The Hevey Building Supplies
Northamptonshire Cricket League (NCL)

“Play hard, play fair, be inspired and Stay in the game”.
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SECTION 1 LEAGUE RULES & GUIDELINES – (APPLIES TO ALL NCL DIVISIONS).

1 INTRODUCTION.

The League shall be known as the Hevey Building Supplies Northamptonshire Cricket League herein after referred to in this document for convenience as The League or NCL. At the discretion of the NCL Management Committee, The League’s Title or any of its Divisions may incorporate words or symbols referring to a sponsor or other appropriate body. The League will comprise a number of Divisions; each of 10 or 12 teams and promotion and relegation will be possible between all Divisions subject to satisfying certain key criteria. Matches to be played as per the Laws of Cricket (2017 code) unless these rules indicate otherwise.

The objective of The League shall be to promote the highest playing standards of competitive league club cricket within Northamptonshire and its environs consistent with support for the principles outlined in the County Cricket Development Plan for Northamptonshire and for the Northants Recreational Cricket CIC (NRC).

1.1 THE ECB RECREATIONAL CRICKET CODE OF CONDUCT.

All NCL Member clubs shall play Cricket in accordance with the ECB Recreational Cricket Code of Conduct, and within the Spirit of the Game and the Laws of Cricket.

1.2 AFFILIATION.

All NCL member clubs shall be a member of the NRC or their Home County Cricket Board and through affiliation, the England and Wales Cricket Board (ECB). This is a mandatory requirement. The League is affiliated to the ECB and the NRC. All monies due shall be invoiced pre-season by The League’s Honorary Treasurer.

1.3 THE LEAGUE’S FINANCIAL YEAR AND LEAGUE AUDITORS.

For auditing purposes, The League’s financial year shall run from the 1st October to the 30th September. The League’s appointed current auditor is Robert Brown. The League’s Management Committee reserves the right to change The League’s auditor at any time and with due notice.

1.4 INSURANCE RECOMMENDATION.

The League strongly recommends that all NCL clubs take out (purchases) adequate and appropriate insurance cover for the protection of their club, club equipment, members, players, officials and spectators. The League currently uses Marshall Wooldridge as their own insurers and they will be pleased to provide advice and recommendations. They can be contacted via www.marshallwooldridge.com

The League will not be held responsible under any circumstances, nor entertain any claims forwarded onto them by any member club which has failed to take out appropriate insurance cover. Any NCL club, which finds itself involved in an insurance claim, will be totally responsible for resolution of that claim.
2 NCL MANAGEMENT COMMITTEE AND OTHER COMMITTEES.

The affairs of the NCL shall be managed by a Management Committee in conjunction with a number of other NCL Operational Committees. The Management Committee will have the prime responsibility for maintaining financial stability and a strategic overview of The League and to ensure that The League’s primary objectives are consistently met and to take The League forward. It will also co-ordinate and direct as necessary, the activities of all the NCL Operational Committees, receive regular reports and minutes in a timely fashion from the Committees and also take on a scrutiny role. This may involve calling in a NCL Committee to debate / discuss a decision / recommendation or referring committee decisions back for re-consideration. The NCL Operational Committees however, will make most decisions / recommendations and the expectation is to keep to a minimum, those decisions vested in the Management Committee, or the Clubs at a general meeting.

2.1 Composition of the NCL Management Committee.

The NCL Management Committee shall comprise The NCL’s Chairman, Vice Chairman, General Secretary (Non-Voting), Treasurer and The League’s Three Tier Chairmen:

Candidates for all posts shall be elected by the NCL member clubs at The League’s AGM.

2.1.1 NCL Registration Secretaries.

NCL Registration Secretaries (2) shall have the prime responsibility for dealing with registration questions and queries raised by The League’s member clubs by name and alphabetically (see table below), however when necessary, either shall have full authority to provide advice / adjudicate for any member club:

<table>
<thead>
<tr>
<th>Registration Secretary</th>
<th>Responsible for NCL Clubs with the Initials</th>
</tr>
</thead>
<tbody>
<tr>
<td>Roy Quennell</td>
<td>A to K inclusive.</td>
</tr>
<tr>
<td>Paul Critchley</td>
<td>L to Z inclusive.</td>
</tr>
</tbody>
</table>

The Management Committee may elect a President, Vice Presidents, Handbook Editor and Life Members.

2.2 Administration of The League.

The affairs of The League shall be monitored by The Management Committee (see paragraph 2.1) but on a day-to-day basis, administered by a number of other NCL operational committees and these shall be as demanded and currently as follows:

- Discipline
- Fixtures
- Grounds
- Handbooks and Media
- Registrations and Results
- Rules and Constitution
- Twenty / 20
- Umpires and Scorers
- Youth
2.3 **Make up of The League’s Operational Committee’s.**
Each NCL Operational Committee will comprise a *Chairman and Secretary* and an appropriate number of committee members as deemed necessary to fulfil the task(s).

2.4 **NCL Committee Meeting Quorum Details.**
NCL Committee meeting quorums shall be as follows:

- A quorum at a Management Committee meeting shall comprise 66% of the committee members.
- A quorum at an Operational Committee meeting shall comprise 50% of the committee members.
- A quorum at a Tier Committee meeting shall comprise 50% of the committee members.

2.5 **Management Committee Powers to Call Meetings and form Additional Committees.**
The Management Committee may call a General Meeting of all clubs at any time and form additional Committees as required for the efficient running of The League.

2.6 **Management Committee Powers to Make Administrative Changes.**
The Management Committee in conjunction with the other NCL Operational Committees has the power to make amendments to any of these League Rules of an *administrative nature*, as it considers necessary for the proper and efficient running of The League.

2.7 **Management and Other Committee Powers.**
The Management Committee in conjunction with the other NCL Operational Committees shall have the power to recommend to the Annual General Meeting, or to an Extraordinary General Meeting, a proposal to vary the structure of The League. However, any proposed change to the re-structuring of the lowest two NCL divisions shall be in consultation with the clubs / teams affected before any action is taken.

2.8 **Co-opting Representatives.**
The League will co-opt a representative from the Northamptonshire Association of Cricket Officials (NACO) with full voting rights and all Committees shall have the power to co-opt additional members (also with full voting rights) at any time to ensure the efficient running of The League.

2.9 **Dismissal of Any NCL Committee Member.**
The NCL Management Committee *reserves the right* to dismiss and remove from office (by a simple majority vote at an Management Committee Meeting) any NCL Committee Member (irrespective of position) when it becomes apparent that:

1. They display unacceptable conduct e.g. disinterest, continually missing NCL Meetings, poor discipline, drug or alcohol abuse, theft or dishonesty etc.
2. They are incapable of fulfilling the role as demanded
3. Their position has become redundant
4. They can no longer continue in post for some other substantial reason e.g. serious illness, moved away from the area etc.

Further, the NCL Management Committee can appoint / co-opt a replacement, when appropriate, without recourse and the need to call a General Meeting. The replacement shall be permitted to stay in post until the next General Meeting.
3. ANNUAL (AND EXTRA-ORDINARY) GENERAL MEETINGS.

3.1 NCL Annual General Meeting.

The Annual General Meeting (AGM) shall be held during the October to December period each year to receive reports, elect officers and make any alterations to The League’s rules. The process for adding new or amending current rules is outlined below:

**NCL new rules or amendments will only be permitted via two routes:**

- From NCL Tier Chairmen and their Committees (i.e. each representing their Tier)
- From NCL Committees

1. During the course of the cricket season, April to the 15th September, The NCL Tier Chairmen (3) and their Committees shall each engage via email with their tier clubs to determine what playing rule changes (if any) are required. A cut off date for this feedback shall be specified at the time of sending the email. **Milestone – work completed on or before the 15th September, the cut off date.**

2. All information received by the cut off date (15th September) shall be consolidated within one document by The Tier and then this document shall be sent back to all clubs in their tier, to seek their own club’s views. **Milestone – work completed on or before the 30th September, the cut off date.** Any further proposals received by The Tier Committee, after the cut off date, (30th September) shall be void and discounted.

3. Each club will decide which change(s) it supports. This data will then be forwarded back to their Tier Committee who will consolidate the data received into a single document. A 51% in favour by all the teams responding in each individual tier means support as per our current rules. The rule changes supported (> 51%) shall be forwarded by the Tier Committee to the NCL Rules and Constitution Committee and the NCL General Secretary for their information only and will be deemed adopted / rubber stamped for the forthcoming season at the AGM. The Tier Committee shall also copy this information back to the clubs within their tier for information purposes. **Milestone – work completed on or before the 14th October, the cut off date.**

NCL Management and Operational Committees are also entitled to submit proposed rule changes (any type) and at any time during the season in electronic / soft copy format (these will be deemed to be seconded) to the NCL General Secretary / The Chairman of the Rules Committee, for consideration. (Note, these will be the only rule changes to be voted upon at The League’s AGM). **Milestone, amendments received by 15th September, the cut off date.**

The NCL General Secretary shall then give the Chairman and Secretary (or other club official) of each member club a minimum of fourteen days written notice of the meeting agenda together with the date and venue of the AGM.

3.2 NCL Extra Ordinary General Meeting.

An Extraordinary General Meeting (EGM) may be called at any time and with due notice (fourteen days) following a formal written request (e-mail accepted) being forwarded to the NCL General Secretary from at least five member clubs from any one Section / Tier and the payment of £75.00 to cover the expenses of holding such a meeting. The fee to be returned at the discretion of the meeting. Such EGM’s shall be conducted under the same rules and have the same powers as an AGM.
3.3 NCL Clubs not Represented at a General Meeting.
A club not represented at a General Meeting (AGM or pre-season EGM) shall be penalised. See paragraph 18.1c. Each NCL club has a requirement to send just one representative to a General Meeting and this representative (well briefed by their club) will be permitted to vote on all items of business which affect all teams within their club and which play within The League. See also paragraphs 4.2, 4.3 and 4.4. For the sake of clarity this means that if a Club has four teams playing in The League only one Club member needs to attend a General Meeting, but the Club will still be entitled to a maximum of four votes, depending upon the specific vote.

3.4 NCL Meetings with Clubs.
From time to time, NCL member clubs may be invited to attend meetings and events with any of The League Committees, sometimes these meetings will be important and require a mandatory attendance by the clubs invited but this will be specified in the League’s initial communication and adequate notice (not less than 14 days) will be given. When a club is invited to attend an important meeting or event and mandatory attendance is required, the invited club shall attend. Failure to attend (unless there are extenuating circumstances) shall result in a fine of £25.00. See also rule 18.1c.

3.5 NCL Club’s Own Officer and Contact Details.
All clubs participating in The League are encouraged and expected to hold their own club AGM in good time such that they are able to confirm their club’s up to date officer positions and contact details for the coming season.

When a club needs to make a change to their data, this will be made by accessing the NCL Grounds website (www.nclgrounds.co.uk/clubschg2.asp) and then editing their Club’s appropriate officer and contact details.

The cut off date to complete this editing is the 1st March, i.e. prior to the new playing season.

Every NCL Club, which makes a change to their club’s officer and contact data on this website, will automatically generate an email to the following personnel so that League E-Mail Distribution Lists and associated Handbook Data can be updated.

<table>
<thead>
<tr>
<th>League Personnel – (Current)</th>
<th>E-Mail Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>League Handbook Editor, Andrew Radd</td>
<td><a href="mailto:andrewradd1962@hotmail.com">andrewradd1962@hotmail.com</a></td>
</tr>
<tr>
<td>League Chairman, David Hartley</td>
<td><a href="mailto:david@davidmhartley.co.uk">david@davidmhartley.co.uk</a></td>
</tr>
<tr>
<td>League General Secretary, Graham Lawman</td>
<td><a href="mailto:graham.lawman@btinternet.com">graham.lawman@btinternet.com</a></td>
</tr>
</tbody>
</table>

Further, every member club must go through the update screen even if no changes are needed. This will automatically update the "last changed" date. This will ensure that all appropriate officer and contact information is available and up to date for the League Handbook and confirm that every NCL club has visited the web site.

All NCL clubs failing to progress through the website’s update screen or update their club’s officers and contacts details (as appropriate) before the deadline date of 1st March will be fined. See paragraph 18.3i for details.
Emergency changes to a club’s officer or contact details thereafter, shall be the responsibility of the club to update via www.nclgrounds.co.uk/clubschg2.asp

3.6 Communications with NCL Clubs.
From The League’s perspective, the official point of contact within all NCL clubs is the Club’s Secretary to whom, normally; all League communications will be sent. The League’s preferred method of communication with all clubs is via E-Mail and all clubs are encouraged to implement a club specific E-Mail address (e.g. peterboroughtowncc@hotmail.com) rather than rely upon private E-Mail addresses for individuals within their club. This will allow any officer of the club with an appropriate password to pick-up E-Mail messages. The hope is that by implementing such a simple system with their current service provider, communications between the League and its member clubs will improve.
Once implemented, the club shall allocate this email address to their current Secretary and amend the details on www.nclgrounds.co.uk

4. FORMATION OF NCL COMMITTEES, MEETING FREQUENCY AND VOTING.
4.1 Management Committee and Committee Meetings Formation and Voting.

The Chairman and The Secretary of each NCL Committee (as detailed in paragraphs 2.2 and 2.3) will be appointed by NCL member clubs at the AGM for the coming season. However, the supporting membership of each of these NCL Committees for the year shall be determined at the first joint meeting of all elected NCL personnel after The League’s GM.

Further, to ensure that The Management Committee is able to receive a fair cross-section of input from all NCL member clubs, The League shall be sub-divided into Three Tiers, with each Tier having its own Tier Chairman (TC) Secretary and Committee. Tier Chairmen will represent the following NCL divisions:

- **Tier 1** The NCL Premier and Divisions 1 and 2
- **Tier 2** NCL Divisions 3 to 8 inclusive
- **Tier 3** The remaining NCL Divisions

Each team represented (in their tier) shall be entitled to one vote, to elect their Tier Chairman with a simple majority winning.

Thereafter, Tier Chairmen will seek sufficient volunteers from their represented divisions to form a committee to work with each TC. The frequency of Tier Committee Meetings shall be decided at the first Tier Committee Meeting.

4.1.1 Frequency of NCL Management Committee Meetings.
Management Committee meetings shall be held monthly and the minutes from these meetings produced and distributed by the League’s General Secretary within 72 hours to all NCL Committee members, both Management and Operational. Approved Management Meeting minutes shall also be posted on the NCLgrounds website.

4.1.2 NCL Operational Committee Meetings.
Operational Committee meetings shall be held as frequently as appropriate. The frequency shall be determined at the first committee meeting and communicated to all other operational committees and the Management Committee.
Each Committee Secretary shall be responsible for producing the committee meeting minutes and ensuring that these are circulated to all other committee members, committees and the Management Committee in a timely fashion.

4.1.3 **NCL Management Committee Meetings – Voting.**
At Management Committee meetings, each Management Committee member present, except:

- **The League’s General Secretary**

shall have one vote. If necessary, The League’s Chairman shall have a casting vote only.

4.1.4 **NCL Operational Committee Meeting Voting.**
At Operational Committee meetings, each committee member present shall have one vote. If necessary, the Chairman of the committee meeting shall have a casting vote.

4.1.5 **NCL Tier Committee Meeting Voting.**
At Tier Committee meetings, each committee member present shall have one vote. If necessary, the Chairman of the committee meeting shall have a casting vote.

4.2 **NCL General Meeting Voting.**
At General Meetings, all NCL member teams represented on the night (albeit by a single person) shall have one vote each. The NCL Chairman shall have a casting vote if necessary.

4.3 **Voting on Rule Amendments to Section 1 and Section 4.**
An alteration to the NCL rules contained in SECTIONS 1 and 4 will require at least a 51% majority in favour by all the NCL clubs represented (one vote per member team) at the General Meeting. The NCL Chairman shall have a casting vote if necessary.

4.4 **Voting on Rule Amendments to Sections 2 and 3.**
Unless an alteration is deemed adopted under paragraph 3.1, an alteration to the playing rules contained in SECTIONS 2 and 3 will require a 51% majority in favour for the amendments to be carried. Voting on such issues will be limited to the appropriate clubs affected (one vote per member team affected). **Teams shall vote via their Tiers.** Teams promoted and relegated will be eligible to vote only in their new SECTION / TIER.

4.5 **Voting by New Clubs / Teams Entering The League.**
New clubs / teams elected and entering The League shall be entitled to attend The League’s Annual General Meeting and vote on matters of business, but are not allowed to submit proposed rule change(s).

5. **NCL JOINING FEE, ANNUAL SUBSCRIPTIONS AND ECB MONIES.**

5.1 **Initial Joining Fees**
The League’s joining fee for each team which did not participate in The League during the previous season shall be £25.00 and this shall be payable with the club’s application. Should the application to join The League be rejected, then the joining fee(s) shall be returned in full. The League’s Management Committee reserves the right to change this joining fee at any time.
5.2 NCL Annual Subscriptions and Other Monies.
An annual subscription of £10.00 for each team participating in The League and all other monies due as per The League’s Honorary Treasurer’s invoice, (including but not limited to, match balls, handbooks, NCL dinner tickets and membership to the NRC) whether payable to The NCL or another entity, shall be paid in full on or before the date of the pre-season EGM (the due date). Late payment shall be dealt with under Rule 18.1.
Club’s wishing to pay their monetary dues via Internet Banking shall credit NCL’s Bank Account using the following details:

- Sort Code: 55-70-37
- Account Number: 81007507

The League’s Management Committee reserves the right to change this annual subscription fee at any time.

5.2.1 Panel Umpire Fees Collected by The NCL on Behalf of NACO
NCL Premier and Division 1 teams also have an obligation to pay Panel Umpire fees and clubs have the choice of paying these fees 100% up front (at the pre-season GM, together with all other monies due under paragraph 5.2) or later in the season, as two deferred payments.
The League’s Honorary Treasurer will however, submit only one invoice (the initial invoice, for the full amount) and it will be left to the discretion of each Premier and Division 1 club to determine when they wish to pay their Panel Umpire fees having due regard for the payment due dates stated below. (Note where no Panel Umpire payment is received at the Pre-Season EGM, (or earlier via BACS) deferred payments will automatically be assumed by The League’s Honorary Treasurer). See table immediately below:

<table>
<thead>
<tr>
<th>Invoice Type</th>
<th>Percentage Due</th>
<th>Approx. Invoice Date</th>
<th>Payment Due Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initial</td>
<td>100%</td>
<td>Pre-season EGM</td>
<td>Pre-season EGM</td>
</tr>
<tr>
<td>Deferred 1</td>
<td>50% of Panel Umpires Fees</td>
<td>Pre-season EGM</td>
<td>15th June.</td>
</tr>
<tr>
<td>Deferred 2</td>
<td>50% of Panel Umpires Fees</td>
<td>Pre-season EGM</td>
<td>15th August.</td>
</tr>
</tbody>
</table>

Reminders for these two deferred payments will be sent out by The League’s Honorary Treasurer in good time, thereafter late payments in respect of these Panel Umpire fees shall also be dealt with under Rule 18.1.

5.3 Monies from the ECB.
Grants forthcoming to The League as an accredited ECB Premier League shall be equally distributed among the Premier Division clubs participating. The League reserves the right to withhold any part of this grant in the event of any Premier Division club owing money to The League. The additional, administrative and other grants forthcoming from the ECB shall be held centrally by the NCL Treasurer and shall be available for The League’s use.

5.3.1 ECB Requirements Relating to Premier League Accreditation.
Premier Division clubs shall note that there are a number of ECB requirements for our ongoing Premier League Accreditation. The NCL has a League Web Site on Play-Cricket.Com and we must ensure, as a minimum that Premier League fixtures, results and
the Premier League table are available on this site and are updated after each round of matches. The ECB also strongly encourages lower divisions of The League to participate. It is also a requirement that all Premier League clubs activate their free site on Play-Cricket.Com and enter, as a minimum, their ground and clubhouse details, team information and at least one club contact address and e-mail address in the ‘about us’ section of their site. The ECB has advised the NCL that the administration grant (mentioned in paragraph 5.3) will not be paid until this requirement has been met. Further, the ECB request that all Premier League clubs enter full scorecards as well as summary results, in order to allow comprehensive details and statistics to be displayed on Play-Cricket.Com to give Premier League cricket much greater visibility across the country.

Also, the ECB has stated that the Premier League club grant will only be paid to Premier clubs that have already obtained Clubmark accreditation and that Premier League clubs that do not have Clubmark by The 31st October will lose their Premier League status and will be relegated to NCL Division 1 for the following season.

Division 2 clubs shall obtain Clubmark by The 31st October following the season in which they are promoted; this effectively gives any newly promoted club (to Division 1) a minimum of 12 months to gain the requisite accreditation.

A Division 1 club, which has not received Clubmark Accreditation by The 31st October, will be relegated (for the following season) into NCL Division 2.

6. STRUCTURE OF THE LEAGUE.
6.1 NCL Divisions and Sections.

The NCL League shall comprise three Playing Sections. The Management Committee will monitor League membership to ensure that the maximum number of teams per Division (Premier to 12) never exceeds 12 with the lowest Divisions accommodating the remainder. The lowest Divisions may have more or less than the 12 teams but the fixtures will be arranged to ensure that adequate cricket is available to those teams. No club shall be permitted to have more than one team in any one Division. The only exception to this shall be the lowest Division where under certain circumstances; it may be necessary to admit a new club with two teams at the outset. Additionally:

- **Section 1** comprises The Premier Division, 12 Northamptonshire Premier First X1 teams which shall be managed and financially audited in accordance with current ECB requirements. Divisions 1 and 2 shall also play in this section. (Tier 1)
- **Section 2** comprises Divisions 3 to 8 inclusive with a maximum of 12 teams per Division. (Tier 2)
- **Section 3** comprises Divisions 9 and beyond with a maximum of 10 teams per division. Further, the make up of the lowest two divisions, shall be decided by the NCL Management Committee in consultation with the teams affected at an AGM. (Tier 3)

6.2 Determination of Divisional Champions.

At the end of each season, the team with the greatest number of points in each Division shall be the champions. However, in calculating all Divisional positions preference shall be given to:
1. The team with the most points
2. The team with the most victories
3. The team with the most ties.
4. The team with the highest aggregate points from the fixtures between the member clubs on equal points.
5. The team with the fewest defeats

If the teams then remain equally qualified, a decision as to which team shall be promoted or relegated shall be voted upon by the appropriate sections only at the AGM in accordance with rule 4.

6.3 Promotion and Relegation between the Premier Division and Divisions 1 and 2 for Season 2018.

Promotion and relegation shall be as follows.

- Between the Premier Division and Division 1, one up and one down
- Between Division 1 and Division 2, two up and two down

For the sake of clarity, one team will be promoted from Division 1 and two teams relegated from Division 1. Two teams will be promoted from Division 2.

Also, for a team to be eligible for promotion to the Premier Division or Division 1 it must have a second X1 playing in The League during the same season in which the promotion is achieved. Similarly, a Premier or Division 1 team which withdraws its second X1 team from The League will automatically be relegated to Division 2 for the following season.

6.4 Promotion and Relegation between Divisions 3 to 13 for Season 2018.

Promotion and relegation shall be as follows:

- Divisions 3, 4 and 5 shall be two up and two down.
- Division 6 shall be two up and three down.
- Division 7 to 12 inclusive shall be three up and three down.
- Division 13 shall be three up.

6.4.1 Change of Promotion and Relegation Arrangements – All NCL Divisions.

Any NCL Committee may put forward a proposal in readiness for The League AGM to change the promotion and /or relegation arrangements between adjacent Divisions of the NCL. For the sake of clarity, this includes adjacent NCL Divisions, irrespective of their playing Section. Where such a change is proposed, this change will be voted upon only by the clubs affected by the change and in attendance at the AGM. Examples of this are shown below:

A 51% majority vote in favour shall be required for the motion to be carried. Where the motion is carried the changes agreed shall become operational for the forthcoming season.

6.5 NCL Criteria for Promotion.

Teams eligible for promotion between SECTIONS must meet the applicable League criteria for the higher Section in terms of:

- Ground / facilities criteria / grading (effective initially for season 2005 and all seasons thereafter, see paragraph 16)
- Supporting a second X1 team for the Premier Division and Division 1. Further, for a side to be promoted to the Premier Division and Division 1,
the club must have a second XI in the NCL during the season in which the promotion is achieved. (See also 6.3).

- Youth criteria applicable in the Premier and Divisions 1 to 3 inclusive (see paragraph 17)

6.6 **Promotion to the NCL Premier Division.**
Promotion to the Premier Division will be determined by full compliance with ECB requirements. Additionally, all NCL first XI teams playing in the Premier and Division 1 must have a second XI playing in The League.

6.7 **NCL Teams Unable to be Promoted.**
In the event of a team winning a Division but neither meets The League’s criteria to qualify for promotion, or cannot be promoted (e.g. two teams from the same club in one Division) the team finishing second will be promoted subject to meeting the criteria and being within 20% of the champion’s points total. **This provision will only apply between the Premier Division and Division 1.**

6.8 **NCL Team Resignation after the AGM.**
In the event of a team / club resigning after the A.G.M, or during the 2018 cricket season, the Management Committee shall have the power to decide upon promotion or relegation issues involved, or if they so deem necessary, call an EGM to debate and decide the issue. Also, when a team withdraws from The League **mid-season**, the following procedure will be adopted:

- Their playing record from their division will be deleted.
- The appropriate points won by the opposition team(s) who have played the withdrawing team, shall be expunged.
- All teams within their division will be notified.
- NACO notified when appropriate.

6.9 **Applications to Join The League.**
Clubs or teams wishing to join The League shall submit their application in writing, to the League’s General Secretary no later than 31st July. New teams will normally be allowed to join at the lowest Division unless there is sufficient justification to join at a higher level. The final decision will rest with the clubs at the AGM and if a club is allowed into the NCL at a higher level there are likely to be implications regarding the promotion and / or relegation of teams in the Division taking the new team and the Divisions below. All applications received shall be considered. The club’s ground and availability, playing / changing facilities and youth policies (The League’s entry criteria) shall be investigated by the appropriate NCL committees. Where clubs meet The League’s criteria these clubs shall be put forward in a proposition to join The League at the AGM. Late applications through extenuating circumstances may only be considered at the discretion of the Grounds Committees and if time permits to investigate the club’s League entry criteria before the end of the applicant’s playing season and prior to the AGM.

6.10 **Resignations from The League.**
Clubs / teams wishing to resign from The League shall inform the NCL General Secretary of their intention in writing by the 31st August. Teams / clubs failing to do so will be fined. See paragraph 18.6a.

6.10.1 **Movement of Clubs Between Leagues.**
Any club seeking to move to another league must resign from its present league prior to the 30th June of the current season. This is an ECB imposed mandatory requirement.
6.11 Clubs or Teams Amalgamating.
Clubs / Teams wishing to amalgamate shall inform the NCL General Secretary of their intention in writing by the 30th September (see also paragraph 18.6b). After this date, it may be necessary to use the names of the teams / clubs in use before the intended amalgamation. In this case, full details will be given at the pre-season E.G.M.

6.12 Expulsion from The League.
Not withstanding a decision of the Management Committee a team / club may only be expelled by The League’s member clubs at a General Meeting with a fifty one per cent (51%) majority vote in favour by the member teams represented.

7 ARRANGEMENT OF NCL FIXTURES.
The NCL is a Saturday League and so all NCL cricket fixtures shall predominantly be played on Saturdays. Unless special arrangements are made (at an AGM or EGM) each team will play every other team in their Division on a home and away basis. The only exception to this rule may be the lowest Division where depending upon the number of teams participating; some alternative fixture arrangement may be more practical to ensure that all teams are able to play sufficient matches.

Ground availability data and club requests in respect of free dates will not be taken into consideration and the fixtures will be compiled on the basis that each team's ground is available for the duration of The League’s playing season. It will then become the responsibility of the individual NCL clubs to ensure that they have a ground of the correct standard for each of their allocated home games.

The Honorary Fixture Secretary shall circulate a fixture list each year which has been approved by the Management Committee, advising all member clubs of their fixtures and dates for the following season.

Also, as a trial for season 2018, The NCL Premier & Division 1 teams only will play half a season of win / lose / draw cricket and half a season win / lose only cricket formats. The first & last quarters of the season shall be win / lose / draw cricket and the middle section will be win / lose cricket. The table immediately below shows the running order of fixtures by type so that players and officials (Panel Umpires and Scorers) are all aware.

<table>
<thead>
<tr>
<th>Premier &amp; Division 1 clubs running order for the two formats of cricket being played.</th>
</tr>
</thead>
<tbody>
<tr>
<td>The first 6 fixtures.</td>
</tr>
</tbody>
</table>

7.1 Fixture Window for all NCL Divisions.
The fixture window for the top six NCL Divisions will be 22 consecutive Saturdays during the period April 21st to September 21st as the two extremes. As near as possible, the fixtures in the lower Divisions will take place during May, June, July and August. April and September dates will only be used if necessary. Sundays and Bank Holidays will only be used as a last resort.
7.2 Initial Communication of Fixtures and Details of Free Grounds.

The NCL fixtures for the forthcoming season, together with a list of free NCL cricket grounds will be made available via the Web Site by the Honorary Fixture Secretary. This will normally be undertaken shortly after the AGM.

Clubs that rely upon third party ground(s) for their third, fourth and fifth team’s etc. fixtures shall confirm in writing to the Fixture Secretary and the Grounds Committee the ground(s) they propose to use for the coming season by the 1st October if they are different to those used during the previous season. New grounds / venues will be subject to the usual vigor’s of NCL inspection by the Grounds Committee prior to approval being given for use.

7.3 How to Make a Fixture Change.

Should a ground become unavailable for any reason, the fixture can be moved to a new venue or, as a last resort, to a more suitable date. However, prior to any change of date, the Club must contact their opponents to ascertain a mutually agreeable date. Details of any proposed change shall be communicated to the NCL Fixture Secretary in writing. The NCL Fixture Secretary will review the proposed change and if acceptable, will communicate the change to both clubs affected, the Results Secretary and panel umpires where applicable. If the change is unacceptable for any reason, the Club requesting the change will be notified and the reason(s) stated. The NCL Fixture Secretary will deal with all disputes.

7.4 Change of Venue to Accommodate a Fixture.

NCL teams are at liberty to use an alternative match venue, however, the alternative ground(s) offered will normally meet (or better) the appropriate ground criteria for the Section. Where prior approval is given for the use of an alternative venue, which then subsequently becomes unavailable for use and no match is played, the home side (responsible for the change of venue) shall be fined and have points deducted as per rule 18.4.

7.5 Change of NCL Fixture Date.

NCL teams playing in the Premier Division and up to and including Division 5, a change in fixture date will only be granted in very exceptional circumstances by the Fixture Secretary.

Matches in the lower NCL Divisions can be changed to another Saturday date on which League fixtures are being played.

Matches can only be changed to a Sunday or Bank Holiday date in very exceptional circumstances and then only with the permission of the NCL Fixture Secretary. No game shall be played outside the Fixture Window for that Division.

7.6 Re-arrangement of NCL Fixtures by Date or Venue.

The NCL Fixture Secretary shall review all fixture changes requested and the outcome communicated to the interested parties. The NCL Fixture Secretary’s decision shall be final.

7.7 Failing to Fulfil a NCL Fixture Due to Circumstances Other Than Ground, Weather or light Conditions.

Any NCL team / club refusing / failing to fulfil a fixture or where a fixture is prematurely terminated due to extenuating circumstances, these occurrences shall be dealt with by The League’s Registration and Results Committee. (See also paragraph 18.4, penalties).
7.8 **Fixture Cancelled or Terminated due to Exceptional Circumstances.**
When a NCL fixture is cancelled or terminated due to exceptional or unforeseen circumstances (i.e. not ground, weather or light related), a full report shall be submitted on Club Headed paper (or via E-Mail) to The League’s **appropriate Match Secretary, the Results Secretary and NCL General Secretary** within 48 hours.

7.8.1 **Clubs with Multiple Teams – Conceding a Fixture.**
When a club concedes a NCL fixture for any other than its lowest division team, all teams in lower divisions are deemed to have conceded and will be subject to the same sanctions.

7.9 **Fitness of Ground for Play.**
There will be occasions when cricket grounds appear unfit for play but captains and grounds men are encouraged / requested to give ground conditions time to recover. **In any event, matches shall not normally be cancelled earlier than 2 hours before the scheduled start time through bad weather.**

However there may be occasions, **when it will be obvious that a ground is never going to recover and allow any play to proceed** and when this situation occurs, the home team ground authority or captain shall contact the away team captain (or his deputy) and **umpires** by telephone **(not TEXT) as early as possible** on the morning of the fixture, preferably before 09.00 a.m. and outline the situation to them. The away team captain shall retain the **right to travel early to the ground** and meet with the home team ground staff or captain to inspect the pitch and outfield conditions. A decision can then be made early by both teams which could prevent:

- Unnecessary travel by the remainder of the away team
- Teas being prepared by the home club
- In the case of Premier and Division 1 fixtures, Panel umpires travelling to the home ground, so affected. (Note this will allow both teams to receive a refund from NACO).

When the visiting team are advised **(by a telephone call and the appropriate contact answers, not text or e-mail)** by the home team and fully accepts that the conditions are **absolutely unfit for play and decides not to travel**, there shall be no redress whatsoever.

In all other circumstances (i.e. when the visiting captain does not accept that the ground may be unfit for play, even following an early morning inspection as outlined above) both teams (i.e. all 22 players, scorers and umpires) shall attend the ground as normal to fulfil the fixture at the scheduled start time. The visiting team shall retain the right to inspect the pitch and outfield. *In these circumstances, should the home team (the 11 nominated players in attendance) fail to meet the entire away team (again the 11 nominated players in attendance) then they (the home team) will be fined as per rule 18.4.1.*

Further, when the entire away team decides that they still wish to travel and do so, **should no play be possible** (as suggested in the **early morning discussion**) then the away team shall pay for:

- Teas at cost for both teams, umpires and scorers
- Umpires fees, currently £45.00 per Panel Umpire and as appropriate (at cost) for the umpires in the lower divisions

Please refer to paragraphs 18.4.1 and 18.4.2 for further details of sanctions.

For Premier and division one matches only, the panel umpires shall assume responsibility for the state of the ground, 30 minutes before the scheduled start of play. In all other
divisions, the home ground authority is responsible for the state of the ground until such time as the toss is made (see paragraph 21.1) at which time the umpires assume responsibility for the state of and supervision of the ground conditions.

The umpire(s) shall decide whether the ground, weather and light is fit for play having due regard for the safety of the players and any damage to the ground, which may ensue. If the umpires fail to agree, no play will be possible. Where neither or either team has an umpire, the decision to play or not shall revert to the home club ground authority whose decision shall be final.

In the case of a delayed start, the captains and umpires should before abandoning the match, take into account the possibility of play commencing later having due regard to the provisions shown in Sections 2 and 3.

7.10 Nomination of Teams, Best Eleven Players and Incomplete Teams.

In the Premier and Division 1 both sets of team member’s names, including the age of all under 19’s shall be completed on a team sheet prior to the toss and handed to the umpires and these shall be the teams that eventually take the field. The completed sheets shall be retained by the umpire during the game to ensure that the young players’ restrictions regarding bowling and the wearing of helmets etc. are strictly observed.

In all other Divisions team sheets shall only be completed when requested by the umpire(s) and such requests must always be met. Therefore all teams should have available team sheets for completion in these circumstances. See Appendix 2 for a sample team sheet.

Each club shall carry out faithfully its 1<sup>st</sup> team fixtures with its best available eleven players. In the event of a shortage of players, all clubs shall provide its best available eleven players for the first team and not less than eight players for its second team, third or fourth team etc. In the event of any club failing to comply with this requirement the club shall be penalised in accordance with rule 18.8.

Further, the minimum number of players for any NCL fixture to proceed is shown below in table 1 below.

Should a team (immediately before the toss) have less than the minimum number of players required to start the game but is expecting other players to arrive to meet the minimum requirement, the toss shall be awarded to the opposition and the start of play delayed either until sufficient players are in attendance (and willing to play) or for the maximum waiver time specified for the division. The overs available to the team responsible for the delayed start will then be adjusted in accordance with table 1 shown below, unless the captains agree that both teams shall have an equal number of overs:

<table>
<thead>
<tr>
<th>Division(s)</th>
<th>Minimum Players for Match to proceed</th>
<th>Overs Lost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Premier, 1 and 2</td>
<td>8</td>
<td>(Time lost in minutes minus 60 see Sections 2 &amp; 3 – Overs Calculation / late Starts / Waiver Time etc.) / 3.75 &amp; round up.</td>
</tr>
<tr>
<td>3 to 13</td>
<td>8</td>
<td>(Time lost in minutes minus 30 see Section 3 – Overs Calculation / late Starts / Waiver Time etc.) / 3.75 &amp; round up.</td>
</tr>
</tbody>
</table>

Further, once 60 minutes has elapsed, (and a team is still short of the minimum number of players) the match shall be abandoned. Where matches are abandoned under such circumstances as described in this paragraph, the team causing the abandonment shall be dealt with in accordance with rule 18.4.
Other players arriving 120 minutes after the scheduled start time or after the conclusion of the first innings (whichever is the sooner) shall **not be permitted to participate** in the match. The fact that a team is short of a player(s) must be communicated to the opposing captain and umpires before the start of the match. The opposing captain and umpires must then be advised of the player(s) arrival at the match irrespective of whether the side is batting or fielding.

**Note.** If any team *fields* less than eleven players and all available wickets fall, then that team is deemed to be **all out** and max bowling bonus points awarded.

**7.11 Strengthening of Teams.**

The deliberate strengthening of teams (other than for a change in **match format** from Win, Lose, Draw to Win, Lose, i.e. NCL Premier and Division 1 teams only) at all levels to influence promotion or to avoid relegation is considered to be contrary to the **Spirit of Cricket** and brings the game into disrepute, e.g.:

- First team members into a second team
- Second team members into a third team
- Third team members into a fourth team etc.

**7.11.1 Deliberate Strengthening of Teams.**

In the event of any NCL club being reported / found guilty of this practice at **any time** during the season, any points gained from the match will be disallowed and a further 15 points will be deducted. Also, if the opposition team (i.e. the innocent party) draws or loses the fixture, they may be awarded points at the **discretion** of the R&R Committee whose decision shall be final. Further, offences in the same season will result in the loss of additional points and a fine (see paragraph 18.7).

**7.11.2 Strengthening of Teams – Approval Not Sought.**

In all Divisions, any player who has played in 12 or more higher Division games cannot play in the last 4 matches of a lower Division game without the approval of the Chairman of the Registration and Results Committee or the relevant League Registration Secretary. In cases where the team or their opponents are involved in promotion or relegation, approval will not normally be given. However, due consideration may be given to players out of form or returning from injury. Clubs shall ensure that due and adequate notice (5 days) is given when such judgements are required. Should this rule be breached, 15 points will be deducted, The Results & Registrations Committee will adjudge whether 7.11.1 has also been breached, in this case only the sanction from 7.11.1 will apply.

**8 UMPIRES & SCORERS.**

**8.1 Appointment of Umpires for the NCL Premier and Division 1.**

The Northamptonshire Association of Cricket Officials (NACO) shall appoint (independent) panel umpires for the Premier Division and Division 1 only of The League. Panel umpires fees will be charged at the current rate of **£45.00** per umpire per match. In cases when only one panel umpire is available the fee is **£65.00** and he shall be allowed to stand at the non-striker end, by right, for the duration of the match.
These panel umpire fees will be reviewed when requested by NACO. Any proposed new fees will be discussed with Premier and Division 1 clubs first by the NCL Management Committee and then jointly agreed and fixed by NACO and The NCL Management Committee.

8.1.1 Panel Umpires After-Match Meeting with Captains – NCL Premier and Division 1.
In the Premier and Division 1 only, an after the match meeting shall take place (mandatory) involving both panel umpires and both team captains to review as a minimum:

1) The day’s play
2) Player behaviour / sanctions / reportable incidents both on and off the field of play during the day
3) The captain’s views regarding the panel umpires performances on the day
4) Pitch marking i.e. the awarding of marks to reflect the performance of the pitch in terms of unevenness of bounce, seam movement, carry / bounce and turn

8.2 Umpires for all other NCL Divisions.
Ideally, in all other Divisions of The League, each team shall provide its own experienced or qualified umpire. When only one team provides a non-playing experienced or qualified official, he shall automatically stand at the non-striker’s end, by right, for the duration of the match. Any team that does not provide a non-playing umpire, thus causing the umpire from the opposing team to take the non-striker’s end for the whole of the match (as entitled) shall pay that umpire £20.00. The umpire receiving the fee shall attend the whole of the game.

8.2.1 Umpiring Decisions and Over Calculations.
All decisions (including the match result) and over calculations etc. made by umpires (Panel or Non Panel) umpiring in the Northants Cricket League are deemed to be final and binding and there shall be no redress whatsoever to any NCL Committee.

8.3 Recruitment of Cricket Umpires.
The primary source of cricket umpires whether panel or club, is from the member clubs. There is an expectation that all member clubs will encourage its members to train and participate as umpires. All clubs may be required to submit details of how they intend to address this issue, when a shortage of umpires exists and also submit names of members attending umpire-training courses. Information regarding the training of umpires and scorers can be obtained from the Northamptonshire Association of Cricket Officials (NACO) website www.nacusweb.co.uk Clubs can also refer to the NACO handbook, ‘Clear Intentions' a copy of which has been sent to each NCL club.

8.4 Provision of Cricket Scorers.
Scorers are also an important part of the game and as such all cricket clubs shall review and address if necessary, the facilities they offer to scorers at their home ground in readiness for the forthcoming season. The basic requirements for two scorers are as follows:

- A comfortable and dry viewing position which is sheltered and warm on cold days and airy and sheltered on hot days
- One large or two individual tables (or a similar and large enough single horizontal table-like surface) and two comfortable chairs, one for each scorer
- A good viewing position of the entire ground
- A power supply (240 volts via a 3 pin 13A outlet) for those who prefer electronic scoring.

Please refer to ground and facilities criteria on www.nclgrounds.co.uk for further information.

In the Premier Division only, each team shall provide a non-player scorer. Persistent failure of teams in the Premier Division to provide a non-player scorer shall result in a fine or points deduction (see paragraph 18.3f).

Ideally every NCL team shall provide their own non player scorer. However, in Divisions 1 and 2 of The League, when a team fails to provide such a scorer, thereby imposing the duty of completing accurately at least one score book on the other scorer, the defaulting team shall pay the other team’s scorer £20.00. However, when neither team has a scorer, then the batting side shall assume responsibility for completing both the home and away team score books and for ensuring that the details are correct in each.

PC based scoring packages are now readily available and where these are used by a club’s scorer, the entire match information shall be made available via an appropriate and readily available file and emailed or a printed paper copy posted to the opposition team secretary or scorer (within 5 working days) upon request. Teams are also recommended to note sufficient match detail before leaving the playing venue to enable them to complete a timely match report on the playcricket.com website, see paragraph 12.1.

8.5 Northants Association of Cricket Officials - General NACO Information.

Information regarding: Umpire Appointments, Fair Play Award, Laws & Regulations, Branch Officers, Clear Intentions, Meetings Diary and much more can be found on the NACO website www.nacusweb.co.uk.

9 NCL ELIGIBLE PLAYERS, REGISTRATIONS AND TRANSFERS.

The following rule (9.1) applies to both the male and female gender and is in accordance with current ECB guidelines. These are ECB guidelines and may be subject to change from time to time. The League’s Chairman also recommends that member club’s wishing to pursue the services of a Non EEA overseas player, reads and digests APPENDIX 5 of this document before doing so.

9.1 Registration Categories – Applies to All NCL Divisions.

A player shall be permitted to play in The League for one club only, (however see paragraph 9.5.2) and shall be registered to play in The League in the following player categories:

Category 1
A cricketer is a British or Irish citizen (i) who was born in England and Wales or (ii) has been resident in England and Wales for the immediately preceding four consecutive years and is deemed ‘Ordinarily Resident’*. He will only be treated as having been resident within England and Wales for the relevant consecutive period if he has spent a minimum of 210 days in each year within England and Wales (for which purpose ‘year’ shall mean a year ending 31st March).
Note: - A player who holds a British passport and lives outside the UK must also meet the ‘Ordinarily Resident’ criteria to qualify as a Category 1 player.

Category 2.
A Contracted Player – i.e. a player who has been contracted to play cricket for a First Class County (E.G. Northamptonshire C.C.C.) - / any such playing contract a player has with a First Class County, irrespective of the type of cricket competition (e.g. 4 day, 1 day, Twenty 20 format) he has been contracted for, will make him a Contracted Player.

Category 3E
Players who have been in England and Wales for less than 4 years and meet additional qualifying criteria.

A player who is not qualified as a Category 1 player can qualify and play as a Category 3E player in all ECB Premier Division matches and all ECB Club Competitions if;

he has been resident in England & Wales for the immediately preceding 18 months; and he has not been out of England & Wales for longer than 35 days consecutively or 70 days in total during the previous two years; and any remuneration the player receives from playing cricket is not his main source of income.

Category 3: Other Players.
If the player does not meet the above criteria for Category 1 or Category 3E, he will be deemed to be a Category 3 player.

Exemption to ‘Deemed’ status
A player who has been a Category 1 or Category 3E player but who subsequently relocates overseas for temporary work purposes which are not related to cricket and which re-location is for no more than 24 months may apply for Exempt Category 1 or Exempt Category 3E status immediately upon return to England or Wales (as applicable). Approval for any such Exempt status should be submitted to the relevant League Management Committee or League Registration Secretary, who shall have sole and absolute discretion in deciding whether to grant such Exempt status, taking account of all the circumstances.

* Ordinarily Resident Definition
For the purposes of ECB Premier League Cricket and ECB National Cup Competitions “Ordinarily Resident” is determined by the League’s Management Committee or League’s Registration Secretary on the basis that the player has been resident in England and Wales for a minimum of 18 months before 31st March in the relevant year and he has not been out of England and Wales for longer than 35 days consecutively or 70 days in total during the previous two years. This information should be evidenced through bank statements and/or utility bills.

9.2 NCL Player Registrations and Player Restrictions – Summary.
The NCL recommends that every club starts to think seriously about its player registrations for the coming season around mid February at the latest and begins to compile a list of players at that time. This will then allow plenty of time to undertake fine-tuning and before the bulk registration cut off date. It is the responsibility of each NCL Club to ensure that:

- All the players they are proposing to register have agreed to play for their club
All their club’s players are NCL registered and preferably by the cut off date of 20th March

All their club’s players are NCL registered and for ONE NCL CLUB ONLY (except bona-fide dual registrations, see paragraph 9.5.2)

All their club’s players are registered in the CORRECT CATEGORY (see paragraph 9.1 above)

It shall be the responsibility of the NCL Club to provide proof of player category when required to do so by The League and within 7 days of the date of the formal written request for such information.

Further, The League and in particular, The Results & Registrations Committee reserves the right to thoroughly investigate ANY NCL PLAYER REGISTRATION (irrespective of reason) and at any time without warning and in this regard once anomalies have been found, the player(s) in question will not be allowed to play further in the NCL until the investigation is concluded and the registration is accepted by The Results and Registrations Committee.

Any breach of this rule whatsoever (accidental or deliberate) will be dealt with in a severe manner, (significant fine / points deduction).

9.2.1 Registration Restrictions.

Category 1 – No restrictions.
Category 2 – No restrictions.
Category 3 – Maximum of one per team & two per club.
Category 3E – No restrictions.

9.2.2 Match day Team Restrictions (Applies to all NCL Divisions).

Category 1 – No restrictions.
Category 2 – No restrictions.
Category 3 & 3E - No more than three players from this category, of which only one can be category 3.

A team breaching these Match Day Team Restrictions will be penalised (30 points deducted, see paragraph 18.3h).

9.3 Junior Players in Open Age Cricket.

The League has adopted the ECB guidelines regarding Junior Players as part of its registration procedure. As such, The League will reject registrations of players who are too young and who do not meet the criteria outlined in paragraph 21.6.4 and specifically sub paragraph 9.

Further a team found guilty of playing an under age player shall be deducted 15 points. (See paragraph 18.3g)

9.4 Club Responsibility when Registering Players.

It is the responsibility of each NCL club when registering players to ensure that all the players they are registering pre-season have agreed to play for that club and have not been
registered by another member club of the NCL. All NCL players shall be registered prior to 20th March.

When a player is observed to be pre-season registered for more than one NCL club, as soon as that player plays his first match he will be deemed registered for the club he has played for. However, if any player has a financial liability to a former club and The League has been duly notified, that player shall not be registered to play for his new club and the registration will be withdrawn until the relevant Registration Secretary is notified by the former club that the financial liability has been settled.

All NCL registrations shall include the player’s full name and current home address, including postcode, date of birth and registration category.

9.4.1 Web-Based Registration of NCL Players – All Divisions.

A Web-Based Registration System has been adopted by The League, which will greatly assist all NCL clubs with the bulk registering of their players by the cut off date of the 20th March.

For the sake of clarity, the definition of bulk registration means:

- All NCL club members known to you, whose availability has been checked (as of the 20th March) who will, or are likely to, play cricket for your club, at any point during the current season.

To enable your club to enjoy this service, the following pre-requisites will need to be in place:

- You will need access to a Personal Computer (PC) equipped with either dial-up or broadband capabilities for Internet Access.
- Clubs are encouraged to ensure that all of their players are members of the NCL playcricket.com website.
- This Web site (www.ncl.play-cricket.com) is completely free, including the Statistics Package.

All NCL clubs shall review their League Registered players’ database to ensure that the information contained is current and correct. Use the “Edit” button to update your Clubs’ player’s details and once saved these will be automatically sent to the HRS. Particular attention should be paid to ensure that each registered player’s home address and D.O.B. are correct.

Please note, you do not need to Re – Register all your players already on your data base, just those who are Category 3 and Category 3 Exempt, since all players in these categories are being de-registered by The League. Players who have left your club should also be deleted or archived.

9.4.2 How to Register.

Registration of NCL players is undertaken on the playcricket.com website – www.ncl.play-cricket.com

Should you encounter any difficulties using this service, then please contact the Registration, Secretary. A separate user guide to aid registration is available upon request from the relevant Registration Secretary.
9.5 NCL Player Dual Registrations and Unregistered Players.

9.5.1 Dual Registrations – NCCCA (Academy).
This paragraph has intentionally been left blank.

9.5.2 Dual Registrations & Donor Clubs.
Subject to the specific approval of the R&R Committee, a player (under the age of 17 on the 31\textsuperscript{st} August in the preceding season) who has the opportunity of playing for his \textit{Home club} and a second club within the NCL may do so \textit{provided that he is registered by both clubs (Home club and the second club)}. (Note, \textit{Home clubs} must fulfil their own fixtures with maximum players available first before releasing their dual registered players to the second club).

This rule has been specifically introduced to allow a young player who cannot get a regular game in a club’s second, third or fourth X1 with his \textit{Home club} to play for a second club within The League.

Also, teams, which play in NCL divisions 9 to 13, are recommended to identify \textit{Donor Clubs}, which are local to them. (Note a Donor Club in this context is one, which has an abundance of young players who are unable to get regular NCL league cricket with their own club).

Subject to the specific approval of the R&R Committee (which shall not be unreasonably withheld and with due notice), a player (under the age of 21 on the 31\textsuperscript{st} August in the preceding season) who is registered with a \textit{Donor Club} may be released to play for any division 9 to 13 team upon formal request to the Donor Club and without penalty. Note this may be for a single fixture or multiple fixtures. The Donor club shall not reject the request without good reason.

9.5.3 Playing an Unregistered Player.
A team found guilty of playing an unregistered player in the NCL will lose all points gained from the match(s) in question. Further, if the opposition team (i.e. the innocent party) draws or loses the fixture, they may be awarded points at the discretion of the R&R Committee whose decision shall be final. (Please refer to paragraph 18.3b).

9.5.4 Attempting to Hide an Unregistered Player.
A team found guilty of attempting to hide the playing of an unregistered player by using the name of a registered player, shall, in addition to losing all the points gained from the match, have a further 50 points deducted. (Please refer to paragraph 18.3b)

9.6 Late Player Registrations.
All clubs wishing to \textit{late register (after the 20\textsuperscript{th} March)} additional and eligible players (e.g. a player not registered for another club) may do so via the web based registration system only. Late registrations on the day of the match and before the scheduled start time will be accepted.

The registration shall provide details of the player’s full name and date of birth, registration category and current address including postcode. Where a club late registers a player (using this system), who after League registration investigation is found to be an ineligible player, then retrospective and appropriate action will be taken against the club. Clubs are therefore advised to be diligent and to fully qualify all such registrations. See also paragraph 9.7 immediately below reference the cut-off date for late registrations and paragraphs 18.3b, 18.3c and 18.3d.
9.7 Late Registration Restrictions.
All clubs shall not be permitted to late register players after 31st July without the permission of the relevant Registration Secretary or the Chairman of the Registration and Results Committee. Permission is only likely to be given where new players are required to ensure that a club is able to field eleven players in each of its NCL teams. In the first instance, please contact the appropriate Registration Secretary by email, (currently - ncl.transfers@gmail.com). In an emergency, please contact the appropriate Registration Secretary (for your club) by telephone as listed in the handbook & on The League Website.

9.8 Player Transfers.
After the end of the cricket season all players are deemed to be free agents and during the following season are able to play for any club they choose, except for those players with a financial liability to their former club (refer to paragraph 9.4). In this case, the registration for another club will only be approved as soon as the NCL relevant Registration Secretary is satisfied that the financial liability has been settled and a transfer will then be required.

In normal circumstances, when there is a requirement to transfer a player:

- The secretary of the NCL club the player is moving to shall contact the NCL relevant Honorary Registration Secretary (HRS) (via email with a copy to the player’s current club secretary) and advise both parties of the impending / proposed transfer details.

- The club secretary of the player’s departing club shall respond soonest via email making the club’s views known to the relevant HRS with a copy to the club secretary of the player’s proposed new club.

- If all is OK (i.e. there are no objections etc. from the transferring club), the club the player is moving to shall add the transfer to Play-Cricket.com, the relevant HRS will confirm this detail back to both club secretaries involved in the transfer, and approve on Play-Cricket.com and the transfer is complete.

- If all is not OK (i.e. there are some objections from the player’s current club), the relevant HRS will summarise the objection(s) and confirm this / these via email to both club secretaries. The transfer is therefore not completed until the objections are resolved. Note, a change of club will not normally be allowed if a player has not fully discharged his financial liabilities to his previous club.

Further, a player owing monies to a former cricket club (any cricket club within or outside of the NCL) and then proceeds to play for another club in the NCL and this is then formally brought to the attention of NCL League officials shall be:

- Immediately suspended by The League and shall not be allowed to participate in any further NCL fixtures for any club until the outstanding debt has been fully investigated and then confirmed as resolved to The League.

Also,
- Clubs / Teams which have players suspended by The NCL, ECB or others may be prohibited by the Management Committee from recruiting / registering new players eligible to play at any level higher than their lowest League registered team.
A player (over the age of 19 on the 31st August in the preceding season) registered for a NCL Premier or Division 1 club and eligible to play for any of the club’s teams cannot play in another ECB Premier League for any Club without a transfer. Similarly, a player registered to play for a club in any other ECB Premier League cannot play for any club within the NCL without a transfer. Failure to comply with this requirement will result in the defaulting NCL club being penalised. (See Paragraph 18.3e).

9.9 NCL Player Transfer Deadline.
NCL Player(s) cannot be transferred after the 31st July unless there are exceptional circumstances. The Results and Registrations Committee shall preside / adjudicate over all such exceptional circumstances and communicate their decision accordingly.

10 PROFESSIONALS.
No limit is placed on the number of professionals playing for a NCL club, providing they are bona fide registered players of The League.

11 DISPUTES.
11.1 Interpretation of the Laws of Cricket.
Any dispute regarding the interpretation of the Laws of Cricket shall be referred to the Northamptonshire Association of Cricket Officials for settlement. Contact details can be found on the NACO website www.nacusweb.co.uk

12 NCL MATCH RESULTS AND REPORTS.
12.1 NCL MATCHES PLAYED – ALL DIVISIONS.
In all divisions, the home team representative must post the match result (this includes abandoned games) on The League’s website (www.nclgrounds.co.uk) by 11.00 a.m. on the day immediately following the fixture. Failure to carry out this action will result in a fine. (see 18.1a).

Further, in all divisions, the home team representative shall place full match details (i.e. the complete scorecard, including points awarded) on The League’s official website (www.ncl.play-cricket.com) no later than the prescribed divisional deadlines shown immediately below in the table. Failure to do so will also result in a fine or the deduction of points.

<table>
<thead>
<tr>
<th>Division</th>
<th>Deadline</th>
</tr>
</thead>
<tbody>
<tr>
<td>Premier &amp; Division 1</td>
<td>12.00 Noon on the day immediately following the fixture.</td>
</tr>
<tr>
<td>All Other Divisions.</td>
<td>12.00 Noon on the Monday immediately following the fixture.</td>
</tr>
</tbody>
</table>

12.2 NCL GROUND REPORTS.
All ground reports will be completed on line via www.nclgrounds.co.uk by the panel umpires and the visiting team captain / club representative in the Premier and Division 1. Ground reports will also be completed on line via www.nclgrounds.co.uk by the visiting captain or their nominated representative in the remaining Divisions. These reports should be completed within 5 days of the match and fines will be levied for failure to submit reports (see paragraph 18.1b) including abandoned matches within these timescales. There is provision within this Web Site for the reporting of matches not played or abandoned.

The information received by The League’s Grounds Committee will be analysed and where it is observed that a club consistently receives poor ground reports this will prompt
the Grounds-Committee to take the appropriate action. This may involve an inspection, following which, a remedial course of action may be recommended to the club and the club will be expected to respond within a reasonable time-scale, which will be stated. Failure to do so may result in the club’s ground being down graded.

12.3 NCL FAIR PLAY REPORTS. 
All *fair play* reports for the NCL Premier and Division 1 fixtures will be completed and submitted *on line* where possible (or submitted by post for subsequent download) via www.nacusweb.co.uk/fpaform.asp by Panel Umpires.

13 ECB DISCIPLINARY MODEL RULES WHICH INCLUDE, CODE OF CONDUCT, THE SPIRIT OF CRICKET, DISCIPLINE, DISCIPLINARY PROCEDURE, RIGHT OF APPEAL AND HEARINGS.

This entire section is considered by the Management Committee to fall into the category of special rules and because of this; this section may (timescales permitting) be made available in the NCL Handbook and will also be available as a download from the NCL website.

*Note.* Timescales for submitting a Code of Conduct complaint shall be as per the NCL adopted Code of Conduct.

14 NCL ANNUAL DINNER AND PRESENTATION OF AWARDS.

The NCL shall hold an annual dinner every year to present awards to deserving clubs and individuals as appropriate. Additionally, there is a requirement for all clubs participating in The League to purchase *annual dinner tickets in accordance with the table shown immediately below* and these will be invoiced pre-season, for payment at the April GM.

<table>
<thead>
<tr>
<th>Number of Teams / Club</th>
<th>Mandatory Number of Dinner Tickets / Club</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>3 or more</td>
<td>6</td>
</tr>
</tbody>
</table>

(Note, the requirement of all clubs to pre-purchase these tickets enables the NCL dinner organising committee to determine / book a suitable venue and fix the ticket price well in advance of the event).

14.1 NCL TROPHY INSURANCE COVER.

All recipients of NCL trophies (both clubs and individuals) are advised to take out appropriate and adequate *insurance cover* for trophies belonging to The League. The insurance cover should be sufficient to provide a modern and equivalent size replacement trophy.

In the case of the Premier Division trophy, which is of significant value, the club winning this trophy is advised to seek advice from The League in terms of its current value for insurance purposes.
15  NCL LEAGUE HANDBOOKS.

All NCL member teams are required to purchase a minimum number of The League’s Handbook at the invoiced rate / copy and in accordance with the table shown immediately below:

<table>
<thead>
<tr>
<th>Number of Teams the Club has in the NCL</th>
<th>Minimum Number of Handbooks</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>10</td>
</tr>
<tr>
<td>2 or more</td>
<td>20</td>
</tr>
</tbody>
</table>

This handbook may include a cut-down version of the League’s Rules and Guidelines etc. and will be made available to all NCL clubs. The full version of The League’s Rules will be posted on The League’s Website (www.nclgrounds.co.uk/rules) and these will be capable of being down-loaded. Clubs requiring additional copies of the NCL Handbook shall specify their requirements at the same time as ordering their match balls.

16  NCL GROUND CRITERIA AND GRADINGS.

Clubs will normally play their cricket in the appropriate Division as determined by their Divisional position at the end of the preceding season with promotion and relegation applying in accordance with The League rules (see also Appendix 1 of this section). Some reshuffling may also be necessary depending upon new admissions or resignations from The League. Also, the following prerequisites shall apply until further notice:

- Ground / facilities criteria / grading
- Supporting a second X1 team for the Premier Division and Division 1
- Youth criteria applicable in the Premier and Divisions 1 to 3 inclusive (see paragraph 17)
- For all new teams / clubs wishing to enter the NCL, guaranteed ground availability for the duration of the fixture window, typically a minimum of 20 Saturdays. (Please refer to paragraphs 7.1 through to 7.4).

Details of the appropriate ground criteria and advice can be obtained from the NCL Grounds Committee and all current ground grades are included on www.nclgrounds.co.uk.

The NCL Grounds Committee will review the ground criteria on a regular basis and report changes to the Management Committee for endorsement. Clubs affected by any changes will be notified accordingly.

The grounds of all new clubs wishing to join the NCL will be assessed by the NCL Grounds Committee to check their suitability and to fix their initial and appropriate grade.

NCL clubs wishing to have their ground grade(s) re-assessed shall apply in writing to the NCL General Secretary during the period 1st May to 15th September. Such ground re-assessment requests from clubs will be restricted to one per ground per year. The Grounds Committee will deal with all such requests and notify the clubs accordingly. The NCL Grounds Committee’s decision will be final. New grades shall become effective for the following season.
For season 2018 and beyond teams eligible to play in:

- The NCL Premier Division must have a grade A ground
- The NCL Division 1 must have grade A1 ground as a minimum
- The NCL Divisions 2 to 5 must have grade B ground as a minimum
- The NCL Divisions 6 to 8 must have a grade B1 ground as a minimum
- The NCL Divisions 9 and beyond must have a grade C ground as a minimum

In respect of the use of non-turf pitches (NTP) refer to rule 21.10 of this document.

17 **NCL YOUTH POLICY AND GUIDANCE.**

All NCL member clubs are encouraged and expected to operate a youth cricket policy. This should be seen by all clubs to be of paramount importance for their own future and survival. Investing time and effort now will not only stimulate the game at grass roots level but will also be the catalyst for your own club to flourish. Mandatory requirements in respect of youth development vary from Section to Section. (See below).

17.1 **Premier Division Youth Requirements (ECB Requirement).**

All clubs playing in the Premier Division of The League have a mandatory minimum requirement to run three youth teams in recognised leagues.

In the case of clubs promoted from Division 1 they will be allowed 2 years from the start of the season following their promotion to form a third youth team playing in a recognised league.

Additionally, all clubs playing in the Premier Division of The League have a mandatory minimum requirement to ensure that within their club they have two active Coaches with the ECB Coaching Award (UKCC2) or its equivalent.

17.2 **Division 1 Youth Requirements.**

All clubs playing in Division One of The League have a mandatory minimum requirement to run two youth teams in recognised leagues.

In the case of clubs promoted from Division Two they will be allowed 2 years from the start of the season following their promotion to form a second youth team playing in a recognised league.

Additionally, all clubs playing in Division One of The League have a mandatory minimum requirement to ensure that within their club they have two active Coaches with the ECB Coaching Award (UKCC2) or its equivalent.

17.3 **Division 2 Youth Requirements.**

All clubs playing in Division Two of The League have a mandatory minimum requirement to run one youth team in recognised leagues.

Additionally, all clubs playing in Division Two of The League have a mandatory minimum requirement to ensure that within their club they have one active Coach with the ECB Coaching Award (UKCC2) or its equivalent.

17.4 **Division 3 Youth Requirements.**

All clubs playing in Division Three of The League have a mandatory minimum requirement to run one youth team in recognised leagues.

Additionally, all clubs playing in Division Three of The League have a mandatory minimum requirement to ensure that within their club they have one active Coach with the ECB Coaching Award (UKCC2) or its equivalent.
17.5 Division 4 Youth Requirements.

There are no mandatory youth cricket requirements in Division Four. However, all clubs playing in Division 4 of The League shall aim to run one youth team in a recognised league. Additionally, all clubs playing in Division Four of The League shall aim to ensure that within their club they have one active Coach with the ECB Coaching Award (UKCC2) or its equivalent.

17.5.1 Combined Youth Teams.

In the case of clubs in NCL Divisions 1, 2, and 3 and subject to the approval of the NCL Youth Committee, two clubs only may merge their youth teams to meet The League’s youth team’s criteria. It shall be the responsibility of the individual clubs to apply pre-season (by 15th April) to the NCL Youth Committee for such concessions.

17.6 Divisions 5 to 13 Youth Requirements.

Again, there are no mandatory youth requirements in these Divisions. However, all clubs playing in these Divisions are encouraged to promote youth cricket. Many clubs will already have well established youth teams and the NCL Youth Committee is keen to ensure that these continue and develop. This youth policy will be reviewed from time to time as the Youth Committee sees fit.

17.7 NCL Youth Cricket Guidelines.

For those clubs requiring high-level guidance on establishing youth teams here are a few notes, which may help:

- Appoint a Youth Coordinator to oversee Youth cricket.
- Discuss with Northants Cricket Board the support available to clubs for Youth Cricket.
- Appoint at least two coaches from within the club to take ownership and responsibility for coaching. Anyone associated with young players must be DBS vetted, see paragraph 17.9 below.
- Encourage these coaches to achieve a recognised coaching qualification so that they are well equipped to do the job. Course information is available from Northants Cricket Board. Your club may wish to pay for their tuition fees?
- Assess the kit requirements your club needs to enable you to deliver.
- Set aside at least one day per week during the season for netting and coaching youth.
- Organise out of season coaching sessions for your young players, indoors.
- Inform your local school headmaster what you are planning at your club and ask him or her to communicate the details.
- Enter your team(s) into a Youth Cricket League.

Should you require any further assistance or guidance with regard to youth development (ECB guidelines etc.) or cricket coaching courses then please contact Derek Styman at the County Ground, Northampton. (Telephone 01604 609253 or e-mail derek.styman@nccc.co.uk).
17.8 NCL Guidelines for the Management of The League’s Youth Requirements.

This guideline is to help all NCL clubs understand how Rule 17, Youth Policy, will be enforced.

- An audit of Youth Teams will be undertaken by The League’s Youth Committee during June of each season and in conjunction with the Northants Cricket Board.
- This audit will identify all clubs not achieving The League’s mandatory youth team requirements.
- Clubs not achieving the mandatory requirements will be informed of the position and a dialogue will commence between The League’s Youth Committee and the Club.
- These Clubs will be given the rest of the season in which they fail to achieve the mandatory requirements along with the following season to return to the mandatory level of Youth teams. The chronological process is outlined below:

17.8.1 The Chronological Process.

- **Season 1** – The season that the youth team audit identifies the shortfall in mandatory youth teams.
- **Season 2** – The Club is required to have returned to the correct number of mandatory youth teams by the end of this season. If they haven’t, The Club shall confirm that it will have the required number of mandatory youth teams playing at the start of season 3 or they will be relegated to the closest division to which their youth team numbers allow them to play, under Rule 17.
- **Season 3** – Teams advising that they will have the correct number of mandatory youth teams at the start of season 3 but then subsequently fail, will be relegated at the end of this season to the closest division to which their youth team numbers allow them to play, under Rule 17.

17.9 Safe Hands Policy and Vetting Checks.

For residents of England and Wales, vetting checks are more commonly known as Disclosure and Barring Service (DBS) Checks and are processed by TMG CRB on behalf of the ECB.

The list below has been developed as guidance for clubs, based on the legal right to undertake a vetting check as a result of the postholder’s role with children. For certain posts, Club Welfare Officers will need to assess the role of individuals within the club before making a decision whether or not a vetting check is required. Any such applications which are not from the mandatory listing, but based upon the guidance provided below must be accompanied by a covering letter explaining the club’s decision and the nature of the work with children.
All NCL Member Clubs are required to appoint a CLUB WELFARE OFFICER. It is also good practice for all clubs to have a fully trained deputy Club Welfare Officer to ensure that there is always someone available for guidance.

The ECB, NCL Management and Youth Committees require that all NCL member clubs pursue a policy of DBS vetting for all the people in the following posts and anyone else who may have regular and/or unsupervised access to children within their club:

**Roles which require a vetting check within cricket:**

- Welfare Officer(s) (all within club)
- Coaches (whether volunteer or paid, assisting or leading)
- Umpires
- Scorers
- Colts / Junior Managers
- Age Group Managers
- Open Age Group Team Captains (where players under 18 are regularly in the side)
- Junior supervisors
- First Aiders Physiotherapists and Medical Support

**For all other roles at a cricket club, the guidance below must be followed to see if a vetting check is required.**

The following information is provided as guidance for clubs to help with the decision making process involved in assessing roles and responsibilities. As already mentioned, the requirement to undertake vetting checks on an individual depends on the work they are doing with children, whether it is paid or unpaid. The relevant type of work is defined by looking at the type of contact with children and the time spent with children and is known, in law as “Regulated Activity”. All other roles at a club not listed above, need to be reviewed using the flow chart which follows, to see if there is relevant work with children. If a person is identified, who is working with children in “Regulated Activity,” then the individual must be vetted. This is done by submitting an application along with a covering letter explaining the club’s decision, the nature of the work with children and how the club has determined this role to be a “Regulated Activity”.

For “Regulated Activity roles, the club needs to be aware of the legal obligations placed on a club as a consequence.

Since October 2009, it has been a criminal offence for a barred person to work, or volunteer, in “Regulated Activity”, or to seek or offer to do so. In addition, it is also a criminal offence to knowingly allow a barred person to work or volunteer, in “Regulated Activity”. The maximum penalty for these offences is either up to 5 years in prison, or a fine, or both to be decided by the court.

There are additional responsibilities for the club if the club decides to stop using someone who is undertaking “Regulated Activity”. Please refer to the ECB document, “Responding to, Recording and Reporting Concerns…” for further details on these responsibilities.

Please note that a DBS check is only valid for three years and must be renewed after this time. Key contacts for further information on this subject:
➢ Martin Reece, County Welfare Officer, 01536 481618 (home) or 07912 623617 (mobile) and email – martinjreece@aol.com

➢ Derek Styman - 01604 609253 and email – Derek.styman@nccc.co.uk

➢ Or via the www.play-cricket.com website.

The appointment of a trained Welfare Officer for all NCL clubs is a mandatory requirement; failure to comply will result in a severe penalty. Please refer to paragraph 18.9.

**ECB Flow Chart for determining “Regulated Activity”:**

18 NCL FINES AND PENALTIES.

The appropriate NCL Committee(s) will review fines each year. Persistent offenders will be dealt with under rule 13. Further, NCL Clubs that fail to undertake any tasks and / or activities as required by The NCL Rules will be dealt with by the appropriate
League Committee in accordance with the fines and penalties contained in rules 18.1 to 18.13 e.g. failure to register a player properly or submit a match result in time - Registration and Results Committee, failure to submit a ground report - Grounds Committee, failure to appoint a Child Welfare Officer - Youth Committee etc.

18.1 LATE PAYMENT OF ANNUAL SUBSCRIPTIONS & ALL OTHER MONIES DUE.

A club, which has not paid an amount due in accordance with Rules 5.2 or 5.2.1 by the relevant due dates specified in Rules 5.2 and 5.2.1, will be fined £50.00 (if the debt is still outstanding after the start of The League’s playing season). Note, the League’s Treasurer will immediately notify any club which has not paid its dues by the respective due dates.

18.1a LATE, INCORRECT, INCOMPLETE OR FAILURE TO POST MATCH RESULT DETAILS ON THE LEAGUE’S RESULTS WEBSITE AND THE LEAGUE’S OFFICIAL PLAY-CRICKET WEBSITE (ALL DIVISIONS).

- First Offence, no fine
- Second offence in the same season, a fine of £10.00
- Third offence in the same season, a fine of £20.00.

For each subsequent offence (in any one season), the fine will double.

It is the responsibility of the home team representative to post the result on The League’s Results website within the allotted timeframes as outlined in rule 12.1. This rule is cumulative; therefore failure to post the result on both websites for a single fixture will count as two offences.

18.1b LATE OR NO GROUND REPORT.

- First offence, no fine
- Second and subsequent offences (in any one season) a fine of £10.00

It is the away team’s captain’s / representatives responsibility (except for the Premier and Division 1 where reports are also submitted by the Panel Umpires) to submit the ground report (via the web site www.nclgrounds.co.uk) and this shall be received by The League’s Grounds Committee nominee within five days of the match being played.

18.1c CLUB FAILURE TO ATTEND THE LEAGUE AGM, EGM OR OTHER MANDATORY NCL MEETINGS OR EVENTS.

Failure of a NCL club to attend The League AGM or pre-season EGM, shall result in each team of that club being penalised 20 points, (unless there are extenuating circumstances) these deducted points being actioned in the forthcoming season.

Failure of a club to attend any other mandatory NCL / Tier Meetings or events shall result in a fine of £25.00 to the offending club.
18.2 FAILURE TO PROVIDE ANY NCL COMMITTEE WITH MANDATORY INFORMATION.

From time to time the NCL Committees / Tier Committees may request Mandatory Information from member clubs. Where this information is not forthcoming by the due date specified in the communication, a fine of £25.00 shall be levied (unless there are extenuating circumstances). Such communication(s) sent out by The League will specify within the communication - Request for Mandatory Information, see Rule 18.2.

18.3a FAILURE TO ELECTRONICALLY BULK REGISTER PLAYERS BY 20TH MARCH.

NCL Clubs failing to electronically bulk register their players (see paragraph 9.4.1) by the 20th March shall be fined £20.00.

18.3b PLAYING OF UNREGISTERED PLAYERS OR ATTEMPTING TO HIDE AN UNREGISTERED PLAYER.

For each NCL game played with a player who contravenes Rule 9.4 or 9.5.3 the team will lose all points gained from the match or matches in question, except during the initial period during which the first two fixtures are played. Further, if the opposition team (i.e. the innocent party) draws or loses the fixture, they may be awarded points at the discretion of the R&R Committee whose decision shall be final.

A NCL club found guilty of attempting to hide the playing of an unregistered player by using the name of a registered player, shall, in addition to losing all the points gained from the match, shall have a further 50 points deducted. (See rule 9.5.4).

18.3c PLAYING PLAYERS, REGISTERED WITH ANOTHER NCL CLUB.

A NCL team found guilty of playing a player who is registered with and has played for another club (during the same season) in the NCL shall be fined £25.00 and have 30 points deducted. Further, if the opposition team (i.e. the innocent party) draws or loses the fixture, they may be awarded points at the discretion of the R&R Committee whose decision shall be final.

The only exception to this entire rule is a genuine, player dual registration. (See paragraph 9.5.2).

18.3d CLUBS REGISTERING INELIGIBLE PLAYERS OR PLAYERS IN THE INCORRECT CATEGORY (SEE 9.1 and 9.2 and 9.6).

A club found guilty of registering an ineligible player or a player in the incorrect category in the NCL shall be deducted 75 points, unless there are considerable mitigating circumstances, in which case a lesser deduction may be given at the discretion of the R&R Committee whose decision shall be final. Subsequent breaches of this rule will result in further additional penalties as determined by the R&R Committee. Further, if the opposition team (i.e. the innocent party) draws or loses the fixture, they may be awarded points at the discretion of the R&R Committee whose decision shall be final.
18.3e PLAYERS FOUND TO BE REGISTERED TO PLAY WITHIN TWO PREMIER LEAGUES.
A player (over the age of 19 on the 31st August in the preceding season) registered for a NCL Premier or Division 1 club and eligible to play for any of the club’s teams cannot play in another ECB Premier League for any Club without a transfer. Similarly, a player registered to play for a club in any other ECB Premier League cannot play for any club within the NCL without a transfer.

Failure to comply will result in the deduction of 30 points from the offending NCL team.

18.3f PREMIER DIVISION TEAMS FAILING TO PROVIDE A NON-PLAYER SCORER.
A Premier Division team which fails to provide a non-player scorer on more than one occasion in any one season (played matches) shall be penalised as follows:

- First qualifying occasion (i.e. the second offence) a fine of £20.00
- The next single occasion, (i.e. the third offence) a fine of £40.00
- Thereafter, 4 points deducted for each further single offence during the same season.

18.3g PLAYING AN UNDER AGE PLAYER.
A team found guilty of playing an under age player shall be deducted 15 points. (See paragraph 21.6.4.9).

18.3h MATCH DAY TEAM RESTRICTIONS.
A Team found guilty of exceeding the Match Day Team Restrictions (see paragraph 9.2.2 shall be deducted 30 points. Subsequent breaches of this offence will be referred to the R&R Committee.

18.3i FAILURE BY A CLUB TO VISIT AND / OR UPDATE THEIR CLUB’S OFFICERS & CONTACT DETAILS ON THE nclgrounds WEBSITE BEFORE 1ST MARCH.
A club found guilty of not visiting and / or updating their officers and contact details before the 1st March will be fined £20.00.

18.4 FAILING TO FULFIL A FIXTURE DUE TO CIRCUMSTANCES OTHER THAN GROUND, WEATHER OR LIGHT CONDITIONS.
A Premier to Division 8 team (inclusive) that fails to fulfil a fixture will be fined £50.00. The defaulting team will also have maximum win points deducted and the opposition team will be awarded the maximum win points available.
A Division 9 to division 13 (inclusive) team that fails to fulfil a fixture will have maximum win points deducted and the opposition team will be awarded the maximum win points available.
Further, should any team concede more than one fixture in any one season they will be relegated at the end of the season.

18.4.1 ENTIRE HOME TEAM FAILING TO MEET THE ENTIRE AWAY TEAM WHICH HAS TRAVELLED.
A home team (all eleven players and match officials) failing to meet the away team (all eleven players and match officials) in good time as per rule number 7.9 shall be fined £25.00.

18.4.2 AFTER DUE WARNING, THE ENTIRE AWAY TEAM TRAVELS AND NO PLAY IS POSSIBLE.

When the entire away team decides that they still wish to travel and do so, and no play is possible (as suggested in the early morning discussion) then the away team shall pay for:

- Teas at cost, for both teams, umpires and scorers
- Umpires fees, £45.00 per Panel Umpire and as appropriate (at cost) for the umpires in the lower divisions

18.5 FAILURE TO RETURN LEAGUE TROPHIES.

All NCL League owned trophies presented to a team or club or individual shall be the responsibility of The Club, and shall be returned by the 15th September and in good condition to any officer of The League. Failure to do so shall result in a fine of £50.00 per trophy to the offending club.

The League’s Twenty 20 Cup and Plate trophies shall be returned by the 30th June and in good condition to any officer of the League. Failure to do so shall result in a fine of £50.00 per trophy to the offending club.

Further, in the event that a club or individual is unable to return a NCL trophy (for any reason e.g. theft, damage etc.) then the club / individual shall notify The League’s General Secretary immediately and The League will organise a replacement trophy and the club will be invoiced accordingly for the replacement(s) by The League’s Treasurer.

18.6a FAILURE TO NOTIFY THE LEAGUE OF RESIGNATION.

A team / club failing to notify the NCL General Secretary of The League of their intention to resign by the 31st August may be fined up to £200.00.

18.6b FAILURE TO NOTIFY THE LEAGUE OF AMALGAMATION.

A NCL club failing to notify the NCL General Secretary of The League of their intention to amalgamate with another NCL club by the 30th September shall be dealt with by the appropriate NCL Committee as appropriate.

18.7 STRENGTHENING OF NCL TEAMS.

A club found guilty of deliberately strengthening a team shall have all points gained from the match disallowed and a further 15 points deducted. Also, if the opposition team (i.e. the innocent party) draws or loses the fixture, they may be awarded points at the discretion of the R&R Committee whose decision shall be final.

Further offences in the same season will result in the loss of additional points and a fine not exceeding £100.00 as determined by The League’s appropriate committee. See also paragraph 7.11.1

Should a team be found guilty of breaching rule 7.11.2 only, the team will be deducted 15 points.
18.8 **FIRST X1 – BEST AVAILABLE 11 PLAYERS.**

A club found guilty of not fielding its best available 11 players for any NCL first team fixture or fielding less players in its first team than in its second, third or fourth etc. shall be fined £25.00 unless there are extenuating circumstances.

18.9 **FAILURE TO APPOINT A CLUB WELFARE OFFICER.**

Failure to appoint a DBS vetted and up to date Cricket Club Welfare Officer, who has also attended the *Safeguarding and Protecting Children* course (formally called *Child Protection and Good Practice*) and the *Time to Listen* seminar will be fined £100.00. (Note. Statistics will be sought from NRC pre-season). Up to date in this context, means that the Club Welfare officer must attend the *Refresher Workshop* every 3 years. Details regarding this *Refresher Workshop* can be obtained from Derek Styman – derek.styman@nccc.co.uk or Martin Reece – martinjreece@aol.com.

18.10 **PLAYER DISCIPLINARY FINES AND PENALTIES.**

Player disciplinary penalties and fines will be bespoke and determined by The League’s Disciplinary Committee depending upon the offence and the severity of the offence.

18.11 **PAYMENT OF FINES TO THE NCL.**

Fines levied shall be paid within 21 days from the date shown on the initial communication received from The League or for those fines levied during September, by the end of September of that year to enable all League finances to be included within The League’s Balance Sheet, otherwise an additional offence will be deemed to have been committed. Failure to comply with the settlement of fines within these timescales will result in the fine being doubled. If the fine remains unpaid for a further 7 days, the club will be called before the Registration and Results Committee for the consideration of further action.

Note. An offence occurs when any breach of The League rules requires specific action by a Club or individual within NCL defined time-scales and this action is not forthcoming. Any person or club not discharging their fine(s) within 21 days or by the end of September for fines imposed during that month, will be required to attend the next scheduled NCL Registration and Results Committee meeting to explain their reasons for non-payment and not complying with League rules. Failure to attend the hearing will normally result in points deducted from all teams within the club, which compete in The League. Any additional fine or penalty or monies due will be dealt with by the appropriate Committee.

18.12 **CLUBS LEAVING THE LEAGUE AND OWING MONIES.**

Any club which leaves the NCL for any reason and owes monies to The League shall not have any future application to re-join The League, considered until such time as all outstanding debts are settled in full by the Club.

18.13 **RECOVERY OF ABORTIVE EXPENSES.**

When a club fails to fulfil a NCL fixture for any reason (unless there are extenuating circumstances) any proper expenses incurred by their opponents will be reimbursed in full by the offending club. In the event of a dispute between the clubs involved, the matter will be referred to The League’s Registration and Results Committee.
18.14 RIGHT OF APPEAL - (NON DISCIPLINARY ISSUES).

A player or team / club will have the right of appeal to the NCL via the NCL General Secretary. Notice of Appeal clearly stating the grounds (see note 1. below) must be received in writing by the NCL General Secretary within 7 days (see note 2. below) of the decision together with a deposit of £150.00. Upon giving Notice of Appeal the original penalty awarded shall be held in abeyance, pending the hearing of the appeal. The Appeal will be by way of a hearing confined only to the specific issues, which must be clearly stated in the grounds for the appeal. The NCL Appeals Committee may confirm vary or reverse the decision and it shall have the power to increase or decrease the penalty and award costs of the Appeal hearing. It may also consider the appeal to be without merit and order the deposit to be forfeited (see note 3. below). Decisions of the Appeals Committee shall be by majority vote; where necessary the Chairman shall have a casting vote. The decision of the Appeals Committee, or if no appeal, of the NCL Management Committee, is final and binding. The NCL and NRC will support and uphold decisions made against teams / clubs, players or individual club members by ECB and other Boards, Competitions and Leagues.

Note 1.
The appeal must clearly identify (in writing prior to the hearing) the grounds on which it is based and, although not exhaustive, for example:

- Additional new evidence has come to light that was not known, or could have been known or presented, prior to or during the original hearing.

Under normal circumstances, it is not sufficient grounds for making an appeal to state the penalty was too harsh or excessive if it falls within the corrective action or penalty parameters detailed. Both Team / Club and Individuals will be fully aware that any breach of the Northamptonshire Recreational Cricket Code of Conduct, Guidelines and Rules of NCL, NRC and ECB will automatically attract such penalties where they are breached.

Note 2.
To avoid any confusion, the Disciplinary / Appeals Committee Secretary will specify the date by which an appeal must be received.

Note 3.
Any requested appeal that is subsequently cancelled by the appellant(s) before the hearing will result in the appeal deposit being forfeited.

Note. Appeals regarding Disciplinary Committee decisions are covered under the ECB Code of Conduct.

19 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.

<table>
<thead>
<tr>
<th>Divisions</th>
<th>Ball Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Premier Division.</td>
<td>Dukes County International “A”</td>
</tr>
</tbody>
</table>
In the case of lost balls, the bowling side should always have spare balls available of the correct grade.

20 COMPLAINTS.
All complaints against a club, team, player(s), umpires appointed by a club or club official(s) and spectators etc. must be submitted in writing to The League on the Club’s Headed letter paper (or via Email). The complaint must be made on behalf of the Committee of the club and sent to The League’s appropriate secretary as follows and within 3 days of the incident:

- General complaints to the League’s General Secretary (GS)
- Registration and Results complaints to the Registration and Results Secretary, copy to the League’s General Secretary
- Code of Conduct complaints, please refer to the ECB Code of Conduct.

(Note. Timescales for submitting a Code of Conduct complaint shall be as per the adopted Code of Conduct).

Any complaint against an independent (Panel) umpire should be referred in writing to both the General Secretary of NACO and The League’s General Secretary using your Club’s Headed letter paper (or email) and within 3 days of the incident. Contact details for NACO’s General Secretary can be found on the NACO website www.nacusweb.co.uk

21 GENERAL NCL PLAYING RULES (All Divisions unless otherwise stated).

21.1 The Toss.

The toss shall be made not earlier than 30 minutes nor later than 15 minutes before the scheduled or delayed (through Ground Weather or light) start time of the game and with at least one umpire present (best practice). 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 here in the table below for convenience only. Start times are also shown in the separate Competition Rules Sections so that the teams playing in those sections are at liberty to change their start times (at a General Meeting) should they so wish and voting shall be restricted to those sections / divisions only, seeking a start time change:

<table>
<thead>
<tr>
<th>Divisions</th>
<th>April</th>
<th>May to August</th>
<th>September</th>
</tr>
</thead>
<tbody>
<tr>
<td>Premier, 1 &amp; 2</td>
<td>12.00 Noon</td>
<td>12.00 Noon</td>
<td>11.30 a.m.</td>
</tr>
<tr>
<td>3 to 5</td>
<td>12.00 Noon</td>
<td>12.30 p.m.</td>
<td>12.00 Noon</td>
</tr>
<tr>
<td>6 to 8</td>
<td>1.00 p.m.</td>
<td>1.00 p.m.</td>
<td>12.30 p.m.</td>
</tr>
<tr>
<td>9 to 13</td>
<td>1.00 p.m.</td>
<td>1.00 p.m.</td>
<td>1.00 p.m.</td>
</tr>
</tbody>
</table>
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.

In all Divisions of the NCL, the home team shall be responsible for the provision of and full payment of the match tea, (however please see paragraphs 7.9 and 18.4.2).

### 21.4 Duration of NCL Matches, Max Overs in the First Innings and Over Rates.

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

<table>
<thead>
<tr>
<th>Division</th>
<th>Maximum Overs per Match</th>
<th>Maximum overs, First innings</th>
<th>Time Allocation for First Innings</th>
</tr>
</thead>
<tbody>
<tr>
<td>Premier &amp; 1 to 5</td>
<td>100</td>
<td>50</td>
<td>3 Hours 08 Minutes</td>
</tr>
<tr>
<td>Divisions 6 to 8</td>
<td>90</td>
<td>45</td>
<td>2 Hours 49 Minutes</td>
</tr>
<tr>
<td>Divisions 9 to 13</td>
<td>80</td>
<td>40</td>
<td>2 Hours 30 Minutes</td>
</tr>
</tbody>
</table>

If the side batting (**win / lose / draw format**) first is dismissed or declare before their maximum overs allocation is completed, then any complete overs remaining will be available to the side batting second. A part completed over shall be regarded as a completed over in either innings.

A team shall **forfeit one point** for each complete over not started at the expiry of the time limit for bowling the teams allotted overs. However, the umpires together, shall monitor and track **all time delays** which in their opinion impact on the time allowed to bowl the overs and which could **unfairly penalise** the bowling side. Here are a few examples:

- **Time wasting by the batting side.**
- **Injury to a player or umpire.**
- **Time spent by the fielding side 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.**

There shall be no **right of appeal** where independent Panel Umpires have officiated. At the conclusion of the match, the umpires shall advise the captain of the side(s) that infringes this condition that they will be notifying the Registration and Results Committee of the relevant details.
All match result communications with the Honorary Match Secretary(s) shall include details of the points deducted.

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

<table>
<thead>
<tr>
<th>Time Lost</th>
<th>Overs Lost</th>
<th>Time Lost</th>
<th>Overs Lost</th>
<th>Time Lost</th>
<th>Overs Lost</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 hrs 04 min</td>
<td>1</td>
<td>2 hrs 22 min</td>
<td>38</td>
<td>4 hrs 41 min</td>
<td>75</td>
</tr>
<tr>
<td>0 hrs 08 min</td>
<td>2</td>
<td>2 hrs 26 min</td>
<td>39</td>
<td>4 hrs 45 min</td>
<td>76</td>
</tr>
<tr>
<td>0 hrs 11 min</td>
<td>3</td>
<td>2 hrs 30 min</td>
<td>40</td>
<td>4 hrs 49 min</td>
<td>77</td>
</tr>
<tr>
<td>0 hrs 15 min</td>
<td>4</td>
<td>2 hrs 34 min</td>
<td>41</td>
<td>4 hrs 53 min</td>
<td>78</td>
</tr>
<tr>
<td>0 hrs 19 min</td>
<td>5</td>
<td>2 hrs 38 min</td>
<td>42</td>
<td>4 hrs 56 min</td>
<td>79</td>
</tr>
<tr>
<td>0 hrs 23 min</td>
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<td>2 hrs 41 min</td>
<td>43</td>
<td>5 hrs 00 min</td>
<td>80</td>
</tr>
<tr>
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<td>7</td>
<td>2 hrs 45 min</td>
<td>44</td>
<td>5 hrs 04 min</td>
<td>81</td>
</tr>
<tr>
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<td>8</td>
<td>2 hrs 49 min</td>
<td>45</td>
<td>5 hrs 08 min</td>
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</tr>
<tr>
<td>0 hrs 38 min</td>
<td>10</td>
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<td>47</td>
<td>5 hrs 15 min</td>
<td>84</td>
</tr>
<tr>
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<td>11</td>
<td>3 hrs 00 min</td>
<td>48</td>
<td>5 hrs 19 min</td>
<td>85</td>
</tr>
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<td>12</td>
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<td>5 hrs 23 min</td>
<td>86</td>
</tr>
<tr>
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<td>13</td>
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<td>5 hrs 26 min</td>
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<td>5 hrs 34 min</td>
<td>89</td>
</tr>
<tr>
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<td>3 hrs 19 min</td>
<td>53</td>
<td>5 hrs 38 min</td>
<td>90</td>
</tr>
<tr>
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<td>17</td>
<td>3 hrs 23 min</td>
<td>54</td>
<td>5 hrs 41 min</td>
<td>91</td>
</tr>
<tr>
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<td>18</td>
<td>3 hrs 26 min</td>
<td>55</td>
<td>5 hrs 45 min</td>
<td>92</td>
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<tr>
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<td>19</td>
<td>3 hrs 30 min</td>
<td>56</td>
<td>5 hrs 49 min</td>
<td>93</td>
</tr>
<tr>
<td>1 hr 15 min</td>
<td>20</td>
<td>3 hrs 34 min</td>
<td>57</td>
<td>5 hrs 53 min</td>
<td>94</td>
</tr>
<tr>
<td>1 hr 19 min</td>
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<td>3 hrs 38 min</td>
<td>58</td>
<td>5 hrs 56 min</td>
<td>95</td>
</tr>
<tr>
<td>1 hr 23 min</td>
<td>22</td>
<td>3 hrs 41 min</td>
<td>59</td>
<td>6 hrs 00 min</td>
<td>96</td>
</tr>
<tr>
<td>1 hr 26 min</td>
<td>23</td>
<td>3 hrs 45 min</td>
<td>60</td>
<td>6 hrs 04 min</td>
<td>97</td>
</tr>
<tr>
<td>1 hr 30 min</td>
<td>24</td>
<td>3 hrs 49 min</td>
<td>61</td>
<td>6 hrs 08 min</td>
<td>98</td>
</tr>
<tr>
<td>1 hr 34 min</td>
<td>25</td>
<td>3 hrs 52 min</td>
<td>62</td>
<td>6 hrs 11 min</td>
<td>99</td>
</tr>
<tr>
<td>1 hr 38 min</td>
<td>26</td>
<td>3 hrs 56 min</td>
<td>63</td>
<td>6 hrs 15 min</td>
<td>100</td>
</tr>
<tr>
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<td>4 hrs 00 min</td>
<td>64</td>
<td></td>
<td></td>
</tr>
<tr>
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<td>28</td>
<td>4 hrs 04 min</td>
<td>65</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 hr 49 min</td>
<td>29</td>
<td>4 hrs 08 min</td>
<td>66</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 hr 53 min</td>
<td>30</td>
<td>4 hrs 11 min</td>
<td>67</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 hr 56 min</td>
<td>31</td>
<td>4 hrs 15 min</td>
<td>68</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2 hrs 00 min</td>
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<td>4 hrs 19 min</td>
<td>69</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2 hrs 04 min</td>
<td>33</td>
<td>4 hrs 22 min</td>
<td>70</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2 hrs 08 min</td>
<td>34</td>
<td>4 hrs 26 min</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>2 hrs 11 min</td>
<td>35</td>
<td>4 hrs 30 min</td>
<td>72</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2 hrs 15 min</td>
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<td>4 hrs 34 min</td>
<td>73</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2 hrs 19 min</td>
<td>37</td>
<td>4 hrs 38 min</td>
<td>74</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

21.5 Bowler Over Restrictions, Bowler Incapacitated or Suspended and Underarm Bowling.

Bowler over restrictions shall apply throughout The League as follows in Win / Lose / Draw format fixtures:
Bowler over restrictions shall apply throughout The League as follows in Win / Lose format fixtures:

<table>
<thead>
<tr>
<th>Division</th>
<th>Maximum Overs per Bowler / Innings – Uninterrupted Match.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Premier &amp; 1</td>
<td>10 - (Notes 1, 2 and the ECB fast bowling directive apply).</td>
</tr>
<tr>
<td>Divisions 3 to 5</td>
<td>13 - (Notes 1, 2 and the ECB fast bowling directive apply).</td>
</tr>
<tr>
<td>Divisions 6 to 8</td>
<td>12 - (Notes 1, 2 and the ECB fast bowling directive apply).</td>
</tr>
<tr>
<td>Divisions 9 to 13</td>
<td>10 - (Notes 1, 2 and the ECB fast bowling directive apply).</td>
</tr>
</tbody>
</table>

**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 (ONLY) 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 immediately below:

<table>
<thead>
<tr>
<th>Overs Available at the Commencement of either Innings.</th>
<th>Revised maximum overs available per bowler - 30% rounded. (Premier Division, 1 &amp; 2)</th>
</tr>
</thead>
<tbody>
<tr>
<td>61-63</td>
<td>19</td>
</tr>
<tr>
<td>58-60</td>
<td>18</td>
</tr>
<tr>
<td>55-57</td>
<td>17</td>
</tr>
<tr>
<td>52-54</td>
<td>16</td>
</tr>
<tr>
<td>49-51</td>
<td>15</td>
</tr>
<tr>
<td>46-48</td>
<td>14</td>
</tr>
<tr>
<td>42-45</td>
<td>13</td>
</tr>
<tr>
<td>39-41</td>
<td>12</td>
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<tr>
<td>35-38</td>
<td>11</td>
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<tr>
<td>32-34</td>
<td>10</td>
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<tr>
<td>29-31</td>
<td>9</td>
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<tr>
<td>25-28</td>
<td>8</td>
</tr>
<tr>
<td>22-24</td>
<td>7</td>
</tr>
<tr>
<td>19-21</td>
<td>6</td>
</tr>
</tbody>
</table>

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

**Note 3** Also, in a win / lose format match (ONLY) which is reduced in overs prior to the start of either innings (due to weather), then individual bowlers shall be restricted as follows to the new innings overs total. See Table immediately below:
Overs Available at the Commencement of either Innings. | Revised maximum overs available per bowler - 20% rounded. (Premier & Division 1). | Revised maximum overs available per bowler - 25% rounded. (Divisions 3 to 5, 6 to 8 and 9 to 13). |
---|---|---|
49-50 | 10 | 13 |
46-48 | 9 | 12 |
42-45 | 9 | 12 |
39-41 | 8 | 10 |
35-38 | 8 | 9 |
32-34 | 7 | 8 |
29-31 | 6 | 7 |
25-28 | 5 | 7 |
22-24 | 5 | 6 |
20-21 | 4 | 5 |

Note 4 Underarm bowling is not permitted in any Division of the NCL.

21.6 ECB Directives – Young Players.


The directive (see table below) over-rules the over restrictions shown in the table above. For the purposes of these Directives a fast bowler is defined as a bowler to whom a wicket keeper in the same age group would in normal circumstances stand back to take the ball.

<table>
<thead>
<tr>
<th>Age</th>
<th>Max. Overs per spell</th>
<th>Max. Overs per day</th>
</tr>
</thead>
<tbody>
<tr>
<td>Up to 13</td>
<td>5 overs per spell</td>
<td>10 overs per day, or divisional restriction, whichever is the lower</td>
</tr>
<tr>
<td>U14, U15</td>
<td>6 overs per spell</td>
<td>12 overs per day, or divisional restriction, whichever is the lower</td>
</tr>
<tr>
<td>U16, U17, U18 &amp; U19</td>
<td>7 overs per spell</td>
<td>18 overs per day, or divisional restriction, whichever is the lower</td>
</tr>
</tbody>
</table>

Having completed a spell the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his* spell have been bowled from the same end. A bowler can change ends without ending his current spell provided that he bowls the next over that he legally can from the other end. If this does not happen his spell is deemed to be concluded. If play is interrupted, for any reason, 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 his 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.

In matches of 20 overs or less per team where the competition regulations only allow bowlers to bowl less than or equal to the number of overs specified as the maximum in a
spell in the Directives, the provisions requiring an equivalent number of overs from the same end to have elapsed before a subsequent spell can commence shall not apply. (e.g. in any age group competition where a maximum of 4 overs per bowler is allowed these may be bowled at any time in the innings irrespective of the number of spells bowled).

Once a bowler covered by these Directives has bowled in a match he cannot exceed the maximum number overs per day for his age group even if he subsequently bowls spin. He 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 his spell have been bowled from he same end. If he bowls 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 are asked to ensure that these Directives are followed at all times. 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 31st August in the year preceding the current season.

*Any reference to he / his should be interpreted to include she / her.

21.6.2 Wearing of Helmets by Young Players.

In 2015 the England and Wales cricket Board (ECB) issued safety guidance on the wearing of helmets by young players up to the age of 18. In brief, the guidance recommends that:

- Helmets with a faceguard or grille should be worn when batting against a hard cricket ball in matches and in practice sessions.
- Young players should regard a helmet with a faceguard as a normal item of protective equipment when batting, together with pads, gloves and, for boys an abdominal protector (box).
- Young wicket-keepers must wear a helmet with a faceguard, or a wicketkeeper face protector when standing up to the stumps.

With the assistance of schools, cricket clubs and leagues, the wearing of helmets by young players is now standard practice in cricket throughout England and Wales. Helmets are widely available and covered by an updated British Standard (BS 7928:2013). A face protector represents an alternative head protection system for young wicketkeepers. Wicket-keeper Face protectors are covered by British Standard (BS 7928-2 : 2009). The ECB strongly recommends that wherever possible junior players use head protectors that have been successfully tested against junior sized cricket balls.

Parental or guardian written consent allowing a young player not to wear a helmet should not be accepted in any form of cricket.

This guidance applies to all players up to the age of 18, both in open age group cricket and in all junior cricket played with a hard cricket ball.

The guidance also applies during all practice sessions. Any individual taking responsibility for players should take all reasonable steps to ensure that this guidance is followed at all times.
The ECB asks that the guidance is communicated to the parents or guardians of all young players through clubs and schools, and that young players are not allowed to bat or stand up to the stumps when keeping wicket against a hard ball without wearing appropriate protection.

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.
- a young player should not be allowed to bat or to stand up to the stumps when keeping wicket without a helmet with a faceguard against a hard ball. 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 pads, gloves and, for boys, 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 and it is strongly recommended that helmets should similarly be worn for practice and in recreational "friendly" matches.
- 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.

21.6.3 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 and these are as follows:

- no young player in the Under 15 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the batsman’s position on the popping crease on a middle stump line, except behind the wicket on the off side, until the batsman has played at the ball.
- for players in the Under 13 age group and below, the distance is 11 yards (10 metres).
- 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 back.
- 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, for boys, an abdominal protector (box) when fielding within 8 yards (7.3 metres) of the batsman'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 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.

21.6.4 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 are as follows:

The ECB has issued guidance covering 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. The ECB keeps these guidelines under review and, following feedback from clubs and leagues, has revised these guidelines from the 2014 season. The ECB will continue to monitor the impact of these guidelines and you are invited to feedback your thoughts and comments in writing to the ECB Non-First Class Cricket Department.

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 i.e. socialising, team talks, practice, decision making and so on, so that they feel part of the team.

5. Children will often feel more comfortable and able to perform if they have a family member or friend also playing in the side.

6. Remember, children’s early experiences will remain with them always and will often determine whether they want to remain playing the game or give up and do something else.

7. Provide an opportunity for players to show their talents in an appropriate way. Children who are just used as fielders will not fully experience the game.

8. Be supportive, at all times, for all forms of effort even when children are not successful. Try and put them in situations where they will experience some success (however small) and ensure plenty of praise and encouragement.

9. The captain should inform the Umpires of under 18’s in the side.
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, are able to play open age group cricket if they are in an U12 Age group and are a minimum of 11 years old on 1st 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 1st 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.

- In addition the guidelines note the need for clubs and leagues to recognise the positive experience that young players should have in open age cricket. Clubs should provide an opportunity for players to show their talents in an appropriate way. Children who are just used as fielders will not fully experience the game.


The Laws of Cricket (2017 Code) shall apply to each NCL Divisional fixture save as varied by the playing regulations.

21.8 Penalty Runs.

Penalty Runs shall be awarded in all NCL Divisions but only in accordance with the following table:

<table>
<thead>
<tr>
<th>Division</th>
<th>Penalty Runs Apply?</th>
<th>Applicable Note(s)</th>
</tr>
</thead>
</table>

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Notes.

1. In the NCL Premier Division and Division 1, Laws of Cricket (2017 Code) and specifically Law 42 will apply in full but Penalty Runs and Player Sanctions for Level 3 & 4 offences (including the immediate removal of players from the field of play) can only be awarded by NACO appointed Panel Umpires (for these two divisions) and cannot be awarded by opposing players or anyone else standing-in as an umpire.

2. In the NCL Premier Division and Division 1, in respect of penalty runs awarded to the bowling side in the second innings, (all NCL match formats) the batting side’s target to win or to achieve extra bonus points in a draw, will change on each and every occasion penalty runs are awarded and the scorer / batting side should ensure that the score board indicates the runs required.

3. In NCL Divisions 2 to 13 inclusive, five penalty runs will ONLY be awarded when the ball is in play and strikes an unworn helmet which is on the field of play (usually situated behind the wickets at the wicket keepers end and in a straight-line stump to stump) and for illegal fielding (as before); e.g. fielding ball with cap, or ball hitting helmet (see above).


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 2 - 13 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 as outlined in the Code of Conduct procedure.

21.9 Wicket Keeper Gloves (Excessive Webbing Law 27.2) and Bat Sizes (Law 5.7).

This Cricket Law governing wicket-keeper gloves is now enforced within the NCL. 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. Etc.

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.

21.9.1 Bat Sizes (Law 5.7)

Because there has been concern raised from a number of quarters, the ECB has approved a 
phased approach to the introduction of this new Law, which is outlined below:

<table>
<thead>
<tr>
<th>Season</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Season 2018</td>
<td>A moratorium of this Law across all Recreational Cricket.</td>
</tr>
<tr>
<td>Season 2019</td>
<td>The new Law to apply across the Minor Counties Cricket Competitions (MCCA) and the top two divisions of ECB Premier Leagues. A moratorium to apply across all other levels of Recreational Cricket.</td>
</tr>
<tr>
<td>Season 2020</td>
<td>All Recreational Cricket to adhere to the new Law.</td>
</tr>
</tbody>
</table>

21.10 Artificial Cricket Pitches.

The League prefers that all NCL fixtures be played on grass. In the case of existing NCL clubs having only artificial pitches and in respect of new clubs wishing to use an artificial pitch, this shall be permitted. The use of artificial pitches will be regularly reviewed. Further, NCL League matches may only be contested on artificial pitches in Division 9 (under exceptional circumstances and with the specific consent of the Grounds and Management Committee) and in Divisions 10 to 13.

Further, clubs intending to use an artificial pitch for NCL League fixtures shall declare this pre-season (on the club contacts list or at the AGM). Also, where a League club has the benefit of both sufficient and suitable grass and artificial pitches, all NCL League fixtures shall always be played on grass. **There shall be no relaxation of this rule whatsoever due to Ground Weather or light conditions when a club’s grass pitch is deemed unfit for play.**

21.11 Bowling.

21.11.1 Underarm Bowling.

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

21.11.2 Bowling of Dangerous and Unfair non-pitching deliveries (Law 41.7 - 2017 Code)

The Laws of Cricket (2017 Code) have been **tightened** 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 shall call and signal No-Ball and when the ball is dead he shall caution the bowler, inform the fielding captain and other umpire. Should, **after a first and final warning**, the bowler then bowls another such delivery (No-Ball), he / she will immediately be **suspended** and will not be permitted to bowl again in that innings.

**In open age and youth cricket (16 years +) this amended Law shall be implemented in full across all hardball cricket.**
However, a bowler 16 years and below, will be no-balled for every “high full toss” (i.e. above waist height). The player will not receive a warning or be removed from the attack by the umpire unless deemed to be in breach of Law 41.7.4 where any delivery deemed as dangerous or a deliberate act will result in the bowler being withdrawn immediately by the umpire for the remainder of the match.

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

21.12 The Use of Covers / Covering Sheets (Premier and Divisions 1 to 9 Grounds).

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.

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

21.14 First Aid.

All clubs shall ensure that *well stocked* First Aid facilities are available and accessible at all NCL club venues for the treatment of injuries. A person qualified in *First Aid* shall also be available whenever possible. The NCL Management Committee also recommends that all clubs are able to originate a telephone call to the *Emergency Services*. Note, this is a mandatory requirement for grade A, A1, B and B1 grounds.
APPENDIX 1 COMPOSITION OF NCL DIVISIONS FOR SEASON 2018

<table>
<thead>
<tr>
<th>Division</th>
<th>Number of Teams</th>
<th>Promotion / Relegation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Premier</td>
<td>12</td>
<td>One down.</td>
</tr>
<tr>
<td>1</td>
<td>12</td>
<td>One up and two down for 2018.</td>
</tr>
<tr>
<td>2</td>
<td>12</td>
<td>Two up and two down for 2018.</td>
</tr>
<tr>
<td>3</td>
<td>12</td>
<td>Two up and two down for 2018.</td>
</tr>
<tr>
<td>4</td>
<td>12</td>
<td>Two up and two down for 2018.</td>
</tr>
<tr>
<td>5</td>
<td>12</td>
<td>Two up and two down for 2018.</td>
</tr>
<tr>
<td>6</td>
<td>10</td>
<td>Two up and three down for 2018.</td>
</tr>
<tr>
<td>7</td>
<td>10</td>
<td>Three up and three down for 2018.</td>
</tr>
<tr>
<td>8</td>
<td>10</td>
<td>Three up and three down for 2018.</td>
</tr>
<tr>
<td>9</td>
<td>10</td>
<td>Three up and three down for 2018.</td>
</tr>
<tr>
<td>10</td>
<td>10</td>
<td>Three up and three down for 2018.</td>
</tr>
<tr>
<td>11</td>
<td>10</td>
<td>Three up and three down for 2018.</td>
</tr>
<tr>
<td>12</td>
<td>10</td>
<td>Three up and three down for 2018.</td>
</tr>
<tr>
<td>13</td>
<td>10</td>
<td>Three up for 2018.</td>
</tr>
<tr>
<td>14</td>
<td>0</td>
<td>-</td>
</tr>
</tbody>
</table>
APPENDIX 2  
SAMPLE TEAM SHEET (side one)

<table>
<thead>
<tr>
<th>X1</th>
<th>X1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Versus</td>
<td>Versus</td>
</tr>
<tr>
<td>Umpires:</td>
<td>Umpires:</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Players Full Name.</th>
<th>Under U.18’s on the day of the match, must wear a helmet (mandatory) (tick).</th>
<th>Age Group* for all players U19.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Capt.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wk.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td></td>
<td></td>
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<tr>
<td>8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Scorer’s Full Name – (First &amp; Surname).</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*Note

Age group is based on age at midnight on the 31st August the previous year. The 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 2**  
**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.  

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.

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.

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.

<table>
<thead>
<tr>
<th>Signed:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Print name:</td>
</tr>
<tr>
<td>On behalf of:</td>
</tr>
<tr>
<td>Address of Club:</td>
</tr>
<tr>
<td>Date:</td>
</tr>
</tbody>
</table>
### APPENDIX 3 - CHRONOLOGICAL SUMMARY OF NCL KEY DATES.

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
<th>Rule</th>
<th>Key Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Calling of an E.G.M by any group of NCL member clubs.</td>
<td>3.2</td>
<td>Jan to the Sept period.</td>
</tr>
<tr>
<td>2</td>
<td>Cut-off date for all clubs to edit and confirm their updated officer and key contact details on The nclgrounds website.</td>
<td>3.5</td>
<td>1st March.</td>
</tr>
<tr>
<td>3</td>
<td>Cut-off date for all clubs to bulk register their players.</td>
<td>9.4 &amp; 18.3a</td>
<td>20th March.</td>
</tr>
<tr>
<td>4</td>
<td>Cut-off date for the dual registration of players (Home club + other).</td>
<td>9.5.1</td>
<td>20th March.</td>
</tr>
<tr>
<td>5</td>
<td>Pre season E.G.M, all NCL clubs to pay their fees and collect their balls, handbooks and stationary etc.</td>
<td>5.2</td>
<td>April 4th (date advised by The League).</td>
</tr>
<tr>
<td>6</td>
<td>First NCL invoice payable by all clubs at the pre-season E.G.M.</td>
<td>5.2</td>
<td>April 4th (date advised by The League).</td>
</tr>
<tr>
<td>7</td>
<td>Cut-off date for the combining of Youth Teams in NCL divisions 1, 2 and 3.</td>
<td>17.5.1</td>
<td>15th April.</td>
</tr>
<tr>
<td>8</td>
<td>Earliest date for a NCL club applying for a ground regrading.</td>
<td>16</td>
<td>1st May.</td>
</tr>
<tr>
<td>9</td>
<td>Latest date for entry into The Twenty Cup Competition</td>
<td>1 (Twenty Cup Rules)</td>
<td>Before 1st May.</td>
</tr>
<tr>
<td>10</td>
<td>Second NCL invoice payable, Premier &amp; Division 1 clubs only, for their deferred panel umpire fees.</td>
<td>5.2 &amp; 18.1</td>
<td>15th June.</td>
</tr>
<tr>
<td>11</td>
<td>Cut-off date for new applications (clubs and teams) to join The League.</td>
<td>6.9</td>
<td>31st July.</td>
</tr>
<tr>
<td>12</td>
<td>Cut-off date for all player registrations.</td>
<td>9.7</td>
<td>31st July.</td>
</tr>
<tr>
<td>13</td>
<td>NCL player transfer deadline.</td>
<td>9.9</td>
<td>31st July.</td>
</tr>
<tr>
<td>14</td>
<td>Third NCL invoice payable, Premier &amp; Division 1 clubs only, for their deferred panel umpire fees.</td>
<td>5.2 &amp; 18.1</td>
<td>15th August.</td>
</tr>
<tr>
<td>15</td>
<td>Latest date for teams or clubs resigning from The League.</td>
<td>6.10 &amp; 18.6a</td>
<td>31st August.</td>
</tr>
<tr>
<td>16</td>
<td>Latest date for a club applying for a ground regrading.</td>
<td>16</td>
<td>15th September.</td>
</tr>
<tr>
<td>17</td>
<td>Cut-off date for the provision of umpire information from all NCL clubs.</td>
<td>8.3</td>
<td>1st September.</td>
</tr>
<tr>
<td>18</td>
<td>Cut-off date for all NCL owned trophies to be returned to The League for engraving etc.</td>
<td>18.5</td>
<td>15th September.</td>
</tr>
<tr>
<td>19</td>
<td>Cut-off date for notification of clubs wishing to amalgamate.</td>
<td>6.11 &amp; 18.6b</td>
<td>30th September.</td>
</tr>
<tr>
<td>20</td>
<td>Cut-off date for any NCL club to propose changes to any of The League rules.</td>
<td>3.1</td>
<td>30th September.</td>
</tr>
<tr>
<td>21</td>
<td>Cut-off date for change of ground information for NCL clubs using third party grounds.</td>
<td>7.2</td>
<td>1st October.</td>
</tr>
<tr>
<td>22</td>
<td>League Dinner &amp; Presentation Evening</td>
<td>14</td>
<td>12th October.</td>
</tr>
<tr>
<td>23</td>
<td>League A.G.M.</td>
<td>3.1</td>
<td>7th November.</td>
</tr>
<tr>
<td>24</td>
<td>Latest date for the ordering of League cricket balls and additional handbooks.</td>
<td>Info only</td>
<td>30th November.</td>
</tr>
<tr>
<td>25</td>
<td>League ‘All Committee’ Meeting to determine the make up of each NCL Committee.</td>
<td>2.2 &amp; 2.3</td>
<td>Week Commencing 1st December.</td>
</tr>
<tr>
<td>26</td>
<td>DBS vet needs to be re-applied for since it is only valid for three years.</td>
<td>17.9</td>
<td>Every 3 years.</td>
</tr>
<tr>
<td>27</td>
<td>Latest date for the payment of all NCL fines.</td>
<td>18.11</td>
<td>Invoice date + 21 days or end of Sept for Sept fines.</td>
</tr>
<tr>
<td>28</td>
<td>Division 2 teams gaining promotion, requirement to achieve Clubmark accreditation.</td>
<td>5.3.1</td>
<td>12 months from date of promotion</td>
</tr>
</tbody>
</table>
APPENDIX 4  DUCKWORTH LEWIS STERN

Background
Duckworth Lewis Stern (DLS) is a mathematical formulae which is used to determine the result of a limited overs cricket match in the event that overs are lost due to the effects of any unplanned interruption e.g. by rain, bad weather or other unforeseen circumstances.

Because the majority of higher division NCL clubs have elected to play win / lose cricket in season 2018, these clubs have decided that they would prefer to use this method of calculating the target score in matches where overs are lost, rather than use run rate calculations.

Introduction
For Season 2018 the NCL Premier and Division 1 teams will use the CODA (DLS) system and this requires the use of a PC and an associated Printer. The League will provide the appropriate clubs with both the requisite software and a printer at the CODA (DLS) pre-season training session.

NCL Divisions 3 to 5 will use a different method to the CODA (DLS) system, which is an Application which can be downloaded from the Play-Cricket App site and will run on iPads and iPhones and similar devices.

For completeness, NCL Divisions 6 to 13, will rely on a run rate calculation only to determine the winning team.

Training for The DLS System
The CODA (Computer One Day Analysis) software program for use on a PC or Laptop is relatively easy and straightforward to use but to ensure that all appropriate NCL member clubs are fully conversant and competent in its’ use, The League arranged for formal pre-season training to be provided by Northants Association of Cricket Officials (NACO).

It was therefore essential that all NCL member clubs playing in:

- NCL Premier and Division 1

made the necessary arrangements with a minimum of two or three of their representatives (to cover for holidays and sickness etc.) from their club for this Duckworth Lewis Stern training.

Training for the D/L System
This training took place separately at the Pre-Season General Meeting when handbooks, balls etc. were given out.

On match days (usually Saturdays), it will be essential to have someone from each club who has been formally trained on the appropriate D/L system.

Terminology
When the CODA (DLS) program is used, it is essential to understand the following:

- when reading any table produced by CODA, the totals shown are PAR scores (which are the figures that should be displayed on the club’s scoreboard).

- the TARGET score (i.e.) that needed to win, is the PAR score plus 1. If the team batting second has achieved the PAR score but has not exceeded it
when play is abandoned (and the minimum number of 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.

**APPENDIX 4 DUCKWORTH LEWIS STERN (CONTINUED).**

**Some Recommendations, Generic Instructions and Guidance Notes.**

1. A person competent in the way DLS calculations are performed should be appointed for each **win / lose** match. That person should be responsible for all DLS calculations and for the communication of such information to all relevant parties. The person appointed will here be referred to (for the purposes of this APPENDIX) as the **DLSMM (DLS Match Manager)**.

2. The DLSMM will ensure that the current version of the DLS software is available and can be operated in a location where there is instant communication with the scorers. The printer should also be checked.

3. If there is an interruption during the Team 1’s innings which is long enough to result in a loss of overs, as soon as the number of overs lost is known, the stoppage details should be entered into the DLS software and the possible Targets table should be produced and provided to both teams and other officials as necessary to indicate the likely size of the eventual target adjustment for Team 2.

4. When Team 1’s innings has been completed:
   a. If Team 2’s innings is delayed and it seems likely that they will be allocated a reduced number of overs, a print-out of the schedule of Team 2 targets for any number of initial overs should be produced and circulated to match officials, both team captains and to other parties at the DLSMM’s discretion.

   b. If overs have been lost during Team 1’s innings or before Team 2’s innings can start, as soon as Team 2’s allocation of overs is known, the DLSMM will confirm Team 2’s **revised target** and communicate this to both captains, the match officials (umpires and scorers) and the scoreboard operator.

   c. In all matches, he / she will run the DLS software and produce both an over-by-over print-out of the par score schedule and make as many copies as are needed. The over-by-over print-out should be distributed to:

      - the match officials, both team captains and scoreboard operator.

5. If there is a suspension in play during Team 2’s innings, the DLS software should be run as soon as it is known that there will be a loss of overs and the situation at the stoppage should be entered. Then a print-out should be produced giving the full schedule of revised Team 2 targets for any number of overs lost. This should be copied and distributed to all match officials and both team captains.
6. THE DLSMM and match umpires, together, shall agree before the start of the match whether in addition to over-by-over tables being produced, that ball-by-ball tables are also printed and distributed.

END.

APPENDIX 5 - Managed Migration in Club Cricket – A Reminder and A Warning.

The NCL has written to all member clubs advising that the Home Office had spoken to the ECB regarding restrictions on players from outside the European Economic Area (EEA) entering the UK using the Standard Visitor Visa, the Youth Mobility Visa or as a Non-Visa National. These visas only allow a player to join an amateur team or club to gain experience in a particular sport if they are an “Amateur”. The term “Amateur” is defined as:

“A person who engages in a sport or creative activity solely for personal enjoyment and who is not seeking to derive a living from the activity”.

The term “Professional Sportsperson” is defined as someone, whether paid or unpaid, who:

“is providing services as a sportsperson, playing or coaching in any capacity, at a professional or semi-professional level of sport or being a person who currently derives, who has in the past derived or seeks in the future to derive, a living from playing or coaching, is providing services as a sports person or coach at any level of sport, unless they are doing so as an “Amateur” “.

The Home Office has previously listed those likely to be deemed professional sportspersons and further, have commented that:

a) the payment of a player’s airfare etc. or accommodation and / or

b) the use of an agent to promote the availability of players, is likely to increase the prospect of the Home Office considering the player to be a “professional” and, as a consequence, the risk of that player being deemed ineligible to participate in accredited ECB Leagues.

**If any NCL member club is in any doubt as to an overseas player’s eligibility, then they should seek guidance from the Home Office prior to undertaking any such arrangements. If in doubt, ask!**

Clubs found to be in breach of current Home Office regulations could be subject to the highest level of sanctions available for breaching their Rules. From The League’s perspective, they have already given advance notice and guidance to all their member clubs on this subject.

In summary, NCL member clubs should only be seeking to engage the services of overseas (non EEA) amateur players or coaches who travel to this country with the correct visa.
End.
SECTION 2 - COMPETITION RULES – WIN / LOSE / DRAW PREMIER & DIVISIONS 1 & 2.

1 Match Start Times.

<table>
<thead>
<tr>
<th>Division</th>
<th>April to 31st of August</th>
<th>September</th>
</tr>
</thead>
<tbody>
<tr>
<td>Premier, 1 &amp; 2</td>
<td>12.00 Noon</td>
<td>11.30 a.m.</td>
</tr>
</tbody>
</table>

2 Overs / Side / Bowler, Match Duration and Delays.

<table>
<thead>
<tr>
<th>Division</th>
<th>Maximum Number of Overs in the First Innings.</th>
<th>Time Allowed to bowl the Overs (Approximately).</th>
</tr>
</thead>
<tbody>
<tr>
<td>Premier, 1 &amp; 2</td>
<td>50</td>
<td>3 Hours 08 Minutes</td>
</tr>
</tbody>
</table>

Bowler Over Restrictions. If a match is reduced in overs prior to the start of either innings (due to weather) or increased in overs due to an early first innings declaration only, then individual bowlers shall be restricted to 30% of the new innings overs total. (See paragraph 21.5 in Section 1 for table detail).

The umpires together, shall monitor and track all time delays which in their opinion impact on the time allowed to bowl the overs and which could unfairly penalise the bowling side. Here are a few examples:

- Time wasting by the batting side.
- Injury to a player or umpire.
- Time spent by the fielding side in searching for balls, which have left the field of play.
- A reasonable allowance for ball drying.
- Drink break(s), a maximum of 5 minutes per break.

At the end of each innings, the umpires together shall inform both captains and scorers of their decision with regard to time lost and also confirm whether points are to be deducted due solely to slow play by the fielding side. To save time, the incoming and outgoing batsmen should cross on the field of play.

3 Start Delayed – Ground Weather or light and Waiver Times.

3.1 Waiver Times.

These are the times, which shall be ignored (for the purpose of over calculations) when time is lost through weather interruptions. Waiver time, merely extends the theoretical finishing time of the match, however, once exceeded, overs will be lost at the rates specified below. The table immediately below summarises the maximum waiver times for the three divisions throughout the playing season.

<table>
<thead>
<tr>
<th>Division</th>
<th>Maximum Waiver Time for the Entire Season</th>
</tr>
</thead>
<tbody>
<tr>
<td>Premier &amp; Divisions 1 and 2.</td>
<td>1 Hour</td>
</tr>
</tbody>
</table>

For a Premier Division, Division 1 or 2 fixture, start delayed:
Ignore the first 60 minutes of this delay. At this point, the match duration is merely extended and providing that the time mentioned in this paragraph (i.e. 60 minutes) is **NOT exceeded**, no overs are lost.

However, once the delay has **exceeded** the time stated above, overs are now 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**.

Here is a simple example and a total of 105 minutes have been lost, ignore the first 60 minutes, this leaves 45 minutes and so a total of 12 overs are lost (at 7.5 minutes / 2 overs) from the game (6 overs / side). The match is now reduced to 88 overs and the projected finishing time for the match is extended by 60 minutes.

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

4 **Play Interrupted – First Innings – Ground Weather or light.**

Assuming that the start was **not delayed**, ignore the first 60 minutes. At this point, the match duration is merely extended and providing that the time mentioned in this paragraph (i.e.60 minutes) is **NOT exceeded**, no overs are lost.

However, once the delay has **exceeded** the time stated above (either through a delayed start or play interrupted in the first innings), 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.

Here is a simple example and a total of 16 overs have already been bowled. A total of 105 minutes are then lost (1.00 pm to 2.45 pm) during the first innings, ignore the first 60 minutes, this leaves 45 minutes and so a total of 12 overs are lost (at 3.75 minutes / over and rounded down) from the game. The match is therefore reduced to 88 overs and the projected finishing time for the match is extended by 60 minutes.

The team batting first (i.e. when play was interrupted) shall retain the right to use all the overs available to them at the start of play (50 in this example) but the side batting second theoretically will only have 38 overs maximum + any unused overs by the side batting first. (i.e. either all out in less than their allocation or an early declaration).

5 **Play Interrupted – Second Innings – Ground Weather or light.**

Assuming that the match start was **not delayed and that no time was lost in the first innings**, ignore the first 60 minutes of any stoppage or stoppages in this innings. At this point, the match duration is merely extended and providing that the time mentioned in this paragraph (i.e. 60 minutes) is **NOT exceeded**, no overs are lost.

Once these interruption times have been taken into account (either through a delayed start or interruption in the first innings / second innings) and **exceeded**, Overs shall be lost in the **second innings** at the rate of 1 over for each 3.75 minutes lost.
Here is a simple example and a total of 16 overs have already been bowled in the second innings. A total of 105 minutes are then lost (4.45 pm to 6.30 pm) during the second innings, ignore the first 60 minutes, this leaves 45 minutes and so a total of 12 overs are lost (at 3.75 minutes / over and rounded) from the game. The match is therefore reduced to 88 overs and the projected finishing time for the match is extended by 60 minutes.

However, if time was also lost during the first innings, this time shall be added to the time now lost in the second innings and the total time lost (i.e. through a delayed start + time lost in the first and second innings minus waiver time) shall be used to calculate the overs lost in the second innings. Again, assume 1 over lost for each 3.75 minutes of lost time, rounded down.

Once any lost over calculation has been undertaken by the umpires and the game restarted, (with both teams knowing their respective goals) overs shall not be added back into the game under any circumstances, even if either side bowls its overs at a fast rate.

Theoretical / Approximate Timings of an Uninterrupted Match:

<table>
<thead>
<tr>
<th>Division</th>
<th>Start Time</th>
<th>1st Innings</th>
<th>Tea Interval</th>
<th>2nd Innings</th>
<th>Theoretical finishing time for a normal game.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Premier 1 &amp; 2</td>
<td>12.00 Noon</td>
<td>3 hours + 08 Minutes</td>
<td>30 minutes</td>
<td>3 hours + 08 Minutes</td>
<td>6.46 p.m.</td>
</tr>
<tr>
<td>Premier 1 &amp; 2</td>
<td>11.30 a.m.</td>
<td>3 hours + 08 Minutes</td>
<td>30 minutes</td>
<td>3 hours + 08 Minutes</td>
<td>6.16 p.m.</td>
</tr>
</tbody>
</table>

6 Overs Calculations and Finishing Time.

The match finishing times shown in the lost over calculations in paragraphs 3, 4 and 5 do not take into account time wasting, player or umpire injuries, searching for lost balls, ball drying or drinks breaks etc. and so the actual finishing time may be after the times stated.

7 Match Abandoned.

In matches where no play whatsoever takes place, the match shall be abandoned once 50 overs have been lost. Note overs are not lost during waiver period and the tea interval.

8 Points System – Applies to Premier, Division 1 and Division 2.

The points awarded for each match shall be determined as follows:

Win Batting First 25 points

Win Batting Second 20 Points

Winning / Losing Draw (See Note 1 below). 10 – 2 points + bonus points

Interrupted Draw (See Note 2 below). 6 points to each team + bonus points
Lose. 0 points + bonus points

Tie or scores level draw. 6 points + bonus points

Match Abandoned. 6 points + bonus points

Cancelled Match 6 points to each team.

**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 10 – 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.

### 8.1 Bonus Points.

<table>
<thead>
<tr>
<th>Runs Scored in Each Innings</th>
<th>Batting Bonus Points Earned.</th>
<th>Wickets Taken in Each Innings</th>
<th>Bowling Bonus Points Earned.</th>
</tr>
</thead>
<tbody>
<tr>
<td>150</td>
<td>1</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>175</td>
<td>2</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>200</td>
<td>3</td>
<td>7</td>
<td>3</td>
</tr>
<tr>
<td>225</td>
<td>4</td>
<td>9</td>
<td>4</td>
</tr>
</tbody>
</table>

**Note,** in the event that either team has fewer than 11 available batsmen, then their innings is deemed closed when the last wicket partnership is broken, and the maximum bowling bonus points shall be awarded in either innings.

**Note,** 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.

<table>
<thead>
<tr>
<th>Scheduled innings overs at start of game</th>
<th>First batting bonus point when score at</th>
<th>Second batting bonus point when score at</th>
<th>Third batting bonus point when score at</th>
<th>Fourth batting bonus point when score at</th>
</tr>
</thead>
<tbody>
<tr>
<td>50</td>
<td>150</td>
<td>175</td>
<td>200</td>
<td>225</td>
</tr>
<tr>
<td>49</td>
<td>147</td>
<td>172</td>
<td>196</td>
<td>221</td>
</tr>
<tr>
<td>48</td>
<td>144</td>
<td>168</td>
<td>192</td>
<td>216</td>
</tr>
<tr>
<td>47</td>
<td>141</td>
<td>165</td>
<td>188</td>
<td>212</td>
</tr>
<tr>
<td>46</td>
<td>138</td>
<td>161</td>
<td>184</td>
<td>207</td>
</tr>
<tr>
<td>45</td>
<td>135</td>
<td>158</td>
<td>180</td>
<td>203</td>
</tr>
<tr>
<td>44</td>
<td>132</td>
<td>154</td>
<td>176</td>
<td>198</td>
</tr>
<tr>
<td>43</td>
<td>129</td>
<td>151</td>
<td>172</td>
<td>194</td>
</tr>
<tr>
<td>42</td>
<td>126</td>
<td>147</td>
<td>168</td>
<td>189</td>
</tr>
<tr>
<td>41</td>
<td>123</td>
<td>144</td>
<td>164</td>
<td>185</td>
</tr>
<tr>
<td>40</td>
<td>120</td>
<td>140</td>
<td>160</td>
<td>180</td>
</tr>
<tr>
<td>39</td>
<td>117</td>
<td>137</td>
<td>156</td>
<td>176</td>
</tr>
</tbody>
</table>
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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 Premier and Division 1 matches only where panel umpires officiate).

8.2 Rain Interrupted Matches.
In a rain-interrupted match (first or second innings) the match shall be allowed to continue to a natural conclusion, weather and playing conditions permitting (i.e. all four results are still a possibility) irrespective of the number of overs available in the second innings.

9 Calling of Wide Deliveries by Division.

<table>
<thead>
<tr>
<th>Premier and Division 1</th>
<th>Division 2</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Off Side Deliveries</strong></td>
<td>Laws of Cricket.</td>
</tr>
<tr>
<td>Law of Cricket.</td>
<td></td>
</tr>
<tr>
<td><strong>Leg Side Deliveries</strong></td>
<td>Laws of Cricket.</td>
</tr>
<tr>
<td>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.</td>
<td></td>
</tr>
</tbody>
</table>

10 Between Innings.
The popping crease should be swept and remarked in accordance with The Laws of Cricket (2017 Code). When ever possible, a light roller shall be available for use and the home side should meet the reasonable requests of the visiting team to roll the pitch between innings under the supervision of the umpires.

End of Section 2.
SECTION 3 – WIN / LOSE CRICKET - COMPETITION RULES.

1 Match Start times.

<table>
<thead>
<tr>
<th>Divisions</th>
<th>April</th>
<th>May to August</th>
<th>September</th>
</tr>
</thead>
<tbody>
<tr>
<td>Premier &amp; 1</td>
<td>12.00 Noon</td>
<td>12.00 Noon</td>
<td>11.30 a.m.</td>
</tr>
<tr>
<td>3 to 5</td>
<td>12.00 Noon</td>
<td>12.30 p.m.</td>
<td>12.00 Noon</td>
</tr>
<tr>
<td>6 to 8</td>
<td>1.00 p.m.</td>
<td>1.00 p.m.</td>
<td>12.30 p.m.</td>
</tr>
<tr>
<td>9 to 13</td>
<td>1.00 p.m.</td>
<td>1.00 p.m.</td>
<td>1.00 p.m.</td>
</tr>
</tbody>
</table>

2 Overs / Side / Match Durations and Declarations.

<table>
<thead>
<tr>
<th>Divisions</th>
<th>Maximum Number of Overs in the First Innings.</th>
<th>Time Allowed to bowl the Overs (Approximately).</th>
</tr>
</thead>
<tbody>
<tr>
<td>Premier, 1 &amp; 3 to 5</td>
<td>50</td>
<td>3 Hours and 08 Minutes</td>
</tr>
<tr>
<td>6 to 8</td>
<td>45</td>
<td>2 Hours and 49 Minutes</td>
</tr>
<tr>
<td>9 to 13</td>
<td>40</td>
<td>2 Hours and 30 Minutes</td>
</tr>
</tbody>
</table>

The umpires together, shall monitor and track all time delays which in their opinion impact on the time allowed to bowl the overs and which could unfairly penalise the bowling side. Here are a few examples:

- Time wasting by the batting side.
- Injury to a player or umpire.
- Time spent by the fielding side in searching for balls, which have left the field of play.
- A reasonable allowance for ball drying.
- Drink break(s), a maximum of 5 minutes per break.

At the end of each innings, the umpires together shall inform both captains and scorers of their decision with regard to time lost and also confirm whether penalty runs are to be added to the batting side’s total due solely to slow play by the fielding side. (See paragraph 7 below, Slow Play). To save time, the incoming and outgoing batsmen should cross on the field of play.

Where time is lost after the scheduled start due to inclement weather, then the number of overs shall be reduced as hereinafter provided in these Rules. See paragraph 5 below and the associated notes.

2.1 Declarations and Unused Overs

There shall be no declarations in this format of cricket (i.e. Win / Lose). Also, unused overs by the side batting first shall not be available to the side batting second.

3 The Tea Interval.

There will be a tea interval of 30 minutes in between innings. In matches where time is lost for inclement weather, the tea interval may be taken (at the discretion of the umpires) during a rain delay, in order to save time subsequently. In this instance the interval between the innings will be 10 minutes and 20 minutes will be saved from any time lost to the weather.
4. **Overs per Bowler.**

<table>
<thead>
<tr>
<th>Divisions</th>
<th>Maximum Overs per Bowler / Innings – Uninterrupted Match</th>
</tr>
</thead>
<tbody>
<tr>
<td>Premier &amp; 1</td>
<td>10 - (Notes 1, 2 and the ECB fast bowling directive apply).</td>
</tr>
<tr>
<td>3 to 5</td>
<td>13 - (Notes 1, 2 and the ECB fast bowling directive apply).</td>
</tr>
<tr>
<td>6 to 8</td>
<td>12 - (Notes 1, 2 and the ECB fast bowling directive apply).</td>
</tr>
<tr>
<td>9 to 13</td>
<td>10 - (Notes 1, 2 and the ECB fast bowling directive apply).</td>
</tr>
</tbody>
</table>

Note, see bowler over restrictions as per the table immediately above. See also paragraph 21.5 in Section 1 and specifically note 3, which addresses bowler over restrictions when weather interrupts.

In the event of a bowler being incapacitated or suspended and being unable to complete an over, the remaining balls will be bowled by another bowler who has not bowled the previous over and will not bowl the next over. Such part of over will count as a full over only in so far as each bowler’s limit is concerned.

5. **Interruptions to play (Ground, Weather and Light) – Waiver Time**

i. If due to inclement weather a match starts late, it shall remain a match of **maximum overs** provided that the **waiver time** as shown in the table below has not been exceeded. In the event that the match commences and the waiver time has been exceeded, for any reason whatsoever, then one over shall be deducted from each innings for every 7.5 minutes or part thereof lost. No variations will be allowed to this rule and it is therefore essential for the captains and umpires to agree on the match clock before the start of play.

ii. Delays for inclement weather are allowed in total (including prior to the start and during either innings) before any overs are deducted (i.e. the “**waiver time**”).

<table>
<thead>
<tr>
<th>Divisions</th>
<th>Waiver Time before Overs are lost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Premier and Division 1</td>
<td>1 Hour throughout the season.</td>
</tr>
<tr>
<td>Divisions 3 to 13</td>
<td>30 minutes throughout the season.</td>
</tr>
</tbody>
</table>

iii. 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 in order to save time subsequently. In this instance 20 minutes will be deducted from any lost time used to calculate future over reductions.

iv. 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). One over shall be deducted from each innings for every 7.5 minutes or part thereof lost during the first innings.

v. If owing to a delayed start to the second innings or a suspension of play during the second innings there is 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 assuming a rate of 3.75 minutes per over subject to a minimum of 20 overs. The
number of overs to be faced by the team batting second will **never be increased** after an interruption.

vi. 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.

vii. 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.

viii. It is not possible to declare the innings closed or retire any remaining batsman out in the first innings, to enable a match to continue to a conclusion. This is not deemed to be within the **Spirit of Cricket**. Clubs have to accept that the weather will intervene unfavourably on occasions.

6. **Fielding Restriction Zone and the Restriction on the Placement of Fielders.**

(This rule applies to the NCL Premier Division, Division 1 and Divisions 3 to 5 only).

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 plastic or rubber (not metal) discs (6 inches in diameter) and these shall be clearly visible to both umpires at all times. **(The fielding restriction zone).**

6.1 **Fielding Restrictions / Bowling Power Play - Premier & Division 1 Only.**

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

ii. Fielding restrictions (i.e. **Bowling Power-Play**) in each innings are as follows:

<table>
<thead>
<tr>
<th>Division</th>
<th>Maximum Number of Overs / Innings</th>
<th>For the First 15 overs</th>
<th>Number of fielders permitted outside the fielding restriction zone.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Premier &amp; Division 1</td>
<td>50</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

iii. For the remaining overs of each Premier and Division 1 innings, only **five fielders** are permitted to be outside the field restriction marking at the instant of delivery.

iv. In circumstances where the number of overs for the team batting first or second is reduced, the number of overs in regard to the restrictions above shall be reduced proportionately in accordance with the table below. Fractions are to be ignored in all calculations regarding the number of overs.

<table>
<thead>
<tr>
<th>Total overs of innings</th>
<th>Overs for which fielding restrictions will apply (bowling Power-Play)</th>
</tr>
</thead>
</table>
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.

v. 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’.

### 6.2 Fielding Restrictions - Divisions 3 to 5 Only.

In NCL divisions 3 to 5 inclusive, only five fielders are permitted to be outside the fielding restriction zone at the instant of delivery. Failure to comply, will result in a “No-Ball” being called and signalled by either umpire but there shall be NO free-hit. Also, there shall be no batting or bowling Power-Plays in these divisions.

### 6.3 Fielding Restrictions - Divisions 6 to 13.

In NCL divisions 6 to 13 inclusive there is no fielding restriction zone or fielding restrictions (except 3 behind square on the leg side).

### 7. Slow play.

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 (Paragraph 2).

ii. In the Premier Division and Division 1 ONLY. 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 team fielding second fails to bowl the required number of overs by the scheduled time for the cessation of the innings, then the batting side will be credited with 6 runs for every whole over that has not been bowled. 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.

8. No Balls Bowled and Free Hit – (Applies to The Premier and Division 1 only).

i. 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.

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 i.e.

   iv. Hit the ball twice
   v. Obstructing the field
   vi. Run out

vii. 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.

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

9. Wide Balls.

i. 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.

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). These 17 inch lines are mandatory for the NCL Premier Division, Division 1 and Divisions 3 to 5 inclusive but optional for all other divisions.
iii. 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 the Premier and Division 1 only).

10. The Result – Premier, Division 1 and Divisions 3 to 5

i. A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs. (The minimum overs for the side batting second is 20 unless a result is achieved before).

ii. Save as hereinafter provided the side which scores the most runs shall be the winner.

iii. 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 of 20 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised target score being calculated by the Duckworth Lewis Stern (DLS) method for Premier and Division 1 teams.

iv. Note. Teams in divisions 3 to 5 inclusive shall use the D/L Application (App) available from the Play-Cricket App site to determine the target score.

v. It is the responsibility of the Home Club to ensure that someone from his or her club is present at each match, who is competent to make the appropriate Duckworth Lewis calculation. In Premier and Division 1 matches the umpires will only be responsible for confirming the overs and target score from the initial printout provided, giving these details to the captains upon request. Additionally, in all Premier and Division 1 matches, the Home Club must have access to a laptop or PC and printer on site to enable the Duckworth / Lewis target score to be printed at the instant when bad weather interrupts the match.

vi. However, in Division 3 to Division 5 matches, the scorers will be responsible for recalculating the overs and target score from the D/L Application and giving these details to the captains and umpires upon request.
vii. The revised target score for the second innings will be calculated and agreed by the captains and confirmed to the umpires.

viii. 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.

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.

x. If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 20 overs) then the result shall be decided by the appropriate Duckworth / Lewis method outlined above.

11. Premier Division, Division 1 and Divisions 3 to 5 - Points Awarded and Bonus Points

i. for the winning team 20 points.

ii. for a tie each side 8 points plus bonus points as described below.

iii. for a loss 0 points plus bonus points as described below.

iv. For an abandoned / cancelled game 6 points to both sides plus bonus points (i.e. when a minimum of 20 overs have not been available for each innings).

v. Bonus points will be awarded as follows: -

- Bowling side 1 point up to a maximum of 4 points awarded at 3, 5, 7 and 9 wickets taken.
- Batting side 1 point up to a maximum of 4 points awarded at 130, 170, 210 and 250 runs scored.

In a game with a reduced number of overs, the targets for gaining batting and bowling bonus points will be adjusted as follows:

The runs per over required to obtain bonus points are listed below:

- 4 batting bonus points if run rate for available overs is greater than or equal to 5.00
- 3 batting bonus points if run rate for available overs is greater than or equal to 4.20 and less than 5.00
- 2 batting bonus points if run rate for available overs is greater than or equal to 3.40 and less than 4.20
- 1 batting bonus points if run rate for available overs is greater than or equal to 2.60 and less than 3.40

The number of wickets needed for bowling points will be adjusted as below:

- Award bonus points for 3,5,7,9 wickets in innings of 40-50 over duration.
- Award bonus points for 2,4,6,8 wickets in innings of 30-39 over duration.
- Award bonus points for 1,3,5,7 wickets in innings of 20-29 over duration.
12 The Result – Divisions 6 to 13

i. A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs. (The minimum overs for the side batting second is 20 unless a result is achieved before).

ii. Save as hereinafter provided the side which scores the most runs or achieves the higher run rate shall be the winner (see example calculations below).

13 Divisions 6 to 13 - Points Awarded, Determination of Winners and Bonus Points

13.1 Points – Divisions 6 to 13

i. No play whatsoever, 5 points to each side.

ii. for the winning team, 20 points plus bonus points accrued as per the tables below.

iii. for a tie, (irrespective of wickets down in the second innings) 10 points to each side plus bonus points accrued as per the tables shown below.

iv. for a loss, 0 points plus bonus points accrued as per the tables shown below.

v. for a rained off / abandoned (i.e. 20 overs not available in the second innings) game where there has been some play, 2 points to each side plus bonus points accrued being awarded to each side with a minimum of 5 points in total to each side.

13.2 Determination of Winners - Run Rate Calculation – Divisions 6 to 13

In divisions 6 to 13 only, when weather interrupts, the result shall be calculated using run rate as follows:

In a weather interrupted match, and at least 20 overs have been bowled in both innings and the first innings score has not been exceeded by the team batting second, then the team with the higher run rate / over wins the match.

For the sake of clarity, the run rate calculation for the side batting first shall be their final score divided by the number of overs used in the first innings. The run rate calculation for the side batting second shall be their final score divided by the number of overs used in the second innings. A part completed over (in either innings) shall be deemed to be complete for the purpose of these calculations (e.g. 32.3 overs = 33 overs).

13.3 Bonus Points Calculation – Divisions 6 to 8 and 9 to 13.

In the second innings, if the batting side is chasing a target and gets that target (i.e. wins) in less than the number of overs available (at the start of play) to the side batting first, the “run rate / over rule” is used to calculate the number of runs that would have been scored off the number of overs available to the side batting first to determine the batting bonus points awarded to the team batting second.

E.g. the team batting first scores 160 in 37.1 overs i.e. 38 overs (however, the overs available at the start of the first innings = 45 or 40 (depending upon division).
The team batting second scores 161 in 35.4 overs (36), their run rate per over = 4.47 (i.e. 161/36)

The batting bonus points for the team batting second are determined as follows:

**For a 45 Over game (i.e. Divisions 6 to 8 see table 1)**

45 (the **overs available** to the side batting first) x 4.47 (the run rate / over of the side batting second) = 201.15 (202) and so from table 1, **4** batting bonus points would be awarded.

<table>
<thead>
<tr>
<th>Runs Scored</th>
<th>Batting Bonus Points</th>
<th>Wickets Taken</th>
<th>Bowling Bonus Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>125</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>150</td>
<td>2</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>175</td>
<td>3</td>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>200</td>
<td>4</td>
<td>8</td>
<td>4</td>
</tr>
<tr>
<td>225</td>
<td>5</td>
<td>10</td>
<td>5</td>
</tr>
</tbody>
</table>

**For a 40 Over game (i.e. Divisions 9 to 13 see table 2)**

40 (the **overs available** to the side batting first) x 4.47 (the run rate / over of the side batting second) = 178.8 (179) and so from table 2, **5** batting bonus points would be awarded.

<table>
<thead>
<tr>
<th>Runs Scored</th>
<th>Batting Bonus Points</th>
<th>Wickets Taken</th>
<th>Bowling Bonus Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>75</td>
<td>1</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
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</tr>
<tr>
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<td>10</td>
<td>5</td>
</tr>
</tbody>
</table>

14 **Between Innings – Premier and Divisions 1 and 2 Only.**

The popping crease should be swept and remarked in accordance with The Laws of Cricket (2017 Code). When ever possible, a light roller shall be available for use and the home side should meet the reasonable requests of the visiting team to roll the pitch between innings under the supervision of the umpires.

**End of Section 3.**
SECTION 4 - “AFTER THE MATCH” REPORTING

All NCL Divisions

The home team shall:

- Enter the match result, which includes abandoned games on The League’s website (www.nclgrounds.co.uk) and by 11.00 a.m. on the morning immediately after the game.
- Enter the full match details, (i.e. complete scorecard including points awarded) which includes abandoned games on The League’s official Play-Cricket website (www.ncl.play-cricket.com) no later than the prescribed divisional deadlines shown below:

Premier and Division 1
By 12.00 noon on the day immediately after the game.

All other Divisions
By 12.00 noon on the Monday immediately after the game.

Should there be any difficulty entering the information on either website then please contact the relevant NCL Results Secretary as below:

Premier Division
Derek Styman 01536 420803 or 07807 286925

Divisions 1 to 5
Andy Tilley 07952 991880

Divisions 6 to 10
Paul Critchley 07961 949010

Divisions 11 to 13
Derek Styman 01536 420803 or 07807 286925

ACTIONS FOR THE AWAY TEAM

The away team shall:

- Enter a Ground Report which includes abandoned games on The League’s website (www.nclgrounds.co.uk) and within 5 days of completion of the match.

Guidelines for placing the match result on The League’s website

1. Go to website www.nclgrounds.co.uk and then click on Match Result.
2. On the first screen, enter the home and away teams and then select “Some play / Full game” or “No play” as appropriate. If you select “No play” you will be taken to a third screen. For clarity, “No play” means that not a single ball was bowled in the match. If one or more balls were bowled, use “Some play / Full game”.
3. On the second screen, enter the team batting first, their score, wickets lost and number of overs faced. If points are lost due to slow over rates, then enter them as appropriate. Repeat the above for the side batting second.
• For Premier to division 8, in the event of play being lost due to bad weather etc. please enter the number of overs lost.
• For divisions 9 and above, enter the number of overs available at the start of play.
• Also for division 9 and above, in the event of play being lost due to bad weather etc. please enter the number of overs lost and if the match was interrupted, enter “Yes” in the “Match Interrupted” field.

4. The third screen will show the match result and the number of points awarded. Please check that the details are correct. If you have entered any score or other details incorrectly, please use the browser back-button and correct the details.

5. On the next screen press exit.

Please note that the up-to-date league tables can be viewed from the www.nclgrounds.co.uk home page by selecting the League Tables option. By clicking on a team name within the League table you can also view their fixtures and results.

Guidelines for placing the match details on the League Play-Cricket website.

1. Enter the administrator home page, results and then the appropriate fixture.
2. The system will prompt you through each stage of completion.
   • Confirm the venue / ground.
   • Summary of result (toss won by, who batted first, result batting and bowling points, highlights etc.)
   • Enter the batting order for both teams, use the player picker from the side of the page.
   • Enter score, how out etc. for each player (make sure you enter Did Not Bat as applicable).
   • Enter fall of wickets, partnership details etc.
   • Complete bowlers details.
   • The site will prompt you if you do anything wrong.

Umpire Reports (NCL Premier and Division 1 Teams only)

• All NCL Premier and Division 1 teams must also complete a Panel Umpire’s report on the NACO website (www.nacusweb.co.uk/umpform.asp) and within 5 days of completion of the match.

ACTIONS FOR PANEL UMPIRES
Panel Umpire Reports (NCL Premier and Division 1 Only).

• NACO Panel umpires shall complete two reports, following each NCL Premier or Division 1 fixture in which they have adjudicated and these are as follows:
  • A “Ground Report” on www.nclgrounds.co.uk/groundrephead.asp
  • A “Fairplay” report on www.nacusweb.co.uk/fpafairhead.asp
End of Document.