

# PLAYING REGULATIONS

## NCL PLAYING RULES

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APPENDIX 1 SAMPLE TEAM SHEET (side one)

APPENDIX 1a           SAMPLE TEAM SHEET (side two)

**All matches are played complying with the Laws of Cricket unless otherwise stated.  
(2017 Code 2<sup>nd</sup> Edition – 2019)**

All ECB guidelines for junior players regarding fast bowling directives, fielding distances, wearing of helmets and players in open age cricket must be applied.

Umpires are authorised to ensure all ECB guidance for junior players and complied with and must suspend a match until they are. Copies can be obtained from Steelbacks in the Community (formally NRC).

### **21.1 The Toss**

The toss shall be made no earlier than 30 minutes nor later than 15 minutes before the scheduled or delayed start time of the game (through ground, weather or light) and with at least one umpire present. The captain winning the toss shall notify the opposition captain of his decision to bat or bowl immediately.

Failure to toss 15 minutes before the scheduled or delayed start time of the game will result in the loss of the toss by the defaulting team. A team with insufficient players in attendance to start the match when the toss is due (15 minutes before the scheduled or delayed start time) shall forfeit the toss.

### **21.2 Scheduled Starting Times**

Scheduled starting times for all NCL divisions are summarised in the table below:

Division	League	Saturday T20s
Tier 1	1100	1030
Tier 2	1200	N/A
Tier 3	1200	N/A

The Management Committee shall investigate and if necessary, take appropriate action against any team reported in writing to the NCL general secretary for poor punctuality.

### **21.3 Tea Intervals and the Provision of Match Teas**

A tea interval of 30 minutes shall normally be taken between innings, unless the first innings is completed within 90 minutes of the scheduled start time, in which case 10 minutes shall be taken between innings (and then, a maximum of **20 minutes only** for tea when taken). In this event or when bad weather intervenes, the time of the tea interval shall be determined by the umpires in consultation with the home club's tea representatives. In the event of tea being taken during an interruption for bad weather, the actual time lost shall be reduced by 30 minutes for the purpose of calculating the number of overs to be bowled. In NO circumstances will overs be deducted for the 10 minutes interval between innings but due allowance shall be made to bowl these overs. In the case of an interrupted match the captains may agree to dispense with the tea interval or if they disagree the umpires may determine whether a tea interval shall be held.

The tea can be reduced to 20 minutes, provided that the umpires and captains agree.

### **21.4 Duration of NCL Matches**

The following table summarises the match duration in overs and the time allocation to bowl the allotted overs for all NCL divisions:

<b>NCL Divisions</b>	<b>Maximum Overs per Match</b>	<b>Maximum Overs, First Innings</b>	<b>Time Allocation / Innings</b>
Tier 1	100	50	3 Hours 08 Minutes
Tier 2	90	45	2 Hours 49 Minutes
Tier 3	80	40	2 Hours 30 Minutes

For W/L/D fixtures, if the side batting first is dismissed or declare before their maximum over allocation is completed, then any complete overs remaining are allocated to the side batting second.

For W/L fixtures, declarations are not accepted and should the team batting first be bowled out before the allocated overs per first innings, these overs are lost. The team batting second will have their full allocation of overs for the innings available (or the adjusted number overs, in the case of a delayed start or inclement weather).

A part completed over shall be regarded as a completed over for both innings in either format (W/L/D or W/L).

A team shall forfeit 6 runs for each complete over not started at the expiry of the time limit for bowling the teams allotted overs.

The umpires together, shall monitor all time delays which could unfairly penalise the bowling side or where possible allowing the fielding side to recover time lost. For example:

- Time wasting by the batting side.
- Injury to a player or umpire.
- Time spent in searching for balls, which have left the field of play.
- A reasonable time allowance for ball drying.
- Drinks break(s), a maximum of 5 minutes per break.
- Where player(s) have to leave (or don't take to) the field of play for any other reason.

There shall be no right of appeal where independent panel umpires have officiated.

At the conclusion of the match, if required, the umpires shall advise the captain that infringes this condition that they will be notifying the registration and results committee of the relevant details.

## **22.7 Slow play (Tier 1)**

- I. All sides are expected to be in position to bowl the first ball of the last over of their innings in accordance with the times shown in the table above (point 2).
- II. Where panel umpires are present - if the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled.  
This will apply to both innings of the match  
If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first, then the match shall be deemed to be won by the side batting second.  
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.
- III. In reduced overs games the time required to bowl the overs will be adjusted such that the fielding side should complete their overs at a minimum rate of 16 overs per hour with the same penalties as above for failing to achieve this over rate. Umpires should make team captains aware of the newly calculated deadlines for completion of the innings in these reduced over games.

## APPENDIX A – TIME / OVERS LOST TABLE – 3.75 Minutes / Over.

Time Lost	Overs Lost	Time Lost	Overs Lost	Time Lost	Overs Lost
0 hrs 04 min	1	2 hrs 22 min	38	4 hrs 41 min	75
0 hrs 08 min	2	2 hrs 26 min	39	4 hrs 45 min	76
0 hrs 11 min	3	2 hrs 30 min	40	4 hrs 49 min	77
0 hrs 15 min	4	2 hrs 34 min	41	4 hrs 53 min	78
0 hrs 19 min	5	2 hrs 38 min	42	4 hrs 56 min	79
0 hrs 23 min	6	2 hrs 41 min	43	5 hrs 00 min	80
0 hrs 26 min	7	2 hrs 45 min	44	5 hrs 04 min	81
0 hrs 30 min	8	2 hrs 49 min	45	5 hrs 08 min	82
0 hrs 34 min	9	2 hrs 52 min	46	5 hrs 11 min	83
0 hrs 38 min	10	2 hrs 56 min	47	5 hrs 15 min	84
0 hrs 41 min	11	3 hrs 00 min	48	5 hrs 19 min	85
0 hrs 45 min	12	3 hrs 04 min	49	5 hrs 23 min	86
0 hrs 49 min	13	3 hrs 08 min	50	5 hrs 26 min	87
0 hrs 53 min	14	3 hrs 11 min	51	5 hrs 30 min	88
0 hrs 56 min	15	3 hrs 15 min	52	5 hrs 34 min	89
0 hrs 60 min	16	3 hrs 19 min	53	5 hrs 38 min	90
1 hr 04 min	17	3 hrs 23 min	54	5 hrs 41 min	91
1 hr 08 min	18	3 hrs 26 min	55	5 hrs 45 min	92
1 hr 11 min	19	3 hrs 30 min	56	5 hrs 49 min	93
1 hr 15 min	20	3 hrs 34 min	57	5 hrs 53 min	94
1 hr 19 min	21	3 hrs 38 min	58	5 hrs 56 min	95
1 hr 23 min	22	3 hrs 41 min	59	6 hrs 00 min	96
1 hr 26 min	23	3 hrs 45 min	60	6 hrs 04 min	97
1 hr 30 min	24	3 hrs 49 min	61	6 hrs 08 min	98
1 hr 34 min	25	3 hrs 52 min	62	6 hrs 11 min	99
1 hr 38 min	26	3 hrs 56 min	63	6 hrs 15 min	100
1 hr 41 min	27	4 hrs 00 min	64		
1 hr 45 min	28	4 hrs 04 min	65		
1 hr 49 min	29	4 hrs 08 min	66		
1 hr 53 min	30	4 hrs 11 min	67		
1 hr 56 min	31	4 hrs 15 min	68		
2 hrs 00 min	32	4 hrs 19 min	69		
2 hrs 04 min	33	4 hrs 22 min	70		
2 hrs 08 min	34	4 hrs 26 min	71		
2 hrs 11 min	35	4 hrs 30 min	72		
2 hrs 15min	36	4 hrs 34 min	73		
2 hrs 19 min	37	4 hrs 38 min	74		

### 21.5 Bowler Regulations and Over Restrictions

Bowler over restrictions shall apply as follows in Win / Lose / Draw (W/L/D) fixtures:

Division	Maximum Overs per Bowler / Innings Uninterrupted Match or Un-extended Second Innings
Tier 1	15 - (Notes 1, 2 and the ECB fast bowling directive apply).

Bowler over restrictions shall apply as follows in Win / Lose format fixtures:

Division	Maximum Overs per Bowler / Innings
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	<b>Uninterrupted Match</b>
All Tiers	10 - (Notes 1, 2 and the ECB fast bowling directive apply).

**Note 1** If a bowler is incapacitated or suspended during the course of an over, the over must be completed by a player other than the player bowling the preceding or succeeding over, this part over, will count as a full over in the bowler's allocation.

**Note 2** Further, if a win, lose draw format match (Tier 1) is reduced in overs prior to the start of either innings (due to weather) or if the second innings is increased in overs due to an early first innings declaration only, then individual bowlers shall be restricted as follows to the new innings overs total. See Table 1 immediately below.

**Table 1**

<b>Innings Overs Available</b>	<b>Revised Maximum Overs Available per Bowler (30% rounded)</b>
61-63	19
58-60	18
55-57	17
52-54	16
49-51	<b>15</b>
46-48	14
42-45	13
39-41	12
35-38	11
32-34	10
29-31	9
25-28	8
22-24	7
19-21	6

If the first or second innings has already started and is subsequently interrupted, then the original maximum over restriction shall apply.

**Note 3** A W/L match which is reduced in overs, prior to the start of either innings, requires individual bowlers to be restricted to the new innings overs total. See table 2 below:

**Table 2**

<b>Innings Overs Available</b>	<b>Revised max overs per bowler - 20% rounded. Tier 1&amp;2</b>	<b>Revised max overs per bowler - 25% rounded. Tier 3</b>
<b>49-50</b>	<b>10</b>	-
<b>46-48</b>	9	-
<b>42-45</b>	9	-

<b>39-41</b>	8	<b>10</b>
<b>35-38</b>	8	9
<b>32-34</b>	7	8
<b>29-31</b>	6	7
<b>25-28</b>	5	7
<b>22-24</b>	5	6
<b>20-21</b>	4	5

## 21.6 Win / Lose / Draw Fixtures (Tier 1)

- 1 Matches to start at 1100.
- 2 Overs per match – 100 overs  
Max number of overs per bowler – 15 overs

**Note** Underarm bowling is not permitted in any division of the NCL

- 3 Timings and Delays

Time allowance for the completion of 50 overs – 3 Hrs & 8 Mins

At the end of the first innings, the umpires shall inform both captains and scorers of the game timings and any time lost.

To save time, the incoming and outgoing batsmen should cross on the field of play.

Waiver times extend the theoretical finishing time of the match, however, once exceeded, overs will be lost.

– maximum waiver time is 1 hour.

Delayed Start

Once the delay has exceeded the waiver time, overs are lost by both teams rounded down to the next even number at the rate of 2 overs for each 7.5 minutes of lost time.

The umpires shall inform the captains of the new start time and the number of overs to be bowled by each side in the match.

- 4 First Innings Play Interrupted

Once the delay has exceeded the waiver time, overs are now lost in the second innings only at the rate of 1 over for each 3.75 minutes of lost time, rounded down.

The team batting first, when play was interrupted, shall retain the right to use all the overs available to them at the start of play.

- 5 Second Innings Play Interrupted

Once the waiver time has been completed, overs shall be lost in the second innings at the rate of 1 over for each 3.75 minutes lost.

If time was lost during the first innings, this time shall be added to the time now lost in the second innings to create the total time lost. Once this total time exceeds the waiver time then 1 over is lost for each 3.75 minutes of lost time, rounded down.

Once a lost over calculation has been undertaken by the umpires and the game restarted, the lost overs shall not be added back into the game.

- 7 Match Abandoned - In matches where no play takes place, the match shall be abandoned after more than 50 overs have been lost.

Note - overs are not lost during waiver period and the tea interval.

- 8 Points System - Win / Lose / Draw

RESULT	POINTS
WIN – Batting First	25
WIN – Batting Second	20
Winning / Losing Draw	8 / 2 + Bonus Points
Interrupted Draw	6 + Bonus Points
LOSE	0 + Bonus Points
TIE	6 + Bonus Points
Match Abandoned	6 + Bonus Points
Cancelled Match	6 per Team
Conceded Match	-20 / +20

No Home Scorer

-1

**Note 1** Definition of a winning / losing draw - The team batting second has an equal number or a greater number of overs than the team batting first and the game is drawn, the points split is 8 – 2 in favour of the team batting first.

**Note 2** Definition of an interrupted draw - The team batting second has less overs than the team batting first and the game is drawn, the points split is 6 points to each team.

## 21.7 Bonus Points - Win / Lose / Draw

Innings Runs	Bonus Points	Innings Wickets	Bonus Points
125	1	3	1
150	2	5	2
175	3	7	3
200	4	9	4

**Note 1** When either team has less than 11 available batters, then their innings is completed when the last wicket partnership is broken, and the maximum bowling bonus points shall be awarded in either innings.



**Note 2** The batting bonus point thresholds are reduced pro-rata in the event of a reduced overs game, see table below. However, bowling bonus point thresholds remain the same regardless of any reduction of overs.

Innings Overs	1 <sup>st</sup> bonus point	2 <sup>nd</sup> bonus point	3 <sup>rd</sup> bonus point	4 <sup>th</sup> bonus point
50	125	150	175	200
49	122	147	172	196
48	119	144	168	192
47	116	141	165	188
46	113	138	161	184
45	110	135	158	180
44	107	132	154	176
43	104	129	151	172
42	101	126	147	168
41	98	123	144	164
40	95	120	140	160
39	92	117	137	156
38	89	114	133	152
37	86	111	130	148
36	83	108	126	144
35	80	105	123	140
34	77	102	120	136
33	74	99	117	132
32	71	96	114	128
31	68	93	111	124
30	65	90	108	120
29	62	87	105	116
28	59	84	102	112
27	56	81	99	108
26	53	78	96	104
25	50	75	93	100

The score and relevant bonus points to be awarded at the end of each innings is deemed provisional and cannot be confirmed until the end of the match in case penalty runs are imposed (applies to matches where panel umpires officiate).

## 21.8 Weather Interrupted Matches

In a weather-interrupted match (either innings) the match shall be allowed to continue to a natural conclusion, weather and playing conditions permitting.

Further, when play is either delayed or interrupted by rain, then the home club should ensure that equipment is available to their own players to try and get the game on under the supervision of the umpires when the club's ground staff are not on site.

Whilst it is not expected that expensive equipment should be left in the hands of novices, simple items such as brushes, forks, drying sheets, super soppers, sawdust and remarking equipment etc. should be readily available and accessible and should be used at the request of the match umpires by the home club.

Tier 1 home teams, which fail to comply and are subsequently reported by the officiating panel umpires to The League, shall forfeit all points from the fixture and maximum points shall be awarded to the visiting team.

(See paragraph 18.4.3 in section 1).

## 21.9 Wide Deliveries

<b>Tier 1 – W/L/D Fixtures</b>
Off-Side Deliveries – see the Laws of Cricket.
Leg Side Deliveries - A wide should be called for any ball that passes on the leg side of the stumps. The only exception to this rule is if the ball passes between the batsman and the leg stump then a wide is not called.

## 21.10 Fielding Restrictions (Tier 1)

Two 30 yard or 27.4 metres (radius) semi-circles, centred on the middle stump at both ends of the pitch and joined by two parallel lines running the length of each side of the pitch shall be identified, by white nonmetal discs, that should be always clearly visible to both umpires.

### 21.10.1 Inner Circle and Power Play

i. At the instant of delivery, there may not be more than five fielders on the leg side.

ii. Inner Circle Restrictions

<b>Tier 1</b>	<b>50 Overs per Inning</b>	<b>Maximum of 5 fielders permitted outside the inner circle</b>	<b>Fielding restriction enforced throughout entire fixture</b>
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iii. In the event of an infringement of the above fielding restriction, the umpire at the striker's end shall call and signal 'No Ball' and a Free Hit shall be awarded.

## 21.11 No Balls and Free Hits – Tier 1

- The delivery following any no ball called shall be a free hit for whichever batsman is facing it. This applies to all modes of no ball with the exception of a short-pitched delivery that passes or would have clearly passed over head height of the striker standing in an upright position.
- 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.
- For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball

- 1 Hit the ball twice
- 2 Obstructing the field
- 3 Run out

- iv. Field changes are only permitted for free hit deliveries when there is a change of striker, or when close-in fielders are potentially endangered, they may retreat to a safer fielding position on the same line from the striker, retreating a maximum of 15 yards from the striker.
- v. The umpires will signal a free hit by (after signalling no ball) extending one arm straight upwards and moving it in a circular motion.

## 21.12 Between Innings

The popping crease should be swept and remarked in accordance with The Laws of Cricket 2017 Code (2nd Edition - 2019).

Whenever possible, a light roller shall be available by the home side and it shall be their responsibility to roll the pitch between innings if requested to do so by the team batting second. This shall be carried out under the supervision of the umpire(s) and for a maximum of 7 minutes.

## 22 Win / Lose Fixtures

### 22.1 Start Times

Tier	League	KO Rounds
1	1100	1100
2	1200	1200
3	1200	1200

### 22.2 Match Durations

Tier	Max Innings Overs	Max Overs per Bowler	Allotted Time
1	50	10	3 Hours and 08 Minutes
2	45	10	2 Hours and 49 Minutes
3	40	10	2 Hours and 30 Minutes

### 22.3 Interruptions to Play – Waiver Time

- i. If the match commences after the waiver time has been exceeded, then one over shall be deducted from each innings for every 7.5 minutes.

Tier	Waiver Time
1	1 Hour
2 & 3	30 Minutes

- ii. In matches where time is lost due to inclement weather the tea interval may be taken (at the discretion of the umpires) during a rain delay to save time. In this instance 20 minutes will be deducted from any lost time used to calculate future over reductions.

- iii. When play is suspended during the **first innings** the object shall be to rearrange the number of overs so that both sides have the opportunity of batting the same number of overs (minimum 20 overs per side).
- iv. Subject to a minimum of 20 overs, if a delayed start to the second innings or a suspension of play during the second innings causes insufficient time for the side batting second to face the same number of overs as the side batting first, then the number of overs to be bowled will be those that could be bowled by the scheduled close of play (rate of 3.75 minutes per over). The number of overs faced by the team batting second cannot be increased after an interruption.
- v. In the event of a suspension of play occurring in the middle of an over, the number of full overs to be bowled will be calculated and any balls remaining to be bowled in the over during which play was suspended will be added.
- vi. Should the loss of time result in less than 20 overs being available to both teams the game shall be abandoned, regardless of the match situation when this point is reached.
- vii. Further, when play is either delayed or interrupted by rain, then the Home Club should ensure that equipment is available to their own players to try and get the game on.  
Tier 1 home teams, which fail to comply and are subsequently reported by the officiating panel umpires to The League, shall forfeit all points from the fixture and maximum points shall be awarded to the visiting team.

## 22.4 Fielding Restrictions (Tiers 1 & 2)

Two 30 yard or 27.4 metres (radius) semi-circles, centred on the middle stump at both ends of the pitch and joined by two parallel lines running the length of each side of the pitch shall be identified, by white nonmetal discs, that should be always clearly visible to both umpires.

### Inner Circle and Power Play

At the instant of delivery, there may not be more than five fielders on the leg side.

Inner Circle Restrictions:

Tier	Innings Overs	Power-Plays (PP)	Max fielder outside the inner circle during the PP
1	50	PP1 - Overs 01 to 10	2
		PP2 - Overs 11 to 40	4
		PP3 - Overs 41 to 50	5
2	45	PP – Overs 01 to 10	2

For the remaining overs of Tier 2 innings, a maximum of five fielders are permitted to be outside the field restriction zone at the instant of delivery.

Where the number of overs for the batting team are reduced, the number of overs regarding power plays, shall be reduced proportionately in accordance with the tables below.

### 22.5.1 Tier 1 Over Restrictions for Each Power Play

Innings Overs	Power Play 1	Power Play 2	Power Play 3
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
<b>32</b>	<b>7</b>	<b>19</b>	<b>6</b>
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

### 22.5.2 Tier 2 Over Restrictions for Each Power Play

Innings Overs	Tier 2
20-23	3
24-26	4
27-29	5
30-33	6
34-36	7
37-39	8
40-44	9
45	10

If play is interrupted and on resumption the adjusted total number of overs has already been exceeded, then the fielding restrictions will be lifted immediately.

In the event of an infringement of any of the above fielding restrictions, the umpire at the striker's end shall call and signal 'no ball' and a free hit shall be awarded.

## **22.6 No Balls and Free Hits – (Tier 1 & Divisions 3-5)**

- i. The delivery following any no ball called, shall be a free hit, for whichever batsman is facing it, with the exception of a short-pitched delivery that clearly passes (or would have) over head height of the striker standing in an upright position at the popping crease.
- ii. 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.
- iii. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball.
  - Hit the ball twice
  - Obstructing the field
  - Run out

Field changes are only permitted for free hit deliveries when there is a change of striker, or when close-in fielders feel endangered, they may retreat to a safer fielding position on the same line from the striker, retreating a maximum of 15 yards from the striker.

- iv. The umpires will signal a free hit by (after the no ball signal) extending one arm straight upwards and moving it in a circular motion.

### **22.6.1 Fielding Restrictions – Tier 3**

In NCL divisions 9 to 15 inclusive there is no fielding restriction zone or fielding restrictions (except 3 behind square on the leg side).

## **22.7 Slow play (Tier 1)**

- i. All sides are expected to be in position to bowl the first ball of the last over of their innings in accordance with the times shown in the table above (point 2).
- ii. Where panel umpires are present - if the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled.

This will apply to both innings of the match

If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first, then the match shall be deemed to be won by the side batting second.

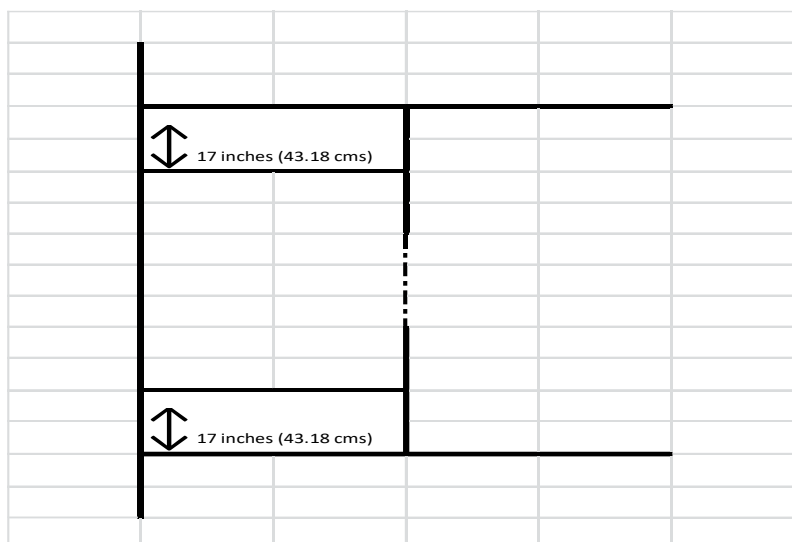
All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

- iii. In reduced overs games the time required to bowl the overs will be adjusted such that the fielding side should complete their overs at a minimum rate of 16 overs per hour with the same penalties as above for failing to achieve this over rate. Umpires should make team captains aware of the newly calculated deadlines for completion of the innings in these reduced over games.

## 22.8 Wide Balls

- i. Umpires are instructed to apply a strict and consistent interpretation of this Law to prevent negative bowling wide of the wicket.
- ii. Any offside delivery, which in the opinion of the umpire, does not give the striker a reasonable opportunity to score shall be called a wide. As a guide to the umpires for the calling of off-side wide balls, the pitch markings must be expanded to include lines 17 inches (43.18cm) inside either return crease at both ends of the pitch (see below).
- iii. If the batter moves into the off side the line moves with them, however if the ball pitches off the cut strip, as per Laws of Cricket, it will be called a no-ball and a free hit awarded.

These 17-inch lines are mandatory for the NCL Premier Division and Divisions 1 to 5 inclusive but optional for all other divisions.



A wide should be called for any ball that passes on the leg-side of the stumps. The only exception to this rule is if the ball passes between the striker and the stumps, then a wide is not called. (Applies to Tier 1 only.)

## 22.9 The Result – All Tiers

- i. A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs.

- ii. The side which scores the most runs shall be the winner.
- iii. Suspension after the start of play, causing the number of overs in the innings of either team to be revised (minimum of 20 overs), should lead to the generation of a revised target score being calculated by the D/L Application (App) available from the Play-Cricket App.  
<https://www.play-cricket.com/features-playcricketscorer>
- iv. It is the responsibility of the home club to ensure that someone from the club is present at each match, who is competent to make the appropriate Duckworth Lewis calculation.
- v. In panel umpire officiated matches, the umpires will be responsible for confirming the overs and target score.
- vi. In matches without panel umpires, the scorer(s) will be responsible for recalculating the overs and generating the target score from the Play-Cricket D/L App and providing these details to the captains and umpires.
- vii. If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set, then nevertheless the incorrect target shall stand.
- viii. If a match is abandoned and both sides have had an innings of 20 or more overs, then the result shall be decided by D/L.
- ix. If the revised target score is exceeded, then the team batting second will be the winner. If the revised target score is equalled, then the scores are tied.

## 22.10 All Tiers - Points Awarded

NCL Divisions	Result	Points
All Tiers	Win	20
All Tiers	Tie	8 + Bonus Points
All Tiers	Lose	0 + Bonus Points
All Tiers	Abandoned	6 + Bonus Points
All Tiers	Cancelled	6 to each side.
All Tiers	Conceded	-20 / +20

Tier 1                      No Home Scorer                      -1

### 22.10.1 Tier 1 - Bonus Points

Runs Scored in Each Innings	Batting Bonus Points Earned	Wickets taken in each Innings	Bowling Bonus Points Earned
125	1	3	1
150	2	5	2
175	3	7	3
200	4	9	4

### 22.10.2 Tier 2 - Bonus Points

Runs Scored in Each	Batting Bonus Points Earned	Wickets taken in each	Bowling Bonus Points Earned
---------------------	-----------------------------	-----------------------	-----------------------------



Innings		Innings	
125	1	3	1
150	2	5	2
175	3	7	3
200	4	9	4

### 22.10.3 Tier 3 - Bonus Points

Runs Scored in Each Innings	Batting Bonus Points Earned	Wickets taken in each Innings	Bowling Bonus Points Earned
100	1	3	1
125	2	5	2
150	3	7	3
175	4	9	4

### 22.11 Between Innings – Tier 1

The popping crease should be swept and remarked in accordance with The Laws of Cricket 2017 Code (2nd Edition).

Whenever possible, a light roller shall be available by the home side and it shall be their responsibility to roll the pitch between innings if requested to do so by the team batting second. This shall be carried out under the supervision of the umpire(s) and for a maximum of 7 minutes.

### 22.12 DUCKWORTH LEWIS

NCL clubs can download the D/L calculator from the AppStore or Google Play under “Play-Cricket Scorer” to any smart phone or tablet. For more information, please see link; <https://www.play-cricket.com/features-playcricketscorer>

Remember

The target score shown by the Play-Cricket App and needed to win, is the PAR score plus 1. This PAR score + 1 is the score required on completion of that over.

When play is abandoned

- If the team batting second has achieved the PAR score but has not exceeded it when play is abandoned (and 20 or more overs have been bowled), then the result is a **TIE**.
- If the PAR score has not been achieved, (and the minimum number of overs have been bowled), then the team that batted first will have won.

### 22.13 All Divisions ECB Directives – Young Players

#### 22.13.1 Fast Bowling Directive for Young Players

The directive alters the normal innings over restrictions applied per bowler. A fast bowler is defined as a bowler to whom a wicket keeper, in the same age group, would normally stand back to take the ball.

Age	Max. Overs per spell	Max. Overs per day
Up to 13	5 overs per spell	10 overs per day, or divisional restriction, whichever is the lower.
U14, U15	6 overs per spell	12 overs per day, or divisional restriction, whichever is the lower.
U16, U17, U18 & U19	7 overs per spell	18 overs per day, or divisional restriction, whichever is the lower.

Having completed a spell, the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of that players spell has been bowled from the same end.

A bowler can change ends without ending their current spell provided they bowl the next over legally available from the other end. (If this does not happen the spell is deemed to be concluded.)

If play is interrupted, for less than 40 minutes any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group.

If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of their spell (before the interruption) have been bowled from the same end.

If the interruption is of 40 minutes or more whether scheduled or not, the bowler can commence a new spell immediately.

Once a bowler covered by these directives has bowled in a match, they cannot exceed the maximum number overs per day for their age group even when bowling spin.

They can exceed the maximum overs per spell if bowling spin but cannot then revert to bowling fast until an equivalent number of overs to the length of the spell have been bowled from the same end. If they bowl spin without exceeding the maximum number of overs in a spell, the maximum will apply as soon as he reverts to bowling fast.

Captains, team managers and umpires must ensure that these directives are followed.

For guidance it is recommended that in any 7-day period a fast bowler should not bowl more than 4 days in that period and for a maximum of 2 days in a row.

Age groups are based on the age of the player at midnight on 31<sup>st</sup> August in the year proceeding the current season.

### **22.13.2 Wearing of Helmets by Young Players**

In 2015 the England and Wales cricket Board (ECB) issued safety guidance on the wearing of helmets. This guidance applies to all players up to the age of 18, in cricket played with a hard cricket ball.

Following recommendations by the England & Wales Cricket Board, the NCL's policy is that:

- Young players, up to their 18th birthday, must wear a helmet with a faceguard when batting and when standing up to the stumps when keeping wicket against a hard cricket ball in matches and in practice.
- Coaches, managers, and umpires should always ensure that a young player wears a helmet.
- Players should regard a helmet with a faceguard as a normal item of protective equipment when batting against a hard ball, together with thigh and leg pads, gloves, and an abdominal protector (box).
- There is a British Standard (BS7928: 2013) for cricket helmets and it is in the best interests of players to ensure that their helmet conforms to this standard.
- This policy applies to young players in adult cricket played with a hard cricket ball. It applies to all NCL teams and competitions under the jurisdiction of The League.
- Young players who wear Turbans or Patkas on religious grounds may be exempted from the requirement to wear helmets provided written parental consent is obtained.

The ECB recommends that where possible junior players use head protectors that have been successfully tested against junior sized cricket balls.

Parental or guardian written consent asking for a young player not to wear a helmet will not be accepted by the Northamptonshire Cricket League (unless extenuating circumstances exist).

The guidance applies during all practice sessions. Any individual taking responsibility for U18 players should take all reasonable steps to ensure that this guidance is followed.

### **22.13.3 Fielding Distances for Young Players**

The ECB has regulations covering the minimum fielding distances for young players, in all matches where a hard ball is used, as follows:

- No young player in the Under 15 age group or younger shall be allowed to field closer than 8 yards (7.3 meters) from the batter's position on the popping crease on a middle stump line, except behind the wicket on the off-side, until the batter has played at the ball.
- For players in the Under 13 age group and below, the distance is 11 yards (10 meters).
- These minimum distances apply even if the player is wearing a helmet.
- Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move backwards to the required distance.
- In addition, any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet and, an abdominal protector (box) when fielding within 8 yards (7.3 meters) of the batter's position on the popping crease on a middle stump line, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.
- These fielding regulations apply to all cricket played in England and Wales. Age groups are based on the age of the player at midnight on 31st August in the year preceding the current season.

### **22.13.4 ECB Guidelines for Junior Players in Open Age Cricket**

The Northants Cricket League has adopted the ECB Guidelines for Junior Players playing in open age cricket. These guidelines cover the selection and participation of young players in open age group cricket.

This is to help clubs decide when to select young players in open age group cricket and how best to help their cricketing development when they play within open age groups.

1. Making the step up from junior to open age group cricket is a significant event in any player's cricket experience. Ensure that the player's safety, personal development needs, and overall cricket experience are considered.
2. Clubs, squad coaches and managers must take into account the requirements on age detailed in this guidance.
3. Each case is to be determined on an individual basis, depending on the player's ability and stage of cognitive and emotional maturity to take part at this level. However, the minimum age guidance provided below must be adhered to.
4. Juniors should be involved in all aspects of the game wherever possible including socialising, team talks, practice, decision making sure they feel part of the team.
5. Children can feel more comfortable and able to perform if they have a family member or friend playing in the side.
6. Consider children's early experiences and how these will remain with them. Often determine whether they want to remain playing the game.
7. Provide an opportunity for players to show their skills in an appropriate way. Children just used as fielders will not develop or have a positive experience of the game.
8. Be supportive, even when children players are not successful. Try to put them in accommodating situations where possible.
9. The captain should inform the Umpires of under 18's in the side before the match starts.

### **Restrictions**

ECB helmets, fast bowling directives and fielding regulations should always be adhered to for junior players in open age group cricket.

### **Minimum Age**

Players who are selected in a County U12 squad in Spring for a summer squad or in another squad deemed by ECB performance managers to be of a standard above 'district level' for that season are eligible to play open age Cricket.

This is providing they are at least 11 years old, are in School Year 7 on 1st September in the year preceding the season and have written parental consent to play.

In allowing these players to play in open age Cricket it is essential that clubs and coaches recognise the 'duty of care' obligations they have towards these young players.

This means boys and girls who are county squad and area squad players, can play open age group cricket if they are in an U12 age group and are a minimum of 11 years old on 1<sup>st</sup> September of the year preceding the season.

District and club players who are not in a county or area squads must wait until they reach the Under 13 age group, be in Year 8 and be 12 years old on 1<sup>st</sup> September of the preceding year before being able to play in any open age group cricket. As before, written parental consent is required for these players.

The duty of care should be interpreted in two ways:

- Not to place a young player in a position that involves an unreasonable risk to that young player, taking account of the circumstances of the match and the relative skills of the player.
- Not to create a situation that places members of the opposing side in a position whereby they cannot play cricket, as they would normally do against adult players.

The ECB guidelines note the need for clubs and leagues to recognise the positive experience that young players should have in open age cricket.

## 22.14 Penalty Runs

Penalty runs shall be awarded in all NCL divisions in accordance with the following table:

Division	Penalty Runs Apply?	Applicable Note(s)
Tier 1	Yes	Note 1 & 2
Divisions 3 to 14	Yes (see exceptions)	Note 3

### Notes

1. In the NCL Tier 1, Laws of Cricket 2017 Code (2nd Edition) and specifically Law 42 will apply.  
However, penalty runs and player sanctions for Level 3 & 4 offences (involving the immediate removal of players from the field of play) can only be awarded by NACO appointed panel umpires and cannot be awarded by opposing players or anyone else standing-in as an umpire.
2. In the NCL Tier 1, when penalty runs awarded to the bowling side in the second innings the scorer / batting side should ensure that the score board indicates the correct runs required.

3. In NCL Divisions 3 to 14 inclusive, five penalty runs will be awarded when the ball is in play and strikes an unworn helmet which is on the field of play and for illegal fielding e.g. fielding the ball with cap.

### **22.15 Players Conduct (Law 42 - 2017 Code 2nd Edition - 2019)**

It should be noted that whilst no penalty runs or on-field sanctions can be awarded for Level 1, 2, 3 and 4 offences in NCL divisions 3 - 14 inclusive, irrespective of who the umpires are, it is expected and a requirement of any player, match official or club member to report all breaches of the adopted Code of Conduct to the chairman and secretary of the NCL disciplinary committee.

**In the event of a breach of the Anti Discrimination Code (appendix 2 Code of Conduct on Play Cricket) any such offence will be considered as a Level 3 or 4 and will be dealt with by the on-field umpires under Law 42 in the same manner as other level 3 or 4 offenses. i.e. Law 42.4.2 or Law 42.5.2 depending on the level of offence.**

### **22.16 Wicket Keeper Gloves (Excessive Webbing Law 27.2)**

For reference, new Law 27.2 now reads as follows:

1. Protective Equipment  
The wicket keeper is the only member of the fielding side permitted to wear gloves and external leg guards.
2. Gloves  
If, as permitted under 1 above, the wicket keeper wears gloves, they shall have no webbing between the fingers except joining index finger and thumb, where webbing may be inserted as a means of support. If used, the webbing shall be:
  - (a) A single piece of non-stretch material which, although it may have a facing material attached, shall have no reinforcement or tucks.
  - (b) such that the top edge of the webbing
    - (i) Does not protrude beyond the straight line joining the top of the index finger to the top of the thumb.
    - (ii) Is taut when a hand wearing the glove has the thumb fully extended.

### **22.17 Bat Size Restriction (Law 5.7 - 2017 Code 2nd Edition - 2019)**

Bat gauges are not currently used in the Northamptonshire Cricket League.

### **22.18 Artificial Cricket Pitches**

For Tier 1 & 2 the League prefers that all NCL fixtures be played on grass or other ECB approved synthetic surfaces. NCL League matches may be contested on artificial pitches in Division 9 to 14.

Clubs intending to use an artificial pitch for NCL League fixtures shall declare this pre-season, before or at the AGM.

### **22.19 Bowling**

## **22.19.1 Underarm bowling is not permitted in any Division of the NCL**

### **22.19.2 Bowling of Dangerous and Unfair non-pitching deliveries Law 41.7 - 2017 Code (2nd Edition)**

The Laws of Cricket 2017 Code (2nd Edition) have been *amended* regarding the bowling of ANY delivery bowled without pitching and being above waist height when the striker is standing upright at the popping crease, this is deemed to be dangerous and unfair. When such a delivery (fast or slow) is bowled, the umpire (at the bowlers end) shall call and signal No-Ball and when the ball is dead he shall:

1. Decide whether the non-pitching delivery is dangerous, based on various factors such as the speed or direction of the ball, repeated delivery of full tosses and the ability of the batsman. There is no longer a 'catch-all' sanction, but umpires are instead required to use their best judgement to determine whether a delivery is dangerous / unfair or indeed, deliberate.

For ALL non-pitching deliveries above waist high (see 1 above) the umpire shall call and signal No-Ball.

If the delivery is also considered to be dangerous but not deliberate, when the ball is dead, the umpire shall caution the bowler indicating that this is a first and final warning and inform the captain of the fielding side. Should there be any further dangerous / unfair delivery, by the same bowler, the umpire shall instruct the captain of the fielding side to suspend the bowler immediately who will not be allowed to bowl again in that innings.

If the non-pitching delivery is considered to be both dangerous and deliberate the umpire shall call and signal no ball and when the ball is dead instruct the captain of the fielding side to suspend the bowler immediately who will not be allowed to bowl again in that innings.

In open age and youth cricket (13 years +) this amended Law shall be implemented in full across all hardball cricket.

However, a bowler 13 years and below, will be *no-balled* for every "high full toss" (i.e. above waist height delivery) bowled. The bowler will not receive a warning or be removed from the attack by the umpire unless the umpire deems the delivery to be dangerous and / or a deliberate act which will result in the bowler being suspended immediately by the fielding captain for the remainder of the innings.

Age groups quoted are based on the age of the player at midnight on 31st August in the year preceding the current season.

### **22.19.3 Dangerous and unfair short pitched deliveries (Law 41.6) –**

Applies to NCL Tier 1 only in addition to Law 41.6 the following regulation shall apply:

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.)

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.
3. A fast short pitched ball which, regardless of its width, passes or would have passed clearly over head height of the batsman standing upright at the popping crease does NOT invoke a free hit.
4. If the bowler exceeds his limit of two short pitched deliveries in an over, not only must the umpire at the non-strikers end call "No Ball", on each occasion, but he must also invoke the procedures of Laws 41.6.3 (cautioning the bowler, first and final warning, inform colleague, fielding captain and both batsmen) and 41.6.4. (any further such deliveries will result in bowler suspended for the rest of the innings, plus umpires to report incident) followed by a free hit.

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

## **22.20 Use of Covers / Covering Sheets (Tier 1 & 2)**

To ensure as many games as possible are played the use of covers / covering sheets is encouraged. The intention is that at the start of all matches the surface of the pitch should be dry. It is therefore recommended that normally the latest time for watering the pitch is 9 .00 p.m. on the Thursday preceding the match.

In respect of the use of covers / covering sheets the following is recommended: -

1. where possible they should be used at all appropriate times during the week preceding the match when it is raining or when rain is expected.
2. clubs may decide they should be used between 9.00 p.m. on Friday and 9.00 a.m. on Saturday.
3. when covering sheets are used, the ECB recommends they be used in conjunction with a hessian underlay.

The umpires (in the case of the Premier and Division 1) will be requested to report on the condition of the pitch prior to the match and in particular to note whether the pitch is wet. The visiting team may submit a complaint if the pitch is wet.

In respect of Divisions 2-9, the ground report shall record a note of the condition of the pitch prior to the match. The visiting team may submit a complaint about the condition of the pitch.

The Grounds Committee will upon receipt of an adverse report, or a complaint, notify the home club and seek an explanation as to why the pitch was wet. The Committee will investigate and if necessary, convene a hearing.

If it transpires that the home club has not taken reasonable measures to produce a dry surface the club will lose any points gained from the match and receive a warning. If it occurs again, 30 points will be deducted.

Also, the pitch may be completely covered at any time, including during interruptions in play. The use of covers or coverings shall, prior to the toss, be the responsibility of the ground



executive, but after the toss, the umpires will when appropriate require the home side to place / remove the covers or coverings on the pitch and immediate surroundings.

In the other NCL Divisions where covers / coverings are available they should be used in accordance with the recommendations for the Premier Division to Division 9.

## **22.21 NCL Match Balls and Lost Balls**

Each fielding side shall provide a new ball supplied by The League. The fielding side shall hand to the umpire, before each innings commences the match ball and a spare ball of the same quality.

<b>Division</b>	<b>Ball Grade</b>
<b>Tier 1</b>	<b>Dukes County International “A”</b>
<b>Divisions 3 to 14</b>	<b>Hunts County – “Lords Senior Match Ball”</b>

In the case of lost balls, the bowling side should always have spare balls available of the correct grade.

## **22.22 First Aid**

All clubs shall ensure that a fully stocked first aid kit and facilities are available and accessible at all NCL club venues for the treatment of injuries. A person qualified in First Aid shall be available where possible. The NCL management committee recommends that all clubs can make a telephone call to the emergency services.

Note, this is a mandatory requirement for all grade A, A1, B and B1 grounds.

# APPENDIX 1 SAMPLE TEAM SHEET (side one)

		<b>X1</b>
<b>Versus</b>		<b>X1</b>
<b>Umpires: &amp;</b>		
<b>Players Full Name</b>	<b>Under 18's on match day must wear a helmet (This is Mandatory).</b>	<b>Age group for all players U19 and Younger.</b>
<b>Captain</b>		
<b>WK</b>		
<b>3</b>		
<b>4</b>		
<b>5</b>		
<b>6</b>		
<b>7</b>		
<b>8</b>		
<b>9</b>		
<b>10</b>		
<b>11</b>		
<b>12</b>		
<b>Scorers Full Name.(First &amp; Surname)</b>		

**\*Note - Age group is based on age at midnight on the 31<sup>st</sup> August the previous year. The ECB Fast Bowling Directives apply to all players in the under 19 age group and younger. Young players are also covered by the ECB fielding regulations – please show the actual Age Group of all players who are U19.**

## APPENDIX 1a SAMPLE TEAM SHEET (side two)

To be completed by the person responsible for the team and provided to the Umpires before the toss takes place:

I confirm and undertake on behalf of ..... Cricket Club that:

**Either** – (a) There are no players under eighteen years of age in today's team.

Please tick

**Or** –(b) In line with N.C.L. policy, all players under eighteen years of age in today's team will wear a helmet with a faceguard when batting or when standing up to the stumps when keeping wicket.

Please tick

**And** – The ECB Fast Bowling Directives apply to the players in today's team as shown on the team sheet.

**And**

### Open Age Cricket

Players who are selected in a County U12 squad in Spring for a summer squad or in another squad deemed by ECB Performance Managers to be of a standard above 'District level' for that season are eligible to play Open Age Cricket. This is providing they are at least 11 years old, and in School Year 7 on 1st September in the year preceding the season and have written parental consent to play. In allowing these players to play in Open Age Cricket it is essential that Clubs and Coaches recognise the 'Duty of Care' obligations towards these young players. (See NCL Rule 21.6.4)

This means that County Squad and Area Squad players, both boys and girls are able to play Open Age Group Cricket if they are in U12 Age group and are a minimum of 11 years old on 01 September of the year preceding the season. District and club players who are not in a County or Area squads must wait until they reach the Under 13 age group, 12 years old, Year 8 on 01 September of the preceding year prior to being able to play in any Open Age Cricket, again written parental consent is required for these players.

Please tick

I agree that prior to the toss I have discussed with the umpires the policy adopted by this Club with regard to the wearing of helmets and the permitted age groups of the young players taking part in this match.

The Club hereby agree to indemnify the Umpires from and against all actions, costs, claims and demands (including reasonable legal fees) and any other damage suffered or incurred arising from any injuries.

<b>Signed:</b>
<b>Print name:</b>
<b>On behalf of:</b>
<b>Address of Club:</b>
<b>Date:</b>