



NCCA 2021 SEASON

# NCCA GENERAL COMPETITION RULES

1. There shall be two competitions: Championship and One Day Trophy
2. **MANAGEMENT**
  - 2.1 Control of the competitions shall be undertaken by National Counties Cricket Association Ltd acting by its board of directors (NCCA) and all decisions relating to these rules or to matches played in the competition shall be final and binding on all concerned.
  - 2.2 NCCA retains ultimate discretion over the Regulations for NCCA Competitions and Playing Conditions and shall be entitled at any time to amend, vary, or add to them on reasonable notice to interested parties as well as in exceptional or urgent circumstances when they shall be entitled to do so immediately upon notification to the interested parties. In the event that any such decision is made on the day of or during a match in relation to which a referee has been appointed the decision shall be notified to the referee who shall give the notification to the interested parties.
  - 2.3 In the case of exceptional or urgent circumstances as referred to in 2.2 the powers of NCCA may be exercised on its behalf by the Operations Director, or if he is not available or is conflicted, by the Chairman or by a Director nominated by the Chairman.
3. **QUALIFICATION OF PLAYERS**
  - 3.1. The ECB Regulations governing the Qualification and Registration of cricketers in First Class County Cricket shall apply to all competitions.
  - 3.2. No player 'not qualified for England' shall be eligible to participate in the competitions.
  - 3.3. Each county shall be restricted to playing in any one match not more than one current or former first class player who has played a total of 40 or more games consisting of any of the following: First Class County Championship matches, List A Games, Test matches home and abroad, representative matches home and abroad recognized as First Class matches, and First Class matches abroad. (For clarity: matches involving University teams do not count toward the total, regardless of which side the player was representing.)
  - 3.4. A player shall only be eligible to play for one county in NCCA competitions in any one season whether in the same or different competitions.
  - 3.5. No player who during the current season is or has been registered for a First Class County shall be eligible to participate:
    - (i) in the third or fourth Championship match or the Championship Final unless he was registered for the National County at least 14 clear days prior to the date scheduled for the first day of that county's third Championship match;
    - (ii) in the Quarter Final, Semi Final or Final of the One Day Trophy unless he was registered for that County at least 14 clear days prior to the date scheduled for that county's third Group Stage match in the relevant Competition.
  - 3.6. Additionally, no player who was over 25 years of age on 1st April shall be eligible to play in the Quarter Final, Semi Final and Final of the One Day Trophy unless he was registered for that County at least 14 clear days prior to the date scheduled for that county's third Group Stage match in the relevant Competition.
  - 3.7. The overriding discretion of NCCA shall also apply to these exceptions.
4. **PARTICIPATION**

Players must participate throughout any match for which they are selected unless prevented from doing so by a genuine and unforeseen emergency. Specifically, no player may play in another match during a Championship or One Day Trophy match, if this prevents him from participating fully in that match.

5. **PENALTIES FOR BREACHES OF RULES 3 AND 4**

The following penalties shall apply to any county which is found to have contravened Rule 3 or Rule 4:

  - 5.1. Championship – forfeiture of all points gained in the match.
  - 5.2. One Day Trophy – the county shall be deemed to have lost that match and their opponents shall be deemed to have won it unless they too are in contravention of this rule. Such matches shall be ignored when calculating net run rate unless the original result was a win by a side not in contravention of this rule.
6. **MATCH OFFICIALS**
  - 6.1. The arrangements for the selection and appointment of umpires shall be in the hands of ECB.
  - 6.2. NCCA may, in its absolute discretion, appoint a match referee for any match in any competition, as it considers appropriate. Match referees will act as instructed by the Board.
  - 6.3. Each County shall provide a scorer for each match.
  - 6.4. For One Day Trophy matches, all Counties will use Duckworth/Lewis/Stern integrated with PCS Pro Scorer. A printer will be made available by the home counties in order to produce the Par Score for Target sheets.
  - 6.5. NCCA shall be responsible for making a printer available for the Final.
7. **ADMINISTRATION**
  - 7.1. At the end of each match both scorers shall complete and agree an on-line official result sheet which the home county shall send to the Operations Director within 24 hours.
  - 7.2. After each match, each captain shall submit an assessment report on the on-line form provided.
  - 7.3. After each match, the umpires shall submit a joint match report on the on-line form provided.
  - 7.4. Reports must be received by the Operations Director within 3 days of the conclusion of the match; counties who do not meet this requirement shall be subject to a financial penalty as decided from time to time by NCCA.
8. **VENUE BECOMING UNFIT**

In the event of it becoming apparent before a match commences that no play will be possible because the ground and/or pitch are unfit, an alternative venue shall be permissible, subject to the agreement of both counties.
9. **ECB DIRECTIVES**

The ECB directives relating to fast bowling and the wearing of protective equipment by young players shall apply in all matches.
10. **LAW 21.2 – FAIR DELIVERY – THE ARM**

The principles set out in the 'Procedure to address a suspect bowling action in NCCA Competitions' shall apply to all matches. This procedure, to be followed by umpires and the competition organizers, is appended to this document.
11. **GROUND ADMISSION**

The home county shall be responsible for the match arrangements and shall retain any gate receipts. The home county or the club whose ground is being used for any match may at its discretion charge for admission and/or parking, but members of NCCA and participating counties shall be admitted free of charge upon production of evidence of membership.
12. **CODE OF CONDUCT AND DISCIPLINARY PROCEDURES**

The NCCA Code of Conduct and Disciplinary Procedure shall apply to all matches.

## CHAMPIONSHIP

- 1. TITLE**

The title of the competition shall be the NCCA County Championship. The name of a sponsor may be incorporated in the title.
- 2. COMPETITION STRUCTURE**

The counties participating in the Championship shall be placed in four Divisions, Eastern Divisions 1 and 2 and Western Divisions 1 and 2. Each County shall play four three day matches against the other counties within its division, 2 at home and 2 away. Fixture dates shall be set by NCCA but, with the exception of the final round of matches, these may be adjusted by mutual agreement of the counties involved, subject to the approval of NCCA.
- 3. POINTS SCORING**
  - 3.1. For a win in a two innings match, sixteen points, together with any bonus points scored in the first innings. The losing side shall retain any bonus points it has gained, but shall receive no other points.
  - 3.2. In a tied match, all relevant innings having been completed, each side shall receive eight points, together with any bonus points scored in the first innings.
  - 3.3. In a drawn match, each side to score four points, together with any bonus points scored in the first innings.
  - 3.4. If the scores are equal in a drawn match, the side batting in the fourth innings shall receive eight points, plus any points scored in the first innings. The other side shall receive four points, together with any bonus points scored in the first innings.
  - 3.5. A maximum of 4 first innings batting points shall be awarded on the basis of one point at each of the following totals: 175, 225, 275 and, 325.
  - 3.6. A maximum of 4 first innings bowling points shall be awarded on the basis of one point each for the 3rd, 5th, 7th and 9th wicket actually taken.
  - 3.7. If play has not commenced before 4.40pm on the second day a one-innings match shall be played and no first innings points shall be scored. The side winning on the one innings shall score 12 points, and the losing side 4 points. In a tie each side shall score 8 points. In the event of a draw in a one-innings match in which both sides have batted a minimum of 20 overs each, unless a side is dismissed in fewer overs, the points awarded shall be 8 points each but if both sides have not batted a minimum of 20 overs, unless a side is dismissed in fewer overs, both sides shall score 6 points.
  - 3.8. A two-innings match shall count as a No Result Match if it is abandoned before the first innings of the side batting second has started. Each side shall receive 8 points and no bonus points shall be awarded.
  - 3.9. Points shall be deducted for slow over rates in accordance with Rule 4.
  - 3.10. No bonus points shall be awarded in the Final.
- 4. PENALTIES FOR SLOW OVER RATES**
  - 4.1. 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 17 overs per hour.
  - 4.2. For rates of 16 or above, but below 17, there shall be a deduction of 2 points, and for rates below 16, 5 points.
  - 4.3. In making the calculations umpires shall make allowances as follows: (i) 3 minutes for each wicket taken which results in the subsequent batsman immediately commencing his innings (for the avoidance of doubt, no allowance shall be given for the final wicket in an innings or for a wicket that falls immediately prior to an interval or a declaration); (ii) a full allowance for time lost, this latter, however, to apply only where such a single stoppage is of three minutes or greater duration. The umpires shall note any such stoppages and notify the scorers and Match Referee (if any) at the conclusion of an innings. In calculating over rates those overs bowled during the last scheduled hour of the match shall be excluded. No time allowances shall be made for drinks intervals.

- 5. DIVISIONAL WINNERS**
  - 5.1. The counties which shall have obtained the greatest number of points shall be the winners of each Division.
  - 5.2. If two or more counties in a Division are equal on points, preference shall be given to that county which shall have won the greater number of completed matches.
  - 5.3. If two or more counties in a Division are equal on points and have also won the same number of completed matches, their positions in the table shall be based on the higher net run rate. Note. 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. All the team's matches in the Championship, except for No Result Matches will count for the purposes of net run rate. For the avoidance of doubt: the calculation shall be based on the number of legitimate balls received and bowled.
- 6. CHAMPION COUNTY, PROMOTION AND RELEGATION**
  - 6.1. The two counties which have won Eastern Division 1 and Western Division 1 shall play each other in a 4-day match ("the Final") to decide the Championship, on a ground chosen by NCCA. The side which wins the match outright shall become champions. In the event of the match being drawn the Championship shall be shared. The conditions for the generality of matches shall apply to the Final save where special overriding conditions relating to the Final are contained in the Playing Conditions.
  - 6.2. The Winners of Eastern Division 2 and Western Division 2 shall be promoted to their respective Division 1. The teams finishing in fifth position in Eastern Division 1 and Western Division 1 shall be relegated to their respective Division 2. The finishing orders shall be decided as specified in Section 5 above.
- 7. MATCH BALLS**
  - 7.1. Grade 1 cricket balls conforming to the specifications laid down by NCCA shall be used, and spare balls for changing during a match shall be of the same brand. Before the toss the home county shall supply the umpires with at least eight approved new balls and at least 6 spare balls of varying ages and use.

## ONE DAY TROPHY

- 1. TITLE**

The title of the Competition shall be the NCCA One Day Trophy. The name of a sponsor may be incorporated in the title.
- 2. COMPETITION STRUCTURE**
  - 2.1. 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.
  - 2.2. 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.
  - 2.3. 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.
  - 2.4. **Net Run Rate**
    - 2.4.1. 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.

- 2.4.2 Only those matches where results are achieved will count for the purpose of net run rate calculations.
- 2.4.3 Where a match is abandoned, but a result is achieved under Duckworth/Lewis, 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.
- 2.4.4 Where a match is concluded but with Duckworth/Lewis 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.
- 2.5 The four group winners (who shall each receive a home draw) 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 by an open draw prior to the start of the season.
- 2.6 All matches shall be played on the dates specified by NCCA.
- 2.7 No matches shall have a Reserve Day except for the Final. However, the two counties participating in a Semi Final may agree that, if conditions of ground, weather and light render it impossible to achieve a result on the scheduled day, the match will be rescheduled to a mutually agreed date. This agreement must be reached and approval for the fall-back date obtained from NCCA before the date originally specified for the match to be played. The counties involved shall be responsible for meeting all the costs of any such rescheduled match.
- 2.8 The home county shall be responsible for the match arrangements and shall retain any gate receipts.
- 2.9 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.

### 3 Equipment and Clothing

- 3.1 White balls conforming to the specifications laid down by NCCA shall be used and spare balls for changing during a match shall be of the same brand. Before the toss for innings in the first match of the day, the home county shall supply the umpires with at least six approved new balls and at least 6 spare balls of varying ages and use. NCCA shall provide new and spare balls for the Final.
- 3.2 Sight Screens shall be black.
- 3.3 Players shall wear coloured clothing.

## NCCA CODE OF CONDUCT and DISCIPLINARY PROCEDURE

This Code of Conduct incorporates the Spirit of Cricket, as set out in the current edition of the 2017 Code of the Laws of Cricket. It applies to all matches played under the auspices of NCCA.

- (i) The captains are responsible at all times for ensuring that play is conducted within the Spirit of Cricket as well as within the Laws of Cricket and the Rules of NCCA.
- (ii) Players and club officials must at all times accept the umpire's decision. Players and club officials must not show dissent at the umpire's decision or react in a provocative or disapproving manner towards an umpire at any time. Club officials must not make direct or indirect comments to or about umpires which are insulting, offensive or intimidatory nor should they make comments to the umpires or make public comment about an umpire's performance or decisions save that they may make such comments in the confidential match report submitted to NCCA. Any such breach reported to NCCA shall be dealt with by the NCCA Cricket Committee who shall make their recommendation to the NCCA Board who will be empowered to impose such penalties (if any) as may be considered appropriate.
- (iii) Players and club officials shall not intimidate, assault, or attempt to intimidate or assault, an umpire, another player or a spectator.

- (iv) Players and club officials shall not use crude and/or abusive language, (known as sledging), nor make offensive gestures or hand signals nor deliberately distract an opponent.
- (v) Players and club officials shall not use or in any way be concerned in the use or distribution of illegal drugs.
- (vi) Clubs must take adequate steps to ensure the good behaviour of their members and supporters towards players and umpires.
- (vii) Players and club officials shall not disclose, or comment upon, any alleged breach of this code or upon the hearing, report or decision arising from such breach.
- (viii) Players and club officials shall not make any public or press comment which is detrimental to NCCA, member clubs or the game in general.
- (ix) In the event of an appeal all members of the fielding side, unless legitimately in the act of fielding or backing up a ball which is not yet dead, must maintain their fielding positions until a decision has been given.

### PENALTIES AND SUSPENSIONS

#### 1.1. Penalties

- 1.1.1. A player who commits two level 1 breaches in a three year rolling period will receive an automatic 1 match suspension. The three year period shall be deemed to commence on the day the first counting breach occurred.
- 1.1.2. A player who commits one level 2 breach will receive an automatic 1 match suspension.
- 1.1.3. A player who commits 2 level 2 breaches within a 2 year rolling period will receive an automatic 2 match suspension. Further such breaches within the 2 year period will result in an additional 2 match suspension for each additional breach within that period. The 2 year period shall be deemed to commence on the day on which the first counting breach occurred.
- 1.1.4. A player who commits a level 3 breach shall be suspended by NCCA for not less than 3 and not more than 6 matches as the Cricket Committee (defined below) considers appropriate. The Cricket Committee shall decide to which competitions any such suspension shall apply.
- 1.1.5. A player who commits a level 4 breach shall be suspended by NCCA either sine die or for such lesser period as the Cricket Committee considers appropriate but being not less than 6 matches. The Cricket Committee shall decide to which competitions any such suspension shall apply.
- 1.1.6. Any complaint upheld against a Club Official will be reported to his/her County who will inform NCCA what action it has taken.

#### Suspensions

- 1.1.7. Level 1 and 2 breaches shall apply only to the competition in which the offence was committed.
- 1.1.8. For level 1 and 2 breaches: (i) in the Championship, suspensions shall take effect from the first Championship match to be played by the offending player's County after the date of the last scheduled day for the match in which the suspension was triggered (whether or not there was any play on that last scheduled day); (ii) in the One Day competition, suspensions shall take effect from the next match;
- 1.1.9. For level 3 breaches the suspension shall take effect from the first match to be played by the offending player's County after the date of the imposition of the suspension by NCCA.
- 1.1.10. A player who commits a level 4 breach shall not be permitted to play in any match until NCCA decide the penalty for the breach and any suspension imposed by NCCA shall take immediate effect from the date of the decision made by NCCA.
- 1.1.11. If a player shall be suspended at the same time for more than one breach such suspensions shall be served consecutively.
- 1.1.12. If a player commits a level 3 or level 4 breach then NCCA may, if it thinks it appropriate, report the player to the ECB Disciplinary Committee and if that Committee shall impose a longer suspension than that imposed by the NCCA Cricket Committee then the suspension imposed by the ECB Disciplinary Committee shall replace the suspension imposed by the NCCA Cricket Committee. The ECB shall have power to impose or extend a suspension to any other cricket matches or competitions.

## Disciplinary Hearings and Appeals

- 1.1.13. The powers of NCCA shall be exercised by the Cricket Committee, subject to no fewer than 3 members being available to attend any one meeting.
- 1.1.14. There shall be no right of appeal by a player against a decision by an umpire that he has committed a level 1 or 2 breach.
- 1.1.15. A player may appeal against a decision by an umpire that he has committed a level 3 or 4 breach or against any sentence imposed for such a breach by making a written representation to the Cricket Committee not later than 7 days after the last scheduled day for the match in which the suspension was triggered (whether or not there was any play on that last scheduled day) or within 7 days after the date when the sentence was decided and shall in either case at the same time pay a deposit of £150 to the NCCA Cricket Committee who shall then arrange a personal hearing. At the hearing the Cricket Committee may allow the appeal in the whole, in which event the deposit will be returned, or may allow the appeal in part, in which event the Cricket Committee may order that the whole or part of the deposit be returned as it thinks appropriate, but if the appeal fails the deposit shall be forfeited to NCCA unless the Cricket Committee considers that there are exceptional circumstances justifying the return of part or whole of the deposit.
- 1.1.16. If the suspension imposed by the Cricket Committee for a level 3 or level 4 breach is less than the maximum applicable to that breach then on any appeal the Cricket Committee shall have power to increase the suspension up to the maximum applicable to that breach.

### 1.4 Interpretation

The terms “umpire” and “umpires” in these conditions shall be deemed in each case to include the singular and the plural and these conditions shall apply whether decisions are made by one umpire or by the two umpires jointly.

## 2. DEDUCTION OF POINTS

- 2.1 Any action in the playing of the game which shall be considered by NCCA to have brought the game into disrepute shall result in the deduction of sixteen points from the offending County without the right of appeal. The deliberate bowling of wides or no balls is an example of such conduct.
- 2.2 In addition to the provisions of Law 41.3.4 and 41.3.5 the following shall apply; In the event of a team tampering with the ball there shall be a five point deduction for a first breach. For a subsequent breach by the same team in the same season the penalty shall be increased to ten points in the second instance, fifteen in the third and so on in like manner. Should such breach occur in the Championship Final (for which no match points apply) the deduction shall take place in the following season.

## 3. RESIDUAL POWERS

NCCA shall have power in its absolute discretion (without any right of appeal) to impose such penalty or penalties (if any) as it considers appropriate for any breach of the laws of cricket, rules, regulations, or these playing conditions where the laws of cricket, rules, regulations, the ECB, or these playing conditions do not provide any express penalty.

## 4. POWERS OF DELEGATION

- 4.1 NCCA shall have powers to delegate the exercise of its powers and functions under these conditions to any Cricket Committee, ad hoc Committee or Sub-Committee of not less than three persons appointed for the exercise of such powers and functions.
- 4.2 Any two out of the Chairman, the Director of Cricket and the Operations Manager shall have the power to appoint any Cricket Committee, ad hoc Committee or Sub-Committee to exercise the delegated powers and may serve thereon.

## PROCEDURE TO ADDRESS A SUSPECT BOWLING ACTION in NCCA COMPETITIONS

The following is the recommended process to be followed in the event that an Umpire has reason to believe that, in his/her opinion, an individual player's bowling action is suspect and may not conform to the Laws of Cricket.

\* NOTE: This process does not deal with a deliberate throw of a cricket ball on delivery to a batsman, which shall at all times be called a “No Ball.”

### 1) On the Field of play:

- a) On the first occurrence of what appears to be a suspect action the umpire should make a note, to be used as a formal record if required in future, containing the name of the player, over and ball.
- b) Upon a second occurrence (recorded as above) the umpire concerned should first establish if his colleague has similar concerns / recordings.

At this point and whether the other umpire has any specific input or not, the Captain of the fielding side must be alerted in the presence of both umpires as to the nature and recorded facts of the observations and informed that a report will be made in writing to NCCA immediately following the completion of the game.

It is the responsibility of the Captain to inform the player concerned and the game should continue without undue delay.

The calling of subsequent “No Balls” should be discouraged as finite assessment would not have been made at that time.

If in the opinion of BOTH Umpires their concern regarding the suspect bowling action is of such a nature that it could affect the game itself, then TOGETHER they may agree to:

- i) Speak with the Fielding Captain and suggest that the bowler is taken off or;
- ii) Inform the Captain, who will inform the bowler, that each subsequent delivery, considered suspect, WILL be called “No Ball.”

### 2) Post Match Report:

A concise report must be written by the observing Umpire(s) and signed by both Officials to be sent within 48 hours of the game to the Operations Director.

### 3) Report Management:

Upon receipt of the report the Operations Director (or his nominated deputy) will investigate whether there are any similar reports on file and in any event notify the County Club affected, recording that a report has been received and an investigation commenced.

If:

- i) The report is the first received regarding the player and his bowling action the Operations Director will notify the County Club. There will be no further action taken by NCCA.

or

- ii) If the report is the second regarding the player and his/her bowling action, within any 36 month period, the Operations Director will notify the County Club, ECB Competitions Executive and ECB ACO Senior Executive Officer that the player should not bowl until an assessment of the bowling action has taken place.  
The County Club shall be responsible for notifying the club for which the player is registered

to play league cricket and the appropriate league and the responsibility, enforcement and any costs incurred will reside with the latter Club and / or the player.

4) **Assessment and subsequent action:**

The procedure to be followed is that set in sections 4, 5 and 6 of the document issued by the ECB following the Premier League Chairman's Meeting on 13 August 2013.

The County Club for which the player is registered shall be responsible for ascertaining from the League involved the result of the assessment and details of any further action and communicating these to the Operations Director.

In determining the player's future involvement in NCCA competitions, NCCA will act in accordance with the decision of the player's league management committee.

## NCCA ONE DAY TROPHY PLAYING CONDITIONS

**1. Playing Conditions**

The Playing Conditions for the NCCA County Championship shall apply, with the following exceptions:

**2. Duration**

The matches will consist of one innings per side, each innings being limited to maximum of 50 overs. One day will be allocated.

**3. Hours of Play and Intervals**

- 3.1.1 The scheduled hours of play will be 11.00am to 6.30pm and may be altered subject to the agreement of both teams and NCCA. Up to 60 minutes of extra official playing time is allowed to make up for playing time lost – refer to 4.2.1 (a) and 4.2.3.
- 3.1.2 There will normally be two sessions of play of 3 hours 30 minutes each, separated by an interval of 30 minutes. If the innings of the team batting first is completed prior to the scheduled time for the interval then the interval may, if considered practicable by the umpires in consultation with the ground authority, take place immediately and the innings of the team batting second will commence correspondingly earlier. Otherwise the interval shall take place at the normal time as calculated by the umpires.
- 3.1.3 Where the innings of the side batting first is delayed or interrupted, the umpires will reduce the length of the interval. In the event of time being lost up to and including 60 minutes in aggregate, the length of the interval shall be reduced by the amount of time lost or, if this is more than 15 minutes, by 15 minutes. In the event of more than 60 minutes being lost in aggregate, the duration of the interval shall be agreed mutually by the umpires and both captains subject to it being of not more than 30 minutes' duration nor less than 10 minutes' duration. In the event of disagreement, the interval shall be of 25 minutes duration. 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 overran. The minimum time for the interval will be 10 minutes.
- 3.1.4 Two drinks intervals per innings are permitted, but no time allowance shall be provided for them.
- 3.1.5 The umpires may decide to play a further four overs at the time of the interval 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 further overs, the whole period shall be played out. The full time to bowl such overs shall count in respect of the time allocated to bowl the overs in that innings.

**4. Length of Innings**

- 4.1 In Uninterrupted Matches (i.e. matches which are neither delayed nor interrupted):
  - 4.1.1 Each team shall bat for 50 overs unless all out earlier.
  - 4.1.2 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 16 will apply.
  - 4.1.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
  - 4.1.4 If the team fielding second fails to bowl 50 overs by the scheduled time for the cessation of the second innings (normally 6.30pm), 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 16 will apply.

- 4.2 In Delayed or Interrupted Matches
- 4.2.1 General
- a) Any rearrangement 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. 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 Duckworth Lewis target) will still apply at the start of the reserve day.
  - b) The timing and duration of all suspensions of play (including all intervals) or delays on any day will be taken into account when calculating the length of time available for either innings.
  - c) The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs.
  - d) Except as provided for in 4.2.3 below the calculation of the number of overs to be bowled shall be based on a rate of one over for every full 4.2 minutes in the total time available for play up to 7.30pm. A rescheduled cessation time should be re-calculated for both innings. A minimum of 10 overs (20 overs in the Final) must be bowled to the team batting second (unless a result is achieved earlier) in order to constitute a match.
  - e) The re-calculated number of overs shall be the minimum number that ensures that the re-scheduled cessation time is no earlier than the original cessation time.
  - f) 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.
  - g) If the team fielding second falls to bowl the required number of overs by the scheduled cessation time, the hours of play shall, subject to conditions of ground, weather and light, be extended until the overs have been bowled or a result has been achieved, and Playing Condition 16 will apply.
  - h) The team batting second shall not bat for a greater number of overs than the team batting first, unless the latter has been all out in less than the agreed number of overs.
  - i) After any hold up in play, the umpires will calculate the number of overs lost. The umpires will both satisfy themselves as to the correctness of all such calculations before allowing play to take place. The umpires will notify the captains, scorers, Duckworth/Lewis Manager and match referee, if there is one, of such decisions.
  - j) During the second innings of a match in which overs have been reduced, the Duckworth/Lewis target score at the end of the over in progress shall be displayed on the scoreboard after the 10th over.
- 4.2.2 Delay or interruption to the Innings of the Team Batting First
- If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of its innings, as calculated by applying the provisions of 4.2.1 (b), 4.2.1 (c) and 4.2.1 (d) above. In the event of its innings being completed prior to the scheduled time, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.
- 4.2.3 Delay or interruption to the Innings of the Team Batting Second
- If there is a delay or interruption to the innings of the team batting second, the overs shall be reduced at a rate of one over for every full 4.2 minutes lost, except that when the innings of the team batting first has been completed prior to the scheduled or re-scheduled time for the interval between innings, the reduction of overs will not commence until, in the case of a delay, an amount of time equivalent to that which the first innings finished early has elapsed, or in the case of an interruption, an amount of time equivalent to that by which the second innings started early has elapsed.
- Note also that 3.1.1 makes provision for the scheduled close of play to be pushed back to 7.30pm before overs are deducted for time lost.
- A re-scheduled cessation time should be re-calculated for the second innings.

## 5. The Result

- 5.1 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 a match ending with level scores, the following shall apply:
- 5.1.1 In the event of a tie in a Group Stage match, no account shall be taken of wickets lost and the match is tied.
  - 5.1.2 In a semi-final or final, the team losing the lesser number of wickets shall be the winner.
  - 5.1.3 In a semi-final or final, if the result cannot be decided by 5.1.2 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; if those scores are equal at the end of each of the first ten overs the match shall be regarded as a tie and be decided by the provision in Playing Condition 5.3 below.
  - 5.2.1 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 10 overs, except for the Final, when the minimum is 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 will be calculated on the Duckworth/Lewis system as set out in the current ECB First Class Regulations and Playing Conditions. An integral target will be set for the team batting second with one run less resulting in a tie. If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set, the faulty target shall stand.
  - 5.2.2 In the event of the scores being tied when the Duckworth/Lewis method has been used, no account shall be taken of wickets lost; the match shall be regarded as a tie and shall be decided by the provision in Playing Condition 5.3 below.
  - 5.3 Super Over
    - 5.3.1 In the event of a tie or the match being abandoned without a result being achieved the teams shall compete in a Super Over to determine the winner. The following procedure will apply should the provision for a Super Over be adopted in any match.
    - 5.3.2 Subject to weather conditions the Super Over shall 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. 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. The umpires shall stand at the same end as that in which they finished the match. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
    - 5.3.3 Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen 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.
    - 5.3.4 Any penance time being served in the main match shall be carried forward to the Super Over.
    - 5.3.5 Each team's over is played with the same fielding restrictions as apply for a Powerplay 3 Over in a normal NCCA One Day Trophy match.
    - 5.3.6 The team batting second in the match will bat first in the one over eliminator.
    - 5.3.7 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.
    - 5.3.8 The loss of two wickets in the over ends the team's one over innings.
    - 5.3.9 In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the D/L method, clause 5.3.10 immediately applies. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and in the Super Over shall be the winner. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the over per side eliminator) shall be the winner.
    - 5.3.10 If still equal, a count-back from the final ball of the one over eliminator 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.

Example:

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.

5.3.11 If still equal, then another Super Over shall be played in accordance with Clause 5.3.

5.3.12 If circumstances render a Super Over impossible Playing Condition 6 (No result matches) or Playing Condition 7 (No Result Final) shall apply.

## 6. No Result matches

6.1 In the event of conditions rendering it impossible to achieve a result under Section 5 above in matches other than the Final the captains should, 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 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. If circumstances make the contest impossible the match shall be decided by the toss of a coin.

The following shall also apply in respect of “bowl outs”:

- 6.2 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.
- 6.3 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.
- 6.4 If the original match has started, the five cricketers to take part in the “bowl out” must be selected from the original 11 cricketers and the 12th man. 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 even if team lists have been exchanged.
- 6.5 Each side will appoint a wicket keeper to stand behind the wicket but out of reach of the stumps.

## 7. No Result Final

In the event of conditions rendering it impossible to achieve a result under Section 5 above in the Final the trophy shall be shared.

## 8. Power Play Regulations

Law 28 – The Fielder shall apply subject to the following:

8.1 Law 28.1 - Protective equipment

The following shall apply in addition to Law 28.1:

The exchanging of protective 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.

8.2 Restrictions on the placement of fieldsmen

8.2.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

8.2.2 In addition to the restriction contained in clause 8.2.1 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.

8.2.3 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 (4.57 metres) 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:

- a) Powerplay 1 – no more than two fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
  - b) Powerplay 2 – no more than four fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
  - c) Powerplay 3 – no more than five fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- 8.2.4 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 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.



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

8.2.5 If play is interrupted during an innings and the table in 8.2.4 applies, the appropriate Powerplay takes immediate effect. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

**Illustrations of 8.2.5**

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.

8.2.6 At the commencement of the middle and final phases of an innings, the umpire shall signal

such commencement to the scorers by rotating one arm in a large circle.

- 8.2.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.
- 8.2.8 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 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), 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.

**9. Number of Overs Per Bowler**

- 9.1 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.
- 9.2 When an interruption occurs mid over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the uncompleted over.
- 9.3 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.

**10 Law 4 - The Ball**

- 10.1 Each fielding team shall have two new balls for its innings, to be used in alternate overs, ie one from each end.
- 10.2 In a match reduced to 25 overs or less per side before the first innings commences, each team shall have only one new ball for its innings.
- 10.3 Before the toss the home county shall supply the umpires with at least six approved new balls and at least 6 spare balls of varying ages and use.

**11. Law 15 - Declarations**

Law 15 will not apply in this competition. The captain of the batting side may not declare his innings closed at any time during the course of a match.

**12. Law 21.15 No Ball – Penalty**

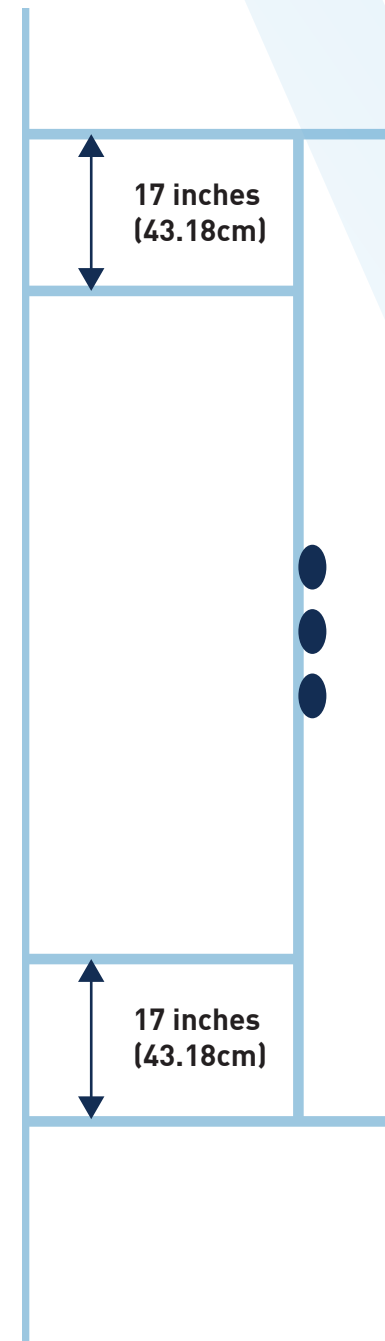
Law 21.15 will apply except that the penalty for a No Ball will be 2 runs.

**13. Free Hit after a No Ball**

- 13.1 In addition to 12 above, the delivery following any No Ball shall be a free hit for whichever batsman is facing it. This applies for all modes of No Ball with the exception of the first short-pitched delivery in any over that passes or would have passed clearly over head-height of the striker standing upright at the popping crease. For the avoidance of doubt, a free hit shall be applied for a No Ball that is called in respect of a breach of playing condition 15. 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 batsman is facing it.
- 13.2 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.
- 13.3 Field changes are not permitted for free hit deliveries unless either (i) there is a change of striker or (ii) 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, save that 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.
- 13.4 The umpire at the bowler's end will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.
- 14. Law 22 Wide Ball**
- 14.1 In addition to Law 22 the following shall apply.  
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. A Wide Ball shall be called if, irrespective of where the ball pitches, it passes on the leg side of the striker and the leg stump, despite the striker's movement. (For additional clarity, a ball that passes between the batsman and the leg stump shall not be called a wide. If a ball is hit by the batsman or if the ball hits any part of his equipment, it shall not be called a wide, irrespective of where it pitched or would have passed.)
- 14.2 Pitch markings shall include lines, 17 inches (43.18cms) inside either return crease as an aid to umpires in judging whether an offside wide has been bowled. A diagram showing this is attached as Appendix 1.
- 14.3 If the striker plays a switch hit or reverse sweep or gets into a position to play such a shot, he shall be deemed to bring the ball equally within his reach on the leg side as on the off side. Consequently, in these circumstances, Playing Condition 14.1 shall not apply and the guidance given in Playing Condition 14.2 shall apply on both the off side and the leg side
- 15. Short Pitched Bowling**  
A bowler shall be limited to only one short pitched delivery per over as defined in the NCCA County Championship Playing Condition 20.2. In the event of the bowler exceeding this limit, the Umpire at the bowler's end shall call and signal No Ball. In addition, he will adopt the procedures of Law 41.6.
- 16. Over Rate Penalties**
- 16.1 All sides are expected to be in position to bowl the first ball of the final over of the innings within 3 hrs. 30 minutes playing time. In the event of them failing to do so, the full quota of overs shall be completed, and one fewer fieldsmen shall be permitted outside the fielding restriction area in 8.2.3 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.
- 16.2 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.
- 16.3 The umpires 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, of the scheduled time for cessation of that innings.
- 16.4 The umpire at the bowler's end will inform the fielding captain, the batsman 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.
- 16.5 Over rate penalties shall apply only to innings of 15 overs or more duration.
- 16.6 In the event of sightscreens having to be moved frequently (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.
- 16.7 For the purpose of net run-rate calculations, any runs accrued through application of this clause shall be included in calculations.

## APPENDIX 1.



# NCCA CHAMPIONSHIP PLAYING CONDITIONS

1. Except as provided hereafter, the current edition of the 2017 Code of the Laws of Cricket shall apply.

## 2 Duration of Matches

- 2.1. Matches shall be scheduled to be of three days' duration, except for the Final which shall be of four days' duration, and the first innings of each team shall be limited to a maximum of 90 overs.
- 2.2. If play has not started by 4.40pm on the second day (except for the Final, for which see 2.3 below) the match shall become a 1 innings per side match provided that, if the game has not started at or before 12 noon on the third day (or in the case of the Final, the fourth day) the match shall be abandoned. The match referee or, if there is no match referee, the umpires shall (after such consultations as the match referee or umpires as the case may be shall consider appropriate) decide the total number of overs likely to be left in the game. They shall base their calculation on an over rate of 17 overs per hour and finish times of 7.30pm on the penultimate day and 6.30pm 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 re-calculated 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 6.30pm. 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 7.00pm 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).
- 2.3. In the case of the Final, if play has not started by 2.20pm on the third day then Clause 2.2 shall apply, with all times being advanced by 30 minutes.

## 3 Hours of play

- 3.1. The normal hours of play shall be as follows: on each of the first two days 11.00 am – 7.00pm, or after 110 overs have been bowled, whichever is the later; on the third day 11.00 am to 5.30 pm or after 85 overs have been bowled whichever is the later, from which point there shall be a further hour's play or 17 overs whichever is the later. The total number of hours of actual scheduled playing time in each match shall be 20½. Where there is a change of innings at any time during a day's play 3 overs shall be deducted from the minimum number of overs to be bowled (except where the change occurs during a scheduled lunch or tea interval or an unscheduled stoppage of 10 minutes or more); no overs shall be deducted for forfeited innings.
- 3.2. 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.
- 3.3. If 30 minutes or more of the time lost on the first day remain outstanding at the end of any permitted extension thereof then the starting time for play on the second day shall be advanced to 10.30 am. After 110 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 referred to in 3.4. In such cases the umpires may re-schedule the intervals in accordance with 3.17. If at the end of the second day a total of 30 minutes or more of the time lost on the first and/or second day remain outstanding then the starting time for play on the third day shall be advanced to

10.30 am and the scheduled close of play shall be 5.30 pm or after 93 overs (subject to any permitted deduction for change of innings) whichever is the later from which point there shall be a further 1 hours play or 17 overs, whichever is the greater.

**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".**

- 3.4. Notwithstanding any of the above regulations, on the first and second days no play shall take place after 7.30pm (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.
  - 3.5. For every 3½ minutes of playing time lost on Day 3 due to adverse playing conditions the minimum numbers of overs to be bowled shall be reduced by one.
  - 3.6. The captains may agree or, in the event of disagreement, the umpires may decide to play 30 minutes (a minimum of 8 overs) extra time at the end of the first and second days' play if, in their opinion, it would bring about a definite result on that day. If it is decided to play extra time on either or both 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 time by which play is scheduled to be extended shall be deducted from the total number of hours' play remaining in the match, and the match shall end earlier on the last day i.e. the time for the close of play shall be brought forward by 30 minutes (if extra time is played on either the first or second day) or one hour (if extra time is played on both the first and second days) and the minimum number of overs prior to the close of play shall be correspondingly reduced by 8 or 17 overs respectively. The cut off time referred to in 3.4 shall not operate so as to prevent the playing or completion of the extra 30 minutes (or a minimum of 8 overs) where this is invoked.
  - 3.7. In the event of a suspension of play caused by serious injury to a player or by other external events unconnected with the weather or ground conditions the umpires shall, at their discretion, have the power to extend the time for close of play by an amount equal to that lost by the suspension but not beyond the cut off time referred to in 3.4. This provision, which applies equally to any day of a three-day match shall, however, apply only where the suspension of play (for any one incident) amounts to 3 minutes or more. The umpires having decided upon such an extension of play shall immediately inform the captains, the scorers and the ground authority.
  - 3.8. 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.
  - 3.9. Play may cease on the final day up to one hour earlier than the scheduled time for cessation of play by mutual agreement of the captains: or, in the absence of such agreement, on the authority of the umpires. For clarity, if the original scheduled finish time is 6.30pm, it may be agreed to finish at 5.30pm, even if more than 17 overs remain to be bowled.
  - 3.10. If a wicket falls in the final over of the day then Law 12.5.2 shall apply.
- ### Lunch Interval
- 3.11. The Lunch Interval shall be of 40 minutes duration and shall be taken at 1.20pm, subject to the Laws of Cricket.
  - 3.12. Law 11.7 (9 wickets down) shall apply except that the Lunch Interval shall not be taken later than at the end of the over in progress 10 minutes after the time originally agreed for the interval.
  - 3.13. 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.
- ### Tea Interval
- 3.14. The Tea Interval shall be of 20 minutes duration and shall be taken at 4.20 pm, subject to the Laws of Cricket.
  - 3.15. 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.

- 3.16. The umpires may decide to play 15 minutes 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.

#### **Intervals – Timing**

- 3.17. The timing of the luncheon 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.

#### **Intervals – Ringing of the Bell**

- 3.18. The bell shall be rung five minutes before the start of play and before the termination of an interval, when the umpires shall go to the wickets. Unless otherwise agreed in advance with the ground authority, the ringing of the bell shall be the responsibility of the umpires.

### **4 The Final**

- 4.1 The hours of play on Days 1, 2 and 3 shall be 10.30am – 6.30pm. On Day 4 the hours shall be 10.30am – 5.00pm or after 85 overs have been bowled, whichever is the later, from which point there shall be a further hour's play or 17 overs, whichever is the later.

- 4.2 Section 3 above shall apply mutatis mutandis, with all times advanced by 30 minutes.

- 4.3 Should Days 1 and 2 be abandoned to the weather and the match become a 2-day game the restriction on the number of overs per side on the first innings shall be reduced to 50; the deficit for the follow-on (subject to the innings of the team batting second having been completed as defined in Clause 13) shall be 100.

- 4.4 This clause shall apply only to the first three innings and shall not apply in a 1-innings match. In the event of the fielding side failing to bowl at an over rate of 17 overs per hour throughout each innings measured over the entire innings the batting side shall be credited with 6 runs at the end of that innings for every over that has not been bowled (to be adjudicated by the match referee after consulting the umpires and scorers with no right of appeal. If there is no match referee the umpires shall make the decision). This penalty shall only apply to an innings in which 34 or more overs have been bowled. In making the calculations the provisions and procedures in Championship Rule 4.3 shall apply.

Note: The over rate penalties are calculated as follows;

- 1) Including time allowances for wickets and other qualifying interruptions, calculate what the finish time should have been at 17 overs per hour – giving X;
- 2) Subtract X from the actual finish time – giving Y;
- 3) Calculate how many complete overs would be bowled during Y at 17 overs per hour – giving Z;
- 4) Multiply Z by 6 – giving the penalty runs to be awarded.

### **5 Law 2.1 – The Umpires – Appointment and attendance**

Law 2.1 shall be replaced by:

The umpires shall report themselves to the ground authority no later than one hour before the scheduled start of play on the first day of the match and, by mutual agreement with each other, one umpire shall report no later than 90 minutes and the other no later than one hour before the scheduled start of play on succeeding days.

### **6 Law 2.15 – Correctness of scores**

Law 2.15 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 clause 14.2 below.)

### **7 Law 4 – The Ball**

#### **7.1 New Ball**

Law 4.3 is replaced by the following. A new ball shall be used at the start of each innings.

#### **7.2 New Ball during an innings**

Law 4.4 is replaced by the following. The captain of the fielding side shall have the choice of taking a new ball after 90 overs have been bowled with the old one. The umpire shall inform the other umpire and indicate to the batsmen and the scorers whenever a new ball is taken into play.

#### **7.3 Law 4.5 – Ball Lost or Becoming Unfit for Play**

The following shall apply in addition to Law 4.5. The umpires may deem a ball that has become wet and soggy or unusually soft to be 'unfit for play'. Either bowler or batsman may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise shall be final. 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.

### **8 Law 5 – The Bat**

Only Type A bats shall be used.

### **9 Law 6 – The Pitch**

#### **9.1 Law 6.3 – Selection and preparation of the Pitch**

Law 6.3 shall apply, but in addition captains, umpires and groundsmen should co operate to ensure that, prior to the start of a match, no player 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.

#### **9.2 Law 6.4 – Changing the Pitch**

Law 6.4 is replaced by the following. After a match has commenced, if the umpires decide that it is dangerous or unreasonable for play to continue on the pitch or at the venue then one or both may be changed subject to the consent of both captains. In such an event the Match Referee, or if none has been appointed the Operations Manager or if he is unavailable the Chairman, shall decide in consultation with the umpires whether the match shall continue from the point of suspension or a new match shall take place.

### **10 Law 9 – Preparation and Maintenance of the Playing Area**

- 10.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the groundsmen. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the groundsmen, 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. The umpires may instruct the groundsmen to use any equipment, including any roller, for the purposes of drying the pitch and making it fit for play. 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.

#### **10.2 Law 9.1.3 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.

#### 11. Law 10 - Covering the Pitch

- 11.1 The whole pitch, plus ten yards behind the stumps at each end, shall be covered as follows
- 11.1.1 The night before the match and, if necessary, until the first ball is bowled, and whenever necessary at any time prior to that during the preparation of the pitch.
- 11.1.2 At any time when play is suspended due to rain or conditions of light during the hours of play, and on the nights of the first and second (and in the Final the third) days.
- 11.1.3 The covers are to be a minimum of 12 feet wide.
- 11.2 The host county should ensure that sufficient ground staff are available to move the covers on and off the field as and when required.

**Note: After cessation of play on the first and second (and in the Final the third) days the umpires shall ensure that the minimum covering of the pitch and surrounding areas, as laid down in this Playing Condition, and any necessary renovation of foot holes, have been carried out to their satisfaction. Such renovation may also take place wherever possible and whenever it is considered necessary during any interval in play.**

#### 12 Law 11.8 - Intervals for Drinks

Law 11.8 shall apply with the addition that individual drinks may be brought to the edge of the field at other times provided that there is no wastage of playing time.

#### 13 Law 14 - Follow-on

Law 14 shall only apply if, in addition to the team batting second having a deficit of 150 or more, their innings has been completed (an innings terminated because the maximum number of overs has been bowled shall not be deemed to have been completed for this purpose if the batting side is not all out, unless the batting side declares). Notwithstanding Law 14.1.2 the follow-on shall be 150 runs even if play has not taken place on one of the days, save where regulation 4.8 above applies in the case of the Final.

#### 14 Law 19 - Boundaries

- 14.1 In addition to Law 19.2.7, if a spectator or similar person enters the playing area and comes into contact with the ball whilst it is in play, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorised person coming into contact with the ball whilst it is in play.
- 14.2 In addition to Law 19.7, subsequent to a boundary being scored, there shall be no scope for review of the number of runs scored from that boundary after the next ball comes into play or Time has been called.

#### 15 Law 21 – No Ball

- 15.1 Law 21.15 – No Ball – penalty  
A penalty of two runs shall be awarded for a No Ball.
- 15.2 In the event of the striker's end umpire failing to call and signal No Ball when Law 28.4 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), 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.

#### 16 Law 22 – Wide Ball

Law 22 shall apply, but in addition:

- 16.1 For bowlers attempting to utilise the rough outside a batsman's leg stump the strict Limited Over Wide interpretation shall be applied.
- 16.2 For bowlers that umpires consider to be bowling down the leg side as a negative tactic, the strict Limited Over Wide interpretation shall be applied.

#### 17 Law 24 – Substitutes

- 17.1 Law 24 shall apply. For clarity, if a player wishes to change his shirt, boots, etc., he may leave the field to do so (no changing on the field) but no substitute shall be allowed.
- 17.2 Laws 24.2.2-9 (Penalty time incurred for a fielder's absence from the field) shall not apply for absences of less than eight minutes.
- 17.3 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.

#### 18 Law 28.3 (Fieldsman's Protective Helmets)

- In addition to Law 28.3 the following shall apply:-
- 18.1 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 shall be permitted, provided that the Umpires do not consider that it constitutes a waste of playing time.
- 18.2 Umpires are not to hold helmets.
- 18.3 A batsman who chooses to wear a helmet must wear (or carry) it personally all the time while play is in progress. While he may call for a helmet to be brought out to him during a break in play he may only have the helmet taken off the field at the fall of a wicket or at the next interval.
- 18.4 A batsman may only change an item of protective equipment other than a helmet (e.g. batting gloves) at the fall of a wicket or at the next interval and then only with the approval of the umpires, unless the equipment is clearly damaged or unserviceable.

#### 19 Law 41.3 – The Match Ball – changing its condition

- 19.1 The umpires shall make frequent and irregular inspections of the ball. If the umpires together agree that the deterioration of the ball is inconsistent with the use it has received, they shall determine that there has been a contravention of this Law. If the captain (or the batsmen at the wicket deputizing for their captain) of the team which has not contravened the Law exercise their right to have the ball replaced, they shall be allowed to choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.
- 19.2 No member of the fielding side may skim the ball along the ground, and use what in the opinion of the umpires is an excessive number of bounces on to the ground when returning the ball by any means to either the wicket-keeper or bowler.

#### 20 Law 41.6: Dangerous and unfair short pitched deliveries

- In addition to Law 41.6 the following regulation shall apply:
- 20.1 A bowler shall be limited to two fast short pitched balls per over. (The umpire at the bowler's end shall make it clear to both the bowler and the batsmen at the wicket when such a delivery has been bowled.)
- 20.2 A fast short pitched ball is defined as a ball which, regardless of its width, passes or would have passed clearly over shoulder height of the batsman standing upright at the popping crease.
- 20.3 If this limit is exceeded the umpire at the bowler's end shall call and signal "No Ball" on each occasion.
- 20.4 A different signal shall be used to signify a fast short pitched "No Ball". The umpire shall call and signal "No Ball" then raise the other arm across his chest. If the bowler exceeds his limit of short pitched deliveries in an over not only must the umpire call "No Ball" but he must invoke the procedures of Law 41.6.3 and 41.6.4.

**Note: the above regulation is in addition to Law 21.10 (Ball bouncing over head height of the striker), which shall also apply.**

**21 Law 42: Players' Conduct**

Law 42 shall apply with the following amendments:

Laws 42.1.4 is deleted.

The following sentence is appended to each of Laws 42.2.2.2, 42.3.2.2, 42.4.2.2 and 42.5.2.2:

If the offence is by a batsman, the batsmen at the wicket may deputise for their captain.

**22 Over Rate**

In the event of sightscreens having to be moved frequently (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.

**23 Disputes**

In the event of there being a dispute which cannot be resolved by the umpires the matter shall be referred to a member of the Cricket Committee (or if they are conflicted or unavailable to the Chairman), whose decision shall be final and conclusive.



[www.nationalcountiesca.co.uk](http://www.nationalcountiesca.co.uk)