 shall apply.

24 LAW 24 SUBSTITUTES

- 24.1 Law 24.1 (Substitute fielders) shall apply with the following additions:
 - 24.1.1 The opposing Captain shall have no right of objection to any player acting as a substitute.
 - 24.1.2 Squad members of the fielding team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).
- 24.2 Law 24.2 (Fielder absent or leaving the field of play) shall apply except:
 - 24.2.1 A player shall only accrue Penalty time if he is absent from the field for longer than 8 minutes. In such cases, the whole of the time that the player is absent from the field shall count as unserved Penalty time (though note 24.2.2 below).
 - 24.2.2 A player's unserved Penalty time shall be limited to a maximum of 90 minutes (refer Law 24.2.3).
- 24.3 A substitute shall be allowed by right immediately in the event of a dually registered cricketer currently playing in a NCCA County Championship match being required to join a First Class team. Such substitute shall be permitted to bat and bowl in that match. The cricketer who is substituted shall take no further part in that match even though he may not be required to play for the First Class county. If he is batting at the time he is required to leave the match, he shall retire "not out" and his substitute shall be permitted to bat later in that innings.

25 LAW 25 – BATTER'S INNINGS; RUNNERS

Law 25 shall apply; however note 24.2.2 above.

26 LAW 26 – PRACTICE ON THE FIELD

Law 26 shall apply with the following additions:

- 26.1 No practice shall be undertaken on a match pitch during its preparation period.
- 26.2 There shall be no bowling or batting practice on any part of the square or the area parallel to the match pitch during the hours of play except at lunch, tea and between innings.
- 26.3 Practice facilities – Prior to the day's play, all grounds are to provide a net for 'throw-downs' and either a dedicated grass net area or a net on the square. In addition, every effort should be made to provide practice facilities at other times when teams have the opportunity to practise.
- 26.4 Hitting Up
Teams are required to observe Ground Authority Regulations and exercise the utmost care and caution when engaging in practice and pre-match warm-up and 'hitting up' activities so as to avoid the risk of injury to members of the public, damage to the centre wicket region and to

perimeter fencing.

27 LAW 27 – THE WICKET-KEEPER

Law 27 shall apply.

28 LAW 28 – THE FIELDER

- 28.1 Restrictions on the placement of fieldsmen
 - 28.1.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.
 - 28.1.2 In addition to the restriction contained in clause 28.1.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.
 - 28.1.3 The following fielding restrictions shall apply: Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
At the instant of delivery:
 - 28.1.3.1 Powerplay 1 – no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
 - 28.1.3.2 Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive
 - 28.1.3.3 Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive
 - 28.1.3.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the following table. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

- 28.1.4 If play is interrupted during an innings and the table in 28.1.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.
Illustrations of 28.1.5
A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.
A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.
- 28.1.5 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- 28.1.6 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.
- 28.1.7 In the event of the striker's end Umpire failing to call and signal No Ball when the fielding restrictions in this playing condition have been breached or when Law 28.4 (Limitation of on side fielders) has been breached, immediately the ball becomes dead the striker may draw the matter to that Umpire's attention. If the striker's end Umpire is able to verify the breach he shall call and signal No Ball. If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.
- 29 LAW 29 – THE WICKET IS DOWN**
29.1 Law 29 shall apply
- 30 LAW 30 – BATSMAN OUT OF HIS/HER GROUND**
Law 30 shall apply
- 31 LAW 31 – APPEALS**
Law 31 shall apply with the following addition:
31.1 Intimidatory Appealing In the event of an appeal, all members of the fielding team must maintain their fielding positions until a decision is given, unless legitimately in the act of fielding or backing up the ball which is not yet dead. For the purposes of this playing condition, a referral to the third umpire will constitute a decision.
- 32 LAW 32 – BOWLED**
Law 32 shall apply.
- 33 LAW 33 – CAUGHT**
Law 33 shall apply (see Law 18 scoring runs)
- 34 LAW 34 – HIT THE BALL TWICE**
Law 34 shall apply.
- 35 LAW 35 – HIT WICKET**
Law 35 shall apply.
- 36 LAW 36 – LEG BEFORE WICKET**
Law 36 shall apply.
- 37 LAW 37 – OBSTRUCTING THE FIELD**
Law 37 shall apply.
- 38 LAW 38 – RUN OUT**
Law 38 shall apply.

39 LAW 39 – STUMPED
Law 39 shall apply.

40 LAW 40 – TIMED OUT
40.1 Law 40 shall apply

41 LAW 41 – UNFAIR PLAY

41.1 Law 41.3 (The match ball – changing its condition) shall be replaced by:

41.1.1 The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in 41.2.2.

41.1.2 It is an offence for any player to take any action which changes or which may be perceived as likely to change the condition of the ball.

Except in carrying out his normal duties, a batter is not allowed to wilfully damage the ball. See also Law 5.5 (Damage to the ball).

A fielder may, however

41.1.2.1 polish the ball on his clothing provided that no artificial substance or saliva is used and that such polishing wastes no time.

41.1.2.2 remove mud from the ball under the supervision of an umpire.

41.1.2.3 dry a wet ball on a piece of cloth that has been approved by the umpires.

41.1.3 The umpires shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in 41.2.2 or if the umpires consider that the condition of the ball is inconsistent with the use it has received.

The umpires shall then ask the captain of the opposing side if he would like the ball to be replaced. If necessary, in the case of the batting side, the batter at the wicket may deputise for their captain.

41.1.3.1 If a replacement ball is requested, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.

41.1.3.2 The umpires together shall decide whether they can identify the player(s) responsible for the unfair action.

41.1.4 Regardless of whether a replacement ball has been chosen to be used, if it is possible to identify the player(s) responsible, the bowler's end umpire shall:

a) Award 5 penalty runs to the opposing side.

b) if appropriate, inform the batter at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.

c) Inform the captain of the batting side as soon as practicable of what has occurred.

d) Together with the other umpire report the incident to ECB who shall take action as is appropriate against the player(s) and/or Captain and/or County responsible for the conduct under the ECB Directives.

41.1.5 Regardless of whether a replacement ball has been chosen to be used, if it is not possible to identify the player(s) responsible, the bowler's end umpire shall:

a) issue the captain with a first and final warning, and

b) advise him that the incident will be reported to NCCA and that should there be any further incident by that team during the remainder of the match, steps 41.1.4 a) to d) above will be adopted, with the captain deemed under d) to be the player responsible.

41.2 Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:

41.2.1 Regardless of how wide of the striker a delivery is, there shall be no more than two deliveries per over that after pitching pass or would have passed over shoulder height of the striker standing upright at the popping crease.

41.2.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batter at the wicket when a delivery within the limit in 41.3.1 has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

41.2.3 If a short pitched delivery either:

41.2.3.1 Passes or would have passed over head height of the striker standing upright at the popping crease, and in the umpire's opinion so prevents him from being able to hit it with his bat by means of a normal cricket stroke or;

41.2.3.2 Passes or would have passed over shoulder height of the striker standing upright at the popping crease, and in the umpire's opinion he is able to hit it with his bat by means of a normal cricket stroke or;

41.2.3.3 Passes over shoulder height of the striker standing upright at the popping crease and wide of the striker so that in the umpire's opinion he is unable to hit it with his bat by means of a normal cricket stroke and, although not necessarily threatening physical injury, is deemed dangerous in accordance with Law 41.6.1, it shall be considered as part of the warning sequence in Laws 41.6.3 and 41.6.4.

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

41.2.5 A delivery as described in 41.2.3.3, if not a No ball, shall be called and signalled wide. (Refer Law 22).

41.2.6 Law 41.6.5 shall not apply. Any warnings applied in Law 41.6.3 shall be added to any warnings applied in Law 41.7 and action taken according to Law 41.6.4.

41.3 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply with the following amendment:

41.3.1 Law 41.7.5 shall not apply. Any warnings applied in Law 41.7 shall be added to any warnings applied in Law 41.6.3 and action taken according to Law 41.7.4.

41.5 Electronic Equipment

With the exception of player movement technology the use of electronic communication devices and equipment of any kind which enables communication between on-field players and anyone not on the field of play shall not be permitted during the scheduled or re-scheduled hours of play.

42 LAW 42 – PLAYERS' CONDUCT

Law 42 shall apply with the following amendments:

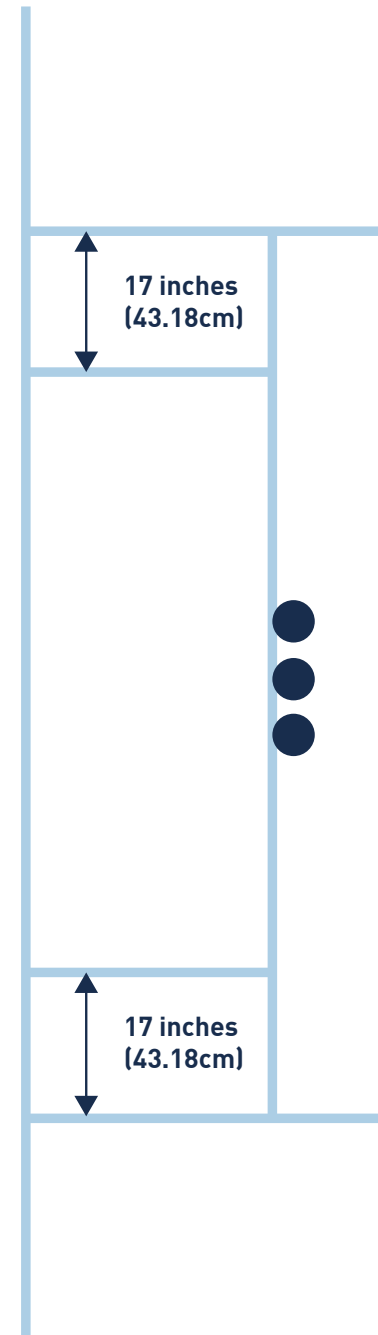
42.1 In Laws 42.1.4, 42.2.2.2, 42.3.2.2, the batters at the wicket may deputise for their Captain.

42.2 In Laws 42.1.4, 42.4.2.2, 42.5.2.2, a team representative may deputise for their Captain.

42.3 ECB Directives shall also apply as appropriate and as separately detailed.

Appendix A:

CREASE MARKINGS



3 DAY CHAMPIONSHIP PLAYING CONDITIONS

Except as varied hereunder in all NCCA competitions, the laws of cricket 2017 Code (2nd edition 2019) shall apply

1 LAW 1 – THE PLAYERS

- 1.1 Law 1.1 (Number of players) shall be replaced by: A match is played between two sides, each of eleven players, one of whom shall be captain. If, during the match and for whatever reason, a side is reduced to fewer than the original number of nominated players, the match shall continue as long as it is possible to do so under the Laws
- 1.2 Law 1.2 (Nomination and replacement of players) shall be replaced by: Each Captain shall nominate his players in writing to one of the umpires before the toss. No player may be replaced after the nomination of teams and before the Umpire has called Play without the consent of the opposing Captain (not to be unreasonably withheld) and NCCA Cricket Operations. No player may be replaced after the Umpire has called Play before the first ball of the match. After a Captain has nominated his players, it is discovered that someone who was not on the list has acted in the match as though a nominated player, then, if consent is not given by the opposing Captain for the original nomination to be changed, the offender shall take no further part in the match and no replacement, including the original nominated player shall be allowed.

2 LAW 2 – THE UMPIRES

- 2.1 Law 2.1 (Appointment and attendance) shall be replaced by: Two Umpires shall be appointed, one for each end to control the game as required by the Laws and Playing Conditions with absolute impartiality. They shall report themselves to the Ground Authority 75 minutes at the latest on the first day of the match and, by mutual agreement with each other, one Umpire shall report by 9.30am at the latest and the other by 10.00am on succeeding days. Before leaving the ground after Cessation of Play, the Umpires shall ensure that the minimum covering of the pitch and surrounding areas as laid down in the Playing Conditions, and any necessary renovation of foot holes, have been carried out to their satisfaction.
- 2.2 Law 2.7 – Fitness for play - shall apply with the addition that: The safety of all persons within the ground is of paramount importance to the NCCA. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any Umpire (including for example weather, pitch invasions, act of God, etc), then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the venue safety officer and/or the Umpire as the circumstances may require.
- 2.3 Law 2.8 – Suspension of play in dangerous or unreasonable circumstances shall apply with the following additions:
- 2.4.1 The Umpires shall disregard any shadow on the pitch from the stadium or from any permanent object.
- 2.4.2 Following any inspection, the Umpires will report their findings immediately to both Captains and to the Ground Authority.
- 2.5 Changing the Venue for the Match
The venue for a match may only be changed at short notice with the consent of NCCA Operations. Consideration will be given for a change of venue if the change will significantly improve the prospects of play or if there is a genuine concern over the original venue producing a substandard pitch or outfield.
It is the onus of the Home County to ensure that if there is a material likelihood that 72 hours prior to a scheduled match that a venue will be unable to stage any play over the scheduled term of the match due to the prevailing condition of the venue 72 hours prior to the scheduled

start of the match (including pitch and/or square and/or outfield) then an alternative venue must be identified under this playing condition and brought to the attention of the visiting County and NCCA and made available should playing conditions not improve.

The venue should preferably be within the County or a recognised venue used by the County in question. If no such venue is available then a neutral venue preferably within the Region of the originally scheduled match may be considered.

A change in venue is unlikely to be approved if it is considered to make an unreasonable request of the visiting team for logistical reasons. It is unlikely that a change of venue would be approved on the day the match is scheduled to take place.

- 2.6 Law 2.15 – Correctness of scores - shall apply. For the avoidance of doubt, a team innings score may only be corrected where necessary prior to the commencement of the subsequent team-innings of the match. See also Playing Conditions 3.2, 19.2 and Law 16.10.

3 LAW 3 – THE SCORERS

- 3.1 Law 3.2 – Correctness of scores - shall apply. For the avoidance of doubt, a team innings score may only be corrected where necessary prior to the commencement of the subsequent team-innings of the match. See also Playing Condition 2.7 and Law 16.10

4 LAW 4 – THE BALL

- 4.1 Balls to be used Grade 1 Dukes red cricket balls conforming to the specifications laid down by the NCCA, shall be used, and spare used balls for changing during a match shall also be of the same brand and specification. Spare balls may be of 2023 to 2025 manufacture. All spare balls shall pass both ring tests of the ball gauge. Except as provided for in Law 4.5 and 4.1.2, the fielding Captain, or his nominee, may select the ball with which he wishes to bowl which shall be from the whole of the supply of new balls provided by the Ground Authority. Such selection must take place in the presence of the Umpires, and the ball shall not be marked in any way.
- 4.2 Law 4.3 (New ball) shall not apply. A new ball shall be used at the start of each innings.
- 4.3 Law 4.5 (Ball lost or becoming unfit for play) shall apply with the addition that:
- 4.3.1 The Umpires may deem a ball that has become wet and soggy or unusually soft to be unfit for play. The Umpires alone will select the replacement ball from the supply of approved replacements and shall inform the batter at the wicket and the fielding captain. Either bowler or batter may raise the matter with the Umpires and the Umpires' decision as to a replacement or otherwise shall be final.
- 4.3.2 The Umpires may use a ball gauge to assist them in their decision as to whether a used ball should be changed because it is out of shape. They shall only do so should the ball visually appear to be out of shape. Additionally, the fielding Captain only may request that the Umpires check the shape of the ball a maximum of two occasions for each ball. If the ball does not pass both ring tests of the ball gauge, it shall be changed.
- 4.3.3 If a new ball is lost or becomes unfit within eight overs and there is no used spare ball available in a condition more in keeping with the original ball then the umpires may, at their absolute discretion, allow another new ball to be used as a replacement. If the original ball is found within a further six overs then it may be reused unless, in the opinion of the umpires, it is in a significantly better condition than the current ball.
- 4.3.4 The home side shall take full responsibility in providing spare balls for the match and should be of varying degrees of wear and tear. Spare balls must be provided to umpires at least 60 minutes prior to the start of play to be checked as suitable and pass both ring tests of the ball gauge
- 4.4 Law 4.4 shall not apply. A new ball can be demanded by the captain after 90 overs of the second innings. The umpire shall inform the other umpire and indicate to the batsmen and the scorers whenever a new ball is taken into play

5 LAW 5 – THE BAT

Law 5 shall apply with the addition that only Type A bats shall be used.

- 5.1 A bat gauge shall be used to check the measurements width and depth of bats. Any bats which fail the bat gauge test will have to be changed, NCCA will be informed of the breach and the Player will receive a Level 1. Players will be given an opportunity to retest the bat at the end of play or during an interval, but must be accompanied by the umpires. Players will not be allowed to test the bat on the field of play.

6 LAW 6 – THE PITCH

- 6.1 All maintenance issues should be carried out with the guiding principle that they should ensure that conditions are as similar as possible for both sides throughout the match.
- 6.2 Law 6.3 (Selection and preparation) shall apply with the following additions: Captains, Umpires and Groundsmen should co-operate to ensure that, prior to the start of any day's play, no-one bounces a ball on the pitch or strikes it with a bat to assess its condition or for any other reason, or causes damage to the pitch in any other way.
- 6.3 Law 6.5 – Non-turf pitches – will not apply

7 LAW 7 – THE CREASES

Law 7 shall apply

8 LAW 8 – THE WICKETS

Law 8 shall apply

9 LAW 9 – PREPARATION AND MAINTENANCE OF THE PLAYING AREA

- 9.1 All maintenance issues should be carried out with the guiding principle that they should ensure that conditions are as similar as possible for both sides throughout the match.
- 9.2 Law 9.1.3 shall not apply and is replaced by: A light roller must be available. If more than one roller is available, the captain of the batting side shall choose which roller, if any, is to be used. Before the toss, the umpires shall establish what rollers are available and shall advise the captains accordingly at the toss. The heavy roller shall only be allowed to be used twice in the match by either side.
- 9.3 Drying of Pitch and Ground
- 9.3.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the Groundsman. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the Groundsman, but the drying of the pitch shall be carried out only on the instructions and under the supervision of the Umpires. The Umpires shall be empowered to have the pitch dried without reference to the Captains at any time they are of the opinion that it is unfit for play.
- 9.3.2 The Umpires may instruct the Groundsman to use any available equipment, including any roller (other than an absorbent roller), for the purpose of drying the pitch and making it fit for play. An absorbent roller may be used to remove water from the covers including, where absolutely necessary, the cover on the match pitch.
- 9.3.3 Following the artificial drying of the pitch, the Captain of the batting side shall not have the right to select the roller prior to the resumption of play, but the Umpires may decide on the use of a roller if they think fit.

10 LAW 10 – COVERING THE PITCH

- 10.1 All maintenance issues should be carried out with the guiding principle that they should ensure that conditions are as similar as possible for both sides throughout the match.
- 10.2 Law 10.1 (Before the match) shall apply and accordingly, Umpires shall establish prior to the toss which method of covering of the match pitch shall be used during the course of the match.
- 10.3 Law 10.2 (During the match) and Law 10.3 (Removal of covers) shall be replaced by:
- 10.3.1 The whole pitch shall be covered:
- 10.3.1.1 The night before the match and, if necessary, until the first ball is bowled; and whenever necessary and possible at any time prior to that during the preparation of the pitch.
- 10.3.1.2 On each night of the match and, if necessary, throughout any rest days.
- 10.3.1.3 In the event of play being suspended on account of rain during the specified hours of play,

and at lunch, tea and between innings on account of rain.

- 10.3.1.4 The covers shall be removed before 9.00am provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.
- 10.3.2 The following areas will be covered, in addition to the pitch as in 10.3.1 above, unless the Umpires determine otherwise:
- 10.3.2.1 The bowler's 'run up' to a distance of at least 10 yards. The width of the covering shall be determined by NCCA.
- 10.3.2.2 In addition to 10.3.2.1 and 10.3.2.2 further areas and in particular worn patches should, if possible and practicable, also be covered.
- 10.3.3 Covering During Play
- 10.3.3.1 In order to make play possible, the Umpires may decide to have particularly wet or muddy areas covered by mats or blankets whilst play is in progress.
- 10.3.3.2 Any pitch(es) being prepared for a future match may be protected by a porous mat in order to avoid unnecessary damage.

11 LAW 11 – INTERVALS

11.1 Lunch Interval

- 11.1.1 The lunch interval on all days shall be 1.15pm – 1.55pm
- 11.1.2 Law 11.7 (Lunch or tea interval – 9 wickets down) shall apply except that the Lunch Interval shall be taken after a further three overs or ten minutes, whichever is later. If 87 or more overs of the first innings of either team have been bowled at the scheduled time for commencement of the Lunch Interval then unless play is suspended by reason of the weather or ground conditions play shall continue until the end of that innings and the Interval shall be rescheduled accordingly.

11.2 Tea Interval

- 11.2.1 The tea interval on all days shall be at 4:10pm – 4.30pm
- 11.2.2 If 85 or more overs of the first innings of either team have been bowled at the scheduled time for commencement of the Tea Interval then unless play is suspended by reason of the weather or ground conditions play shall continue until the end of that innings and the Interval shall be rescheduled accordingly.
- 11.2.3 If nine wickets are down at the scheduled or rescheduled time for the tea interval tea will not be taken until either 8 more overs have been bowled or until the end of the over that is in progress 30 minutes after the originally agreed time for tea whichever is the later, unless the players have cause to leave the field of play or the innings is completed earlier.

11.3 Timings of Intervals

- 11.3.1 Timing of the lunch and/or tea intervals may be varied by the umpires owing to the weather or the state of the ground but neither the luncheon nor the tea interval may be dispensed with. Where any intervals are rearranged the umpires shall give priority to ensuring that the sessions of play are as near equal as is practicable.

12 LAW 12 – START OF PLAY; CESSATION OF PLAY

12.1 Scheduled hours of play

- 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 5.15pm 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 Making up for lost time
- 12.2.1 Time lost on Days 1 and / or 2 will be aggregated and carried forward to the next day. For the avoidance of doubt, all calculations of time lost and overs to be made up shall be based on a rate of 3 minutes and 45 seconds (3.75 minutes) per over.

- 12.2.2 In the event of play being suspended on one or more occasions on the first or second day by reason of the weather or ground conditions the actual playing time lost shall be made good by extending the scheduled closing time, subject to a total maximum of 30 minutes or 8 overs whichever is the later, and subject also to the cut off time referred to hereafter. For clarity, 30 minutes equates to 8 overs at the rate of 3.75 minutes per over, and all such extensions shall be calculated on this basis.
- 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 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".
- 12.2.4 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
- 12.2.5 Laws 12.6 (Last hour of match – number of overs), 12.7 (Last hour of match – interruptions of play), 12.8 (Last hour of match – intervals between innings) shall apply with the following clarifications:
- 12.2.6.1 The last hour shall commence when one hour of playing time of the match remains.
- 12.2.6.2 On the last day, if 30 minutes or more lost time remains, 8 overs will be added to the minimum requirement of 84 overs to be completed prior to the last hour being called. The start time will be amended to 10:30. 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 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.
- 12.2.6.4 If, however, both captains (the batsmen at the wicket may act for their captain) accept that there is no prospect of either side achieving a victory, they may agree to finish the match at any time after the scheduled time for the commencement of the last hour has been reached (regardless of the number of overs remaining to be bowled).
- 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. All such calculations are based on the standard calculation of 3.75 minutes per over.

- 12.2.8 With the exception of the circumstances in 12.2.6, there shall be no further play on any day, other than the last scheduled day, if a wicket falls or a batsman retires or if the players have occasion to leave the field during the last minimum over within 3 minutes of the scheduled or re-scheduled cessation time or thereafter.
- 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. All such calculations are based on the standard calculation of 3.75 minutes per over.
- 12.2.10 A previously started over that has to be completed on resumption of a new day's play shall be disregarded in calculating minimum overs for that day.
- 12.2.11 The scoreboard shall show:
The number of completed overs bowled in the current innings shall be shown on the scoreboard. If possible, the minimum number of overs remaining to be bowled in the day shall also be shown.
- 12.3. 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 and/or umpires as the case may be shall 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 3 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).
- 12.4 Ringing of the Bell
The bell will be rung five minutes before the start of play and before the termination of an interval, when the Umpires shall go to the wickets.
- 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 batter 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 – (wkts 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 bowled 43.2 overs from 11:00-14:17 and took 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.

13 LAW 13 – INNINGS

13.1 Duration

13.1.1 Matches shall be of two innings per side and scheduled to be of three days' duration. The first innings of each team shall be limited to a maximum of 90 overs.

13.2 ECB Fast Bowling Guidelines (as varied from time to time) shall apply. It shall be the responsibility of the Captain of any player to whom the ECB Fast Bowling Guidelines apply to inform the Umpires of such and to apply the Guidelines.

Any deviation from the Fast Bowling Guidelines shall have no implications on the course of the match or competition in question.

14 LAW 14 – THE FOLLOW-ON

Law 14 shall apply even if the team batting second are not all out in their allocated overs or have declared their innings.

15 LAW 15 – DECLARATION AND FORFEITURE

15.1 Extraordinary Declarations

An Extraordinary Declaration for the purposes of this rule is usually a declaration aimed primarily at denying the bowling side the opportunity to acquire further bonus points in that innings, but without enhancing the batting side's prospects of winning or saving the match. Such a declaration may, depending on the particular circumstances, be deemed as bringing the game into disrepute, penalties for which may include the deduction of points from the offending team.

A captain who is contemplating a declaration which has potential to be deemed an Extraordinary Declaration may, if he wishes, first approach the Officiating Umpires, providing due notice of his intention, in order to request an indicative ruling as to whether or not such a declaration is likely to be deemed an Extraordinary Declaration with the potential for bringing

the game into disrepute.

The Officiating Umpires shall then request advice from NCCA Cricket Operations (Richard Logan) who will (in liaison with the Cricket Discipline Commission and time permitting) provide an indicative ruling to the captain. NCCA Cricket Operations may ask the Match Referee, or appoint an official to such matches where no Match Referee is available, to facilitate good communication between all relevant parties.

16 LAW 16 – THE RESULT

16.1 Law 16 shall apply with the exception of Law 16.4 (Matches in which there is an agreement shall not apply)

16.2 Scoring of Points – National Counties Championship

16.2.1 For a win, 16 points, plus any points scored in the first innings.

16.2.2 In a tie, each side will receive 8 points, plus any points scored in the first innings.

16.2.3 In a drawn match, each side will receive 4 points, plus any points scored in the first innings (see also paragraph 16.2.5).

16.2.4 First Innings Points (awarded only for performances in the overs of each first innings and retained whatever the result of the match).

16.2.4.1 First innings bonus points

Runs Scored	Bonus Points	Wickets Taken	Bonus Points
175-224	1	3	1
225-274	2	5	2
275-324	3	7	3
325+	4	9	4

For the avoidance of doubt, "wickets taken" shall relate exclusively to a batter dismissed under Laws 32 to 40 inclusive and to a batter retired out.

If penalty runs are awarded to a team which at that time had faced less than 90 overs in their first innings, or completed their first innings before they had faced 90 overs, those penalty runs will be considered as counting towards the total as far as the award of bonus points is concerned.

If penalty runs are awarded to a team which had already faced 90 overs or more in their first innings, or had previously completed their first innings after they had faced 90 overs, those penalty runs will not be considered as counting towards the total as far as the award of bonus points is concerned.

16.2.5 If a match is abandoned before the first innings of the side batting second commences, each side will receive eight points.

16.2.6 In the event of a match being abandoned due to a pitch that has been rated unfit in accordance with pitch regulations, the visiting team shall be awarded 16 points plus bonus points already achieved or 20 points whichever is the greater at the time of abandonment. The home team shall be awarded 0 points and any bonus points already achieved shall be rescinded. The visiting team shall be credited with a win and the home team a loss for tiebreaker purposes. Note that this does not preclude further action being taken against the home team through the disciplinary process. For the avoidance of doubt, over-rate penalties shall apply.

16.3 Competition Structure NCCA Championship

16.3.1 Group Stage

16.3.1.1 The 20 National Counties will be split into 2 sections, East and West. Each section will have a Division 1 and 2.

16.3.1.2 The county finishing bottom of Divisions 1 will be relegated to Division 2 for the following season

16.3.1.3 The county finishing top of Divisions 2 will be promoted to Divisions 1 for the following season

16.3.1.4 Should any teams in a Division be equal on points when all matches have been completed, the following tie-breakers will be applied in the order stated: most wins, fewest losses, team achieving most points in contests between teams level on points, most wickets taken, most

- runs scored.
- 16.4 The top teams in Divisions 1 shall compete in a 4-day match for the National Counties Championship Trophy. If the match is drawn or tied, the trophy shall be shared.
- 17 LAW 17 – THE OVER**
Law 17 shall apply
- 18 LAW 18 – SCORING RUNS**
Law 18 shall apply
- 19 LAW 19 – BOUNDARIES**
Law 19 shall apply
- 20 LAW 20 – DEAD BALL**
Law 20 shall apply Either umpire shall immediately call and signal dead ball irrespective of the state of play. Runs completed, plus the run in progress, if the batters have crossed, shall be allowed.
- 21 LAW 21 – NO BALL**
Law 21 shall apply with the following additions:
- 21.1 Law 21.1 (Mode of Delivery) - there shall be no special agreement under Law 21.1.2 that a ball may be delivered underarm.
- 21.2 Law 21.2 (Fair Delivery – the Arm) and 21.3 (Ball thrown or delivered underarm – action by umpires) shall be read in conjunction with the ECB Regulations for the Review of Bowlers reported with Suspected Illegal Bowling Actions.
- 21.3 Law 21.3 (Penalty for a No ball) shall apply except that the penalty for a No Ball will be 2 runs. In the event of the striker's end Umpire failing to call and signal No Ball when Law 28.4 (Limitation of onside fielders) has been breached, immediately the ball becomes dead the striker may draw the matter to that Umpire's attention.
If the striker's end Umpire is able to verify the breach he shall call and signal No Ball. If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.
- 22 LAW 22 – WIDE BALL**
Law 22 shall apply but in addition:
- 22.1 For bowlers attempting to utilise the rough outside a batter's leg stump, not necessarily as a negative tactic, the strict Limited Over Wide interpretation shall be applied.
- 22.2 For bowlers whom Umpires consider to be bowling down the leg side as a negative tactic, the strict Limited Over Wide interpretation shall be applied.
- 22.3 A ball passing above head height of the striker standing upright at the popping crease is now a wide.
- 23 LAW 23 – BYE AND LEG BYE**
Law 23 shall apply.
- 24 LAW 24 SUBSTITUTES**
- 24.1 Law 24.1 (Substitute fielders) shall apply with the following additions:
- 24.1.1 The opposing Captain shall have no right of objection to any player acting as a substitute.
- 24.1.2 Squad members of the fielding team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).
- 24.2 Law 24.2 (Fielder absent or leaving the field of play) shall apply except:
- 24.2.1 A player shall only accrue Penalty time if he is absent from the field for longer than 8 minutes. In such cases, the whole of the time that the player is absent from the field shall count as unserved Penalty time (though note 24.2.2 below).
- 24.2.2 A player's unserved Penalty time shall be limited to a maximum of 120 minutes (refer Law

- 24.2.3).
- 24.3 A substitute shall be allowed by right immediately in the event of a dually registered cricketer currently playing in a NCCA County Championship match being required to join a First Class team. Any such substitute shall be permitted to bat and bowl in that match. The cricketer who is substituted shall take no further part in that match even though he may not be required to play for the First Class county. If he is batting at the time he is required to leave the match, he shall retire "not out" and his substitute shall be permitted to bat later in that innings. The substitute must have been registered for the National County before the start of the fixture in question.
- 25 LAW 25 – BATTER'S INNINGS; RUNNERS**
Law 25 shall apply; however note 24.2.2 above.
- 26 LAW 26 – PRACTICE ON THE FIELD**
Law 26 shall apply with the following additions:
- 26.1 No practice shall be undertaken on a match pitch during its preparation period.
- 26.2 There shall be no bowling or batting practice on any part of the square or the area parallel to the match pitch during the hours of play except at lunch, tea and between innings.
- 26.3 Practice facilities – Prior to the day's play, all grounds are to provide a net for 'throw-downs' and either a dedicated grass net area or a net on the square. In addition, every effort should be made to provide practice facilities at other times when teams have the opportunity to practise.
- 26.4 Hitting Up
Teams are required to observe Ground Authority Regulations and exercise the utmost care and caution when engaging in practice and pre-match warm-up and 'hitting up' activities so as to avoid the risk of injury to members of the public, damage to the centre wicket region and to perimeter fencing.
- 27 LAW 27 – THE WICKET-KEEPER**
Law 27 shall apply.
- 28 LAW 28 – THE FIELDER**
Law 28 shall apply with the following additions:
- 28.1 In order to eliminate any waste of playing time caused by the removal from the field of fieldsmen's protective equipment other than helmets (e.g. shin pads, etc.) such equipment, once taken on to the field, must be worn until the fall of a wicket or until the next interval. The exchanging of equipment between members of the fielding side on the field shall be permitted, provided that the Umpires do not consider that it constitutes a waste of playing time.
- 28.2 Umpires are not to hold helmets or any fielder's clothing or equipment.
- 28.3 Head Protector Regulations shall apply. If the non-striker chooses not to wear his helmet, he must carry it personally all the time while play is in progress.
- 28.4 A batsman may only change an item of protective equipment at the fall of a wicket or at the next interval, unless the equipment is clearly damaged or unserviceable and then only with the approval of the Umpires.
- 29 LAW 29 – THE WICKET IS DOWN**
29.1 Law 29 shall apply
- 30 LAW 30 – BATTER OUT OF HIS/HER GROUND**
Law 30 shall apply
- 31 LAW 31 – APPEALS**
Law 31 shall apply with the following addition:
- 31.1 Intimidatory Appealing In the event of an appeal, all members of the fielding team must maintain their fielding positions until a decision is given, unless legitimately in the act of fielding or backing up the ball which is not yet dead. For the purposes of this playing condition, a referral to the third umpire will constitute a decision.

- 32 LAW 32 – BOWLED**
Law 32 shall apply.
- 33 LAW 33 – CAUGHT**
Law 33 shall apply.
- 34 LAW 34 – HIT THE BALL TWICE**
Law 34 shall apply.
- 35 LAW 35 – HIT WICKET**
Law 35 shall apply.
- 36 LAW 36 – LEG BEFORE WICKET**
Law 36 shall apply.
- 37 LAW 37 – OBSTRUCTING THE FIELD**
Law 37 shall apply.
- 38 LAW 38 – RUN OUT**
Law 38 shall apply.
- 39 LAW 39 – STUMPED**
Law 39 shall apply.
- 40 LAW 40 – TIMED OUT**
Law 40 will apply except that the incoming batter must be in position to take guard or for his partner to be ready to receive the next ball within 2 minutes 30seconds of the fall of the previous wicket or the retirement of a batsman.
- 41 LAW 41 – UNFAIR PLAY**
- 41.1 Law 41.3 (The match ball – changing its condition) shall be replaced by:
- 41.1.1 The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in 41.2.2.
- 41.1.2 It is an offence for any player to take any action which changes or which may be perceived as likely to change the condition of the ball.
Except in carrying out his normal duties, a batter is not allowed to wilfully damage the ball. See also Law 5.5 (Damage to the ball).
A fielder may, however
- 41.1.2.1 polish the ball on his clothing provided that no artificial substance or saliva is used and that such polishing wastes no time.
- 41.1.2.2 remove mud from the ball under the supervision of an umpire.
- 41.1.2.3 dry a wet ball on a piece of cloth that has been approved by the umpires.
- 41.1.3 The umpires shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in 41.2.2 or if the umpires consider that the condition of the ball is inconsistent with the use it has received.
The umpires shall then ask the captain of the opposing side if he would like the ball to be replaced. If necessary, in the case of the batting side, the batter at the wicket may deputise for their captain.
- 41.1.3.1 If a replacement ball is requested, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.
- 41.1.3.2 The umpires together shall decide whether they can identify the player(s) responsible for the unfair action.
- 41.1.4 Regardless of whether a replacement ball has been chosen to be used, if it is possible to identify the player(s) responsible, the bowler's end umpire shall:

- a) Award 5 penalty runs to the opposing side.
- b) if appropriate, inform the batter at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.
- c) Inform the captain of the batting side as soon as practicable of what has occurred.
- d) Together with the other umpire report the incident to ECB who shall take action as is appropriate against the player(s) and/or Captain and/or County responsible for the conduct under the ECB Directives.
- 41.1.5 Regardless of whether a replacement ball has been chosen to be used, if it is not possible to identify the player(s) responsible, the bowler's end umpire shall:
- a) issue the captain with a first and final warning, and
- b) advise him that the incident will be reported to NCCA and that should there be any further incident by that team during the remainder of the match, steps 41.1.4 a) to d)above will be adopted, with the captain deemed under d) to be the player responsible.
- 41.2 Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:
- 41.2.1 Regardless of how wide of the striker a delivery is, there shall be no more than two deliveries per over that after pitching pass or would have passed over shoulder height of the striker standing upright at the popping crease.
- 41.2.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batsmen at the wicket when a delivery within the limit in 41.3.1 has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.
- 41.2.3 If a short pitched delivery either:
- 41.2.3.1 Passes or would have passed over head height of the striker standing upright at the popping crease, and in the umpire's opinion so prevents him from being able to hit it with his bat by means of a normal cricket stroke or;
- 41.2.3.2 Passes or would have passed over shoulder height of the striker standing upright at the popping crease, and in the umpire's opinion he is able to hit it with his bat by means of a normal cricket stroke or;
- 41.2.3.3 Passes over shoulder height of the striker standing upright at the popping crease and wide of the striker so that in the umpire's opinion he is unable to hit it with his bat by means of a normal cricket stroke and, although not necessarily threatening physical injury, is deemed dangerous in accordance with Law 41.6.1, it shall be considered as part of the warning sequence in Laws 41.6.3 and 41.6.4.
- 41.2.4 A delivery as described in 41.2.3.1 shall be called wide ball in accordance with Law 21.10.
- 41.2.5 A delivery as described in 41.2.3.3, if not a No ball, shall be called and signalled wide. (Refer Law 22).
- 41.2.6 Law 41.6.5 shall not apply. Any warnings applied in Law 41.6.3 shall be added to any warnings applied in Law 41.7 and action taken according to Law 41.6.4.
- 41.3 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply with the following amendment:
- 41.3.1 Law 41.7.5 shall not apply. Any warnings applied in Law 41.7 shall be added to any warnings applied in Law 41.6.3 and action taken according to Law 41.7.4.
- 41.5 Electronic Equipment
With the exception of player movement technology the use of electronic communication devices and equipment of any kind which enables communication between on-field players and anyone not on the field of play shall not be permitted during the scheduled or re-scheduled hours of play.
- 42 LAW 42 – PLAYERS' CONDUCT**
Law 42 shall apply with the following amendments:
- 42.1 In Laws 42.1.4, 42.2.2.2, 42.3.2.2, the batters at the wicket may deputise for their Captain.
- 42.2 In Laws 42.1.4, 42.4.2.2, 42.5.2.2, a team representative may deputise for their Captain.
- 42.3 ECB Directives shall also apply as appropriate and as separately detailed.



www.nationalcountiesca.co.uk