

North West Cricket Union Senior Leagues

The competitions shall be known as:-

North West Longs Supervalu Premier League

North West Longs Supervalu Championship

Each team shall play each other twice, usually once at home and once away

20 points shall be awarded for a win, 12.5 for a tie, 5 for a no result and 0 for a defeat (except where bonus points are awarded)

5 bonus points shall also be on offer, these will be awarded dependent on the margin of victory/defeat

The team finishing in 1st place in the Premier League shall be crowned Premier League champion.

The team finishing 8th in the Premier League shall be relegated to the Championship

The team finishing 7th in the Premier League shall play-off against the team finishing 2nd in the Championship for the right to play in the Premier League the following season.

The team finishing in 1st place in the Championship shall be crowned Championship champion and shall gain promotion to the Premier League for the following season.

The team finishing 2nd in the Championship shall play-off against the team finishing 7th in the Premier League for the right to play in the Premier League for the following season.

Promotion to the Premier League will be subject to any promoted clubs passing a ground inspection.

Games shall be single innings per side.

Games shall be of a maximum scheduled 50 overs per innings.

Original games may be reduced to a minimum 20 overs per innings using Duckworth Lewis Stern calculations. Replayed matches may be reduced to a minimum of 10 overs per innings using Duckworth Lewis Stern calculations

Games which on the first attempt are deemed 'No Result' shall be rearranged to be played at a later date by the NWCU Fixtures Secretary.

Games rearranged due to the first attempt having been deemed 'No Result' shall be scheduled maximum 50 overs per innings.

Games rearranged due to the first attempt having been deemed 'No Result' may be reduced to a minimum 10 overs per innings using Duckworth Lewis Stern calculations.

For games interrupted by weather where overs are lost Duckworth Lewis Stern shall be used to determine revised scores.

Teams shall play in 'white' clothing.

Games shall be played using a red ball.

Each innings shall commence with a new ball.

Games played over week day evenings shall be played over 3 evenings and each innings shall be scheduled 40 overs per side.

Each club must provide a competent scorer, if no competent scorer is available then a player must score the book, that player must score the book for the entire fielding innings (said player may not field but may bat as normal) unless a competent scorer is found by the respective club.

Full scorecards must be submitted by the winning team within 72 hours or no points will be awarded to the winning team.

Both captains MUST submit within 96 hours a report on the umpires. If a report is not received within 96 hours then the North West Cricket Umpires Association shall send the club 3 reminders, 1 each day, if after these warnings no report is submitted offending clubs shall be deducted 1 point.



North West of Ireland Cricket Union

Premier & Championship League Playing Regulations 2017

The competitions shall be subject to the Laws of Cricket 2000, Code 6th Edition 2015, unless a variance occurs below.

LAW 1-THE PLAYERS

Law 1.1 Number of Players

Law 1.1 Shall be replaced by the following;

A match is played between two teams. Each team shall consist of no more than 11 players, one of whom shall be captain.

Law 1.2 Nomination of Players

Law 1.2 Shall be replaced by the following;

1.2.1 Each captain shall nominate 11 players in writing to the umpires prior to the toss. No changes may be made to the nominated team after they have been received by the umpires without consent of the opposition captain.

1.2.2 All nominated players must be eligible to play for that particular team and by such nomination the club, captain and player will warrant they are eligible to play for that team.

1.2.3 If a player is found to be ineligible the opposition shall have a right to appeal to the Cricket Operations Committee (COC) within 48 hours, in writing, by either email or hand delivered letter, the COC shall then adjudicate on the matter and a decision be given in writing to both teams. If either team wish to appeal the COC decision they will be able to within 48 hours, to the Board of Control (BOC), who on receipt of a £100 deposit, will convene the Independent Appeals Committee.

1.2.4 By their nomination, the nominees shall be deemed to have agreed to abide by all the applicable NWCU regulations pertaining to the League & Cup competitions, in particular the NW Code of Conduct, the Anti- Racism Code for Players and Officials and the Anti-Doping code.

Law 1.3 Captain

The following shall apply in addition to Law 1.3 (a);

The deputy must be one of the nominated members of the playing eleven

LAW 2 – SUBSTITUTES AND RUNNERS, BATSMAN OR FIELDER LEAVING THE FIELD, BATSMAN RETIRING, BATSMAN COMMENCING INNINGS

Law 2 shall apply, subject to the following

Law 2.1 Substitutes and Runners

For Clarity Law 2.1 (a) (ii), 2.7 and 2.8 shall apply, a runner for a batsman when batting is permitted at the discretion of the umpires

Law 2.1 (b) shall be amended as follows;

The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time.

2.2 Law 2.5

Law 2.5 shall be replaced by the following;

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence and he shall not thereafter come on to the field during a session of play without the consent of the umpire (see Law 2.6 as modified). The umpire shall give such consent as soon as is practicable. If the player is absent from the field for longer than 15 minutes;

2.2.1 The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time that he was absent.

In the event of a fieldsman being already off the field at the commencement of an interruption in play due to ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress, or at recommencing play the player has retaken the field. Similarly, if at the commencement of an interruption in play due to ground, weather light or other exceptional circumstances, a player who has retaken the field but has some expired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time.

2.2.3 Substitute fielders shall only be permitted in cases of injury, illness, or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not

include 'comfort breaks'. Leaving early for or being late from work shall not be considered as an acceptable reason to allow a substitute, similarly leaving early to play or being late from playing schools cricket shall not be considered as an acceptable reason to allow a substitute

LAW 3 – THE UMPIRES

Law 3.1 Appointment and Attendance

Law 3.1 shall be replaced by the following;

The following rules for selection and appointment of umpires shall be followed as far as it is practicable to do so;

3.1.1 The umpires shall control the game as required by the Laws of cricket (as read with these playing conditions), with absolute impartiality and shall be present at the ground at least 45 minutes before the scheduled start of play.

3.1.2 The NWCUS&SA shall appoint both umpires to stand in each League and Cup match.

3.1.3 No team will have a right to object to an umpire's appointment

Law 3.2 Change of Umpire

Law 3.2 shall be replaced by the following;

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he becomes ill or injured.

Where a member of either team/club is required to stand as an emergency replacement he shall only stand as strikers end (square leg) umpire.

3.3 Law 3.8 – Fitness for play & Law 3.9 – Suspension of play in dangerous or unreasonable conditions

3.3.1 The safety of all persons within the ground is of paramount importance to the NWCUS. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasion etc.) then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, the head of the ground authority at the venue, the head of security and/or the police as the circumstances may dictate.

Laws 3.8 & 3.9 shall be replaced by;

3.3.2 The umpires shall be the final judges of the fitness of the ground, weather conditions and light conditions for whether play can continue or resume after a stoppage. See clause 3.3.3 below and Law 7.2 (Fitness of the pitch for play);

3.3.3 Suspension of play for adverse conditions of ground, weather or light

a) All to references to the ground include the pitch. See Law 7.1 (Area of pitch)

b) If at any time an umpire believes that the condition of ground, weather or light are so bad that there is obvious and foreseeable risk to any player or umpire, so that it would be unreasonable or dangerous for play to take place, then play shall immediately be suspended, or not allow play to commence or restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make. The fact that the grass and the ball are wet and slippery does not necessarily warrant that the conditions be regarded as unreasonable or dangerous. If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of their ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to continue or commence. The umpires shall disregard any shadow on the pitch from the venue or from any permanent object on or around the ground.

c) When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as is appropriate. Immediately that the umpires together agree that conditions are suitable they shall set a commencement time and convey this to the players, scorers and DL operator.

d) if play is in progress up to the start of an agreed interval then it will resume after the interval unless an umpire believes that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place.

3.4 Advertising

3.4.1 Advertising at grounds;

The NWCU may if an acceptable sponsorship arrangement is agreed request that clubs place sponsors advertisement material around the ground.

3.4.2 Sightscreens

a) All Premier League Clubs MUST provide sightscreens of a suitable colour at each end of the ground.

LAW 5 – THE BALL

5.1 Law 5.2 Approval and control of balls

Law 5.2 shall be replaced by the following;

The NWCU shall endeavour to provide cricket balls of an approved standard for 50 over cricket at cost price to each club. The umpires shall take control of the match balls at the toss, and shall be in control of the ball(s) throughout the duration of the match when play is not in progress. During play the umpires shall periodically and irregularly inspect the condition of the ball and will take possession of it at the fall of each wicket or any other disruption in play. All innings MUST commence with the use of a new ball. Clubs who wish to source their own balls MUST ensure that they are of

the correct standard for the level of cricket they are to be used in. All balls used must be 5½ ounces in weight and quartered.

5.2 Law 5.4

Law 5.4 shall not apply.

5.3 Law 5.5 – Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following;

5.3.1 In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.

5.3.2 In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew or wet outfield or in the case of it becoming significantly discoloured and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has a similar amount of wear, even though it has not gone out of shape.

5.3.3 If the ball is to be replaced the umpire shall inform the batsmen and the fielding captain. Either of the batsmen, the bowler or the fielding captain may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise shall be final.

5.4 Law 5.6 – Specifications

Law 5.6 shall not apply.

LAW 7 – THE PITCH

7.1 Law 7.3 – Selection and preparation

The following will apply in addition to Law 7.3

7.1.1 On first attempt all Premier and Championship League and all Senior Cup matches MUST be played on natural turf pitches.

7.1.2 The home club will have the right to decide on what pitch a match takes place (except in clause 7.1.3 below)

7.1.3 If the umpires feel that the natural pitch selected is unreasonable or dangerous for play, but the other areas of the ground are acceptable for play they may order for the game to commence on a different pitch if prepared. The umpires should first consult with the home club and in cases where an agreement cannot be reached to play on a different pitch the match will be abandoned as a no result.

7.1.4 For 2nd attempts games may be played on natural or artificial pitches, this decision will be made by the home club, however in circumstances in clause 7.1.3 above umpires may order for a game to be played on an artificial pitch if conditions allow.

7.2 Law 7.4 – Changing the pitch

Law 7.4 shall be replaced by the following;

7.2.1 In the event of a pitch being considered too dangerous for play to continue in the estimation of the on field umpires opinion, they shall stop play immediately.

7.2.2 The on field umpires shall consult with both captains.

7.2.3 If both captains agree to continue, play shall resume

7.2.4 If the decision is to NOT resume play, the on field umpires shall consider whether the existing pitch can be repaired and the match resume from the point it was stopped. In considering such repairs the umpires must consider if these repairs would place either side at an unfair advantage, given that play had already taken place on the dangerous pitch.

7.2.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences.

a) In the event of the required number of overs to constitute a match having been completed at the time the match is abandoned, the result shall be determined according to the provisions of clause 12.4.2

b) In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a no result.

c) In the event of (b) above happening in a first attempt the umpire's may order the playing of the game on a different natural pitch if one is available. In the event of (b) above happening in a 2nd attempt the umpires may order the playing of a new game on a different pitch (natural or artificial) if enough time is available to complete a match of the minimum required overs. The length of such a match shall be determined by using Duckworth Lewis Stern calculations as set out in clause 12.4.2

LAW 9 – THE BOWLING, POPPING AND RETURN CREASES

9.1 Additional Crease Markings

The following shall apply in addition to Law 9;

As a guide to help umpires decide on offside wide's the crease markings as detailed in Appendix 1 shall be marked at each end of the pitch, they may be marked in white or a dark colour such as blue or black.

LAW 10 – PREPARATION AND MAINTENANCE OF THE PLAYING AREA

10.1 Law 10.1 – Rolling

The following shall apply in addition to Law 10.1;

10.1.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the home club. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the home club, but the drying of the pitch shall be carried out only on the instructions of and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

10.1.2 The umpires may instruct the home club to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

10.1.3 An absorbent roller may be used to remove water from the covers, including the cover on the match pitch.

10.2 Law 10.6 – Maintenance of footholes

The following shall apply in addition to Law 10.6;

The umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's footholes.

10.3 – Protection and preparation of adjacent pitches during matches

The protection (by way of an appropriate cover) and preparation of pitches which are adjacent to the match pitch will be permitted during the match subject to the following;

10.3.1 Such measures will be at the discretion of the home club and will be inspected and approved as safe for play by the umpires

10.3.2 Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or officials or their ability to execute their actions with complete freedom.

10.3.3 Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances which may in any way affect the match pitch.

10.3.4 The consent of the captains is not required but the umpires shall advise both captains before the start of the match on what has been agreed

LAW 11 – COVERING THE PITCH

11.1 Law 11.1 – Before the match

The following shall apply in addition to Law 11.1;

The pitch shall be entirely protected against rain up to commencement of play. The home club shall select the appropriate covers.

11.2 Law 11.2 – During the match

Law 11.2 shall be replaced by the following;

The pitch shall be entirely protected against rain up to the commencement of play and for duration of the period of the match when instructed by the umpires. The covers must totally protect the pitch and if available the pitch surroundings. All Premier League clubs MUST have available for use wheeled covers in good working order. These covers MUST be used if ordered by the umpire's for interruptions in play once the toss has been made. If clubs do not have available wheeled covers and the umpire's ask for their use the home club will forfeit the match immediately. Where matches are forfeited this way the umpire's will report the matter to the NW Cricket Operations Committee who will liaise with the offending club to ensure provisions are made to make wheeled covers available.

11.3 Law 11.3 – Covering the bowler's run ups

Law 11.3 Shall be replaced by the following;

Bowlers run ups should be covered if possible

LAW 12 –THE INNINGS

Law 12 shall apply subject to the following (see also clauses 15 and 16 below);

12.1 Law 12.1 – Number of innings

Law 12.1 shall be replaced by the following;

All matches will consist of one innings per side, each innings being limited to a maximum of 50 overs. Matches shall be finished on the scheduled date, where a 1st attempt is declared a 'no result' a replay shall be arranged.

12.2 Law 12.2 – Alternate Innings

Law 12.2 shall not apply.

12.3 Law 12.3 – Completed innings

Laws 12.3 (c), (d) and (e) (iii) shall not apply.

12.4 – Length of innings

12.4.1 Uninterrupted matches;

a) Each team shall bat for a maximum of 50 overs unless all out earlier.

b) The time allowed for an innings of 50 overs shall be 3hr20mins. Umpires will have discretion as to any allowances for delays out of the control of the fielding side.

c) If the team fielding first fails to bowl the required number of overs in the scheduled time for the innings, play shall continue until the required number of overs has been bowled or a team is bowled out. As a penalty for slow over rate each over not started, after 3hr20min allowing for any umpire's allowances, shall be subject to a 6 run penalty. This penalty shall be added immediately to the batting sides score.

d) If the team batting first is dismissed in less than 50 overs, the team batting second shall still be entitled to bat for 50 overs

e) If the team fielding second fails to bowl 50 overs in the scheduled time, play shall continue until the required number of overs has been bowled, the batting side are bowled out or a result is reached. As a penalty for slow over rate each over not started, after 3hr20min allowing for any umpire's allowances, shall be subject to a 6 run penalty. This penalty shall be added immediately to the batting sides score in full. (Refer also to 16.2)

12.4.2 Delayed or interrupted matches;

a) Delay or interruption to the innings of the team batting first:-

i) When playing time is lost overs shall be deducted at a rate of 1 over per innings for each full 8 minutes lost.

ii) The revised number of overs shall ensure that both teams have the opportunity to bat for the same number of overs. The team batting second shall not bat for a greater number of overs than the first batting side unless the first innings was completed in less than the allocated number of overs. To in a 1st attempt to constitute a match, a minimum of 20 overs have to be bowled to the side batting second, unless a result is achieved earlier, for a 2nd attempt this is reduced to a minimum of 10 overs

iii) Once the calculation used in (i) above means that no overs remain to be bowled in the first innings the innings shall be completed.

iv) After delays in play the umpires shall recalculate the innings cut off time by subtracting the time already played from the original 3hr20min playing time for the innings. This calculation will leave the umpires a nett time which the remaining overs must be completed in while still allowing for stoppages outside of the fielding teams control. The penalty for slow over rate shall be enforced as per clauses 12.4.1 (c) and 12.4.1 (e) above. Play shall continue until the required number of overs have been bowled.

b) Delay or interruption to the innings of the team batting second:-

i) When playing time is lost during the second innings the number of overs shall be reduced at a rate of 1 over per full 4 minutes of playing time lost.

ii) In addition, should the innings of the team batting first have been completed inside the allocated playing time (3hr20 or revised), then any calculation relating to the revision of overs shall not be effective until an equivalent amount of time has elapsed.

iii) To in a 1st attempt to constitute a result the team batting second must face a minimum of 20 overs unless a result is achieved sooner, for a 2nd attempt this shall be reduced to a minimum of 10 overs

iv) The team batting second will not bat for a greater number of overs than the first team unless that innings was completed in less than its allocated overs.

v) If the team bowling second fails to bowl the revised amount of overs inside the allocated time as calculated by the umpires (see clause 12.4.2 (iv) above) then play shall continue until the overs have been bowled or a result is achieved.

vi) Slow over rates shall be penalised as set out in clause 12.4.1 (c) and (e).

12.5 Extra Time

A period of 30 minutes of extra time shall be available for each match. In the event of stoppages due to delays or interruptions this extra time shall be used prior to making any deduction of overs.

Any time gained due to a team bowling its overs quickly, bowling a team out quickly or due to an earlier than scheduled start shall be taken into account before deducting overs. For instance a team which bowled its overs in 3hrs would have a further 20mins 'extra time' before deductions were made. (For midweek matches see appendix 3)

12.6 Number of overs per bowler

No bowler shall bowl more than 10 overs in an innings. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs left are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. In the event of a bowler being unable to complete an over due to injury or suspension, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned. The scoreboard shall show the total number of overs bowled.

LAW 13 – THE FOLLOW ON

Law 13 Shall not apply

LAW 14 – DECLARATION AND FORFEITURE

Declarations and Forfeiture of innings shall not be allowed.

LAW 15 – THE INTERVALS

Law 15 shall apply subject to the following;

15.1 Law 15.5 – Changing agreed times for intervals – Interval between Innings

Under normal circumstances the interval between innings shall be taken as the 'tea' break, this break shall not exceed 30 minutes unless ground, weather or light conditions determine otherwise. Where circumstances dictate, such as a team being dismissed in a short time the interval between innings shall not exceed 10 minutes unless ground, weather or light conditions determine otherwise.

15.2 Law 15.9 – Intervals for drinks

Drinks intervals shall be permitted at the discretion of the umpires, proposed scenarios should be discussed at the toss and one drinks break shall be included in the 3hr20mins available playing time, any other scheduled drinks breaks shall see the umpire's give an allowance of no more than 5 minutes.

Players may be given drinks either at the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

LAW 16 START OF PLAY; CESSATION OF PLAY

Law 16 shall apply subject to the following (see also clauses 15 and 12.4);

16.1 Law 16.1 – Start and Cessation times

As below subject to there being 2 sessions of 3hr20 minutes each, separated by a 30 minute interval between intervals.

All matches from April to June 30th shall be scheduled to start no later than 1pm

First Innings 1.00pm-4.20pm

Interval 4.20pm-4.50pm

Second Innings 4.50pm-8.10pm

All matches from July 1st-End of Season shall be scheduled to start no later than 12pm

First Innings 12.00pm-3.20pm

Interval 3.20pm-3.50pm

Second Innings 3.50pm-7.10pm

Games may start earlier than scheduled if both teams agree, if an early start is agreed the home club must inform the NWCU Fixtures Secretary who will in turn inform the umpires.

Games scheduled to be played on weekday evenings shall start not later than 6.30pm and shall be scheduled 40 overs each innings over three evenings. Matches shall not be scheduled to start during midweek after 15th August

16.2 Over rate Penalties

All sides are expected to be in a position to bowl the first ball of the last of their 50 overs (or revised allocation) within 200 minutes playing time (or revised total as advised by umpires). In the event of them failing to do so the full or revised quota of overs will be completed, and the batting side will be awarded 6 penalty runs for every full over that has not been bowled. This will apply to both innings of the match. If the side batting second is allocated runs in this way and this consequently takes their score to (or above) the victory target then the match shall be deemed 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.

In the case of midweek replays sides are expected to be in a position to bowl the first ball of the last of their 40 overs (or revised allocation) within 160 minutes playing time (or revised total as advised by umpires). In the event of them failing to do so the full or revised quota of overs will be completed, and the batting side will be awarded 6 penalty runs for every full over that has not been bowled. This will apply to both innings of the match. If the side batting second is allocated runs in this way and this consequently takes their score to (or above) the victory target then the match shall be deemed 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.

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

The umpires shall inform the fielding team captain when taking the field on each occasion after play is interrupted, the time remaining to complete the scheduled or re-scheduled overs for that innings. The two umpires shall communicate regularly as to any allowances made for lost time during play. They will inform the fielding captain and the batsmen of any allowances as and when they arise. This matter will not be subject to negotiation and the umpire's decision shall be final on any, if any, allowances that are made. In addition, in all reduced overs innings, the fielding team will be given one overs leeway. For avoidance of doubt, one overs leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or re-scheduled cut off time.

This is the only penalty for slow over rate.

(For purpose of net run rate calculations, any runs accrued through the application of this clause shall be included in calculations)

LAW 17 – PRACTICE ON THE FIELD

Law 17.1 shall apply subject to the following;

17.1 Law 17.2 – Practice on the rest of the square

Law 17.2 shall apply subject to the following;

Practice on the square shall not be allowed if the umpire's feel it will be detrimental to the surface of the square due to the prevailing conditions of ground or weather.

17.2 Law 17.3 – Practice on the outfield

Law 17.3 shall apply save that Law 17.3 (b) (ii) shall be replaced with the following

(ii) There shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to (b) (iii) and (c) below. (See Laws of Cricket),

LAW 19 – BOUNDARIES

Law 19 shall apply subject to the following;

19.1 Law 19.2 –Defining the boundary – boundary marking

The following shall apply in addition to Law 19.2;

Boundaries shall be marked as applicable to the home club. Where appropriate the boundary should be a minimum 3 yards inside the perimeter fencing. Clubs should where possible remove any barbed wire from perimeter fencing. If not possible then the 3 yard perimeter should be strictly enforced.

19.2 Law 19.3 – Scoring a boundary

The following shall apply in addition to Law 19.3;

If an unauthorised person enters the playing area and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary should be scored or the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorised person handling the ball. See also Law 19.1 (c).

Note Law 19.4 – Ball beyond the boundary, dealing with the catching or fielding of a ball after it has crossed the boundary.

LAW 21 – THE RESULT

Laws 21.1, 21.4 and 21.5 (b) shall not apply.

Results of games are to be submitted via the NWCUC web link, by the WINNING team, on the evening of the match. This can be a summary score. The WINNING club must also submit, via the NWCUC web link, a full scorecard within 72 hours. The full scorecard must include all player names. Failure to adhere to the above condition will result in the deduction of the 20 points and any bonus points originally awarded for the victory

21.1 Law 21.2 – A win – one innings match

Law 21.2 shall apply in addition to the following;

21.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs (10 overs in a replay), unless one team has been all out in less than 20 overs (10 overs in a replay) or unless the team batting second scores enough runs to win in less than 20 overs (10 overs in a replay). If both teams have not had an opportunity of batting for a minimum of 20 overs (10 overs in a replay) the game shall be declared as a no result. In the case of the match being a 2nd attempt the minimum amount of overs per innings needed to constitute a match shall be 10

21.2.2 On occasions where a no result is declared on the first attempt of a match, a replay shall be arranged, the date for this shall be set by the NWCUC Fixtures Secretary, where possible the game shall be rearranged for a weekend, the game shall be scheduled to be played as a 50 over per innings game, where games cannot be scheduled for weekends they shall be scheduled to take place over 3 weekday evenings, these games shall be scheduled as 40 overs per innings games. (See appendix 3

for further conditions). In the case of the match being a 2nd attempt the minimum number of overs per innings required to constitute a match shall be 10

21.2 Law 21.3 – Umpire awarding a match

Law 21.3 shall be replaced by the following;

a) A match shall be lost by a side which either

i) Concedes defeat

ii) In the opinion of the umpire's refuses to play

In either of these instances the match shall be awarded to the other side.

b) If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall decide that if this action is a refusal to play by one side, they shall inform the captain of that side. If the captain persists in the action then the umpires shall award the match in accordance a (a) (ii) above*

c) If action as in (b) above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clause 12.4.2 above.

*N/B In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible under the Code of Conduct. As such all instances of such a refusal to play MUST be reported in writing by the umpire's to the NW Cricket Operations Committee

21.3 Points System

21.3.1 The Premier and Championship Leagues will consist of 8 teams in each division

21.3.2 Each team will play each other team twice, usually on a home and away basis

21.3.3 Points will be awarded as follows.

Win 20 Points

Tie 12.5 Points

No Result 5 Points each

Bonus Points will be allocated as detailed below, a total of 5 bonus points area available and are allocated depending on the margin of victory/defeat

21.3.4 Once all league positions have been decided the following will apply;

a) The team finishing in first position in the Premier League shall be awarded the title.

- b) The team finishing bottom of the Premier League shall be relegated to the Championship on condition that the team being promoted in their place having their ground passed for Premier League cricket by the Grounds Inspection Committee.
- c) The team finishing 7th in the Premier League shall play-off against the team having finished 2nd in the Championship League, the winner of this game shall play in the Premier League in the following season, subject to any promoted side having their ground passed for Premier League cricket by the Grounds Inspection Committee.
- d) The team finishing 1st in the Championship shall be promoted to the Premier League subject to having their ground passed for Premier League Cricket by the Grounds Inspection Committee.
- e) The team finishing 2nd in the Championship shall enter into a play-off against the team finishing 7th in the Premier League, the winner of this game shall play in the Premier League in the following season, subject to any promoted side having their ground passed for Premier League cricket by the Grounds Inspection Committee.
- f) The team finishing bottom of the Championship shall be subject to the following;
- i) If the team winning the Qualifying 1 Division is a First team then they shall be promoted, subject to having their ground passed for Championship cricket by the Grounds Inspection Committee.
- ii) If the team winning the Qualifying 1 Division is not a first team then the team finishing bottom of the Championship shall play-off against the highest placed 1st XI side. The winner of this game shall play the following season in the Championship, subject to any promoted side having their ground passed for Championship cricket by the Grounds Inspection Committee.
- g) Teams who are operating a ground share will not be eligible for 'Senior' cricket, unless a ground share is due to proposed redevelopment of a home ground which has previously hosted 'Senior' cricket.

21.4 Law 21.4 – Matches in which there is an agreement under Law 12.1 (b)

Law 21.4 shall not apply.

21.5 Law 21.5 (a) – A Tie

The following shall apply in addition to Law 21.5 (a);

If the scores are equal, the match will be tied and no account shall be taken of the number of wickets which have fallen.

21.6 Law 21.5 (b) – A Draw

Law 21.5 (b) shall not apply

21.7 - Interrupted or Prematurely Terminated Matches – Calculation of the Target Score

21.7.1 Interrupted matches – Calculation of the target score,

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 originally allotted (in a 1st attempt a minimum of 20 overs, for a replay a minimum of 10 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using Duckworth Lewis Stern. The target will always be a whole number and one run less will constitute a tie. (Refer to Duckworth Lewis Stern Regulations).

21.7.2 Prematurely terminated matches

If the innings of the side batting second is suspended (with at least 20 overs bowled in a 1st attempt or 10 in a 2nd attempt) and it is not possible for the match to resume, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the Duckworth Lewis Stern method. (Refer to Duckworth Lewis Stern Regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

21.8 Correctness of result

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.5, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

LAW 24 – NO BALL

Law 24 shall apply subject to the following;

24.1 Law 24.1 (b) Mode of delivery

Law 24.1 (b) shall be replaced by the following;

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball shall be re-bowled overarm.

24.3 Free hit after no ball

In addition to the above, the delivery following a no ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called a wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause (41.2 shall apply), except where the no ball was called for a fielding restriction breach, in this case the fielding side will be able to change the field to the extent of meeting the fielding restriction requirements.

The umpire will signal a free hit (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion. The umpire shall also verbally inform the striker that the ball is a free hit.

For clarity, any type of no ball shall result in the next ball being a free hit

LAW 25 – WIDE BALL

25.1 Law 25.1 – Judging a Wide

Law 25 shall apply with the following addition to Law 25.1;

Law 25 Wide Ball – interpretation relating to an altered stance of the striker

The following application is to be applied in all domestic one day competitions with effect from April 2015

Leg-side

Any delivery which passes down the leg side (behind the body of the striker, standing in a normal guard position) will be interpreted as a form of negative bowling and should be called wide.

For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, is not to be called wide since the striker has been a reasonable opportunity to play at the ball.

Off-side

Any delivery that passes outside the wide guideline, with the batsman in a normal guard position, should be called wide.

For clarity:

If the batsman brings the ball sufficiently within his reach and the ball passes outside the wide guideline on the offside then it is not a wide. For example, a batsman moving to the off side as the bowler bowls, could bring the ball within his reach even though the ball passes outside the wide guideline on the offside of the wicket, and if he fails to make contact with the ball, the delivery will not be called a wide.

In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of the movement of the striker and even if he brings the ball within reach, if no contact is made with the ball, then this delivery shall be called wide.

Wide interpretation for the reverse sweep or switch hit

The interpretation to be followed for calling a wide when a switch hit or reverse sweep is played or the batsman gets in a position to play the shot and then aborts it, is as follows.

From the moment the ball ceases to be dead, whenever a batsman has changed his grip and/or his stance (or feinted to do so) or has attempted a reverse sweep or switch hit, then he loses the tight definition of the leg-side wide and the wide guidelines are employed on both sides of the wicket, not just the off-side.

LAW 31 – TIMED OUT

Law 31 shall apply. Refer also to clause 42.9 (Law 42.10).

LAW 37 – OBSTRUCTING THE FIELD

Law 37 shall apply.

For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman, on appeal, should be given out obstructing the field. It shall not be relevant whether a run out would have occurred or not. If the change of direction involves the batsman crossing the pitch Law 42.14 shall also apply.

LAW 41 – THE FIELDER

Law 41 shall apply subject to the following;

41.1 Law 41.1 – Protective equipment

The following shall apply in addition to Law 41.1;

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

41.2 Restrictions on the placement of fieldsmen

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

41.2.2 In addition to the restriction contained in clause 41.2.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

41.2.3 The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 4). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery:

a) Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

b) Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive

c) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

41.2.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5

29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

41.2.5 If play is interrupted during an innings and the table in 41.2.4 applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 41.2.5

A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

41.2.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

41.2.7 The scoreboard shall indicate the current Powerplay in progress.

41.2.8 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

LAW 42 – FAIR AND UNFAIR PLAY

42.1 Law 42.3 The match ball – changing its condition

Law 42.3 shall apply, subject to the following;

Law 42.3 (d) (vi) shall be replaced with the following;

Together with the other umpire report the occurrence as soon as possible after the match to Officials from the fielding side, and to the NW Cricket Operations Committee, who shall take such action as is considered appropriate against the club, captain and player(s) concerned. If the player(s) responsible cannot be identified then the captain shall take responsibility. All offences shall be dealt with under the NW Code of Conduct.

42.2 Law 42.6 – Dangerous and unfair bowling

42.4.1 Law 42.6 (a) The bowling of fast short pitched balls

Law 42.6 (a) shall be replaced by the following;

- a) A bowler shall be limited to two fast short pitched deliveries per over.
- b) A fast short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease
- c) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled
- d) In addition, for the purpose of this regulation and subject to clause 42.4.1 (f) below, a ball that passes above the head height of the batsman, that prevents him from being able to hit with his bat by means of a normal cricket stroke shall be called a Wide.
- e) For the avoidance of doubt any fast short pitched delivery that is called a Wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
- f) In the event of a bowler bowling more than two fast short pitched deliveries in an over as defined in clause 42.4.1 (b) above, the umpire at the bowlers end shall call and signal no ball on each occasion.
- g) If a bowler delivers a third fast short pitched ball in an over, the umpire, when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

- h) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.
 - i) Should there be any further instance by the same bowler in that innings, the umpire shall, when the ball is dead, direct the captain to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
 - j) The bowler thus taken off shall not be allowed to bowl again in that innings.
 - k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side.
 - l) The umpires will then report the matter to the Director of the NW COC who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains.)
- The above is not a substitute for Law 42.5 which umpires are able to apply at any time

42.4.2 Law 42.6 (b) Bowling of high full pitched balls

Law 42.6 (b) shall be replaced by the following;

- a) Any delivery (fast or slow), which passes or would have passed on the full above the waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
- b) In the event of a bowler bowling a high full pitched ball as defined in clause 42.4.2.a above, the umpire at the bowler's end shall call and signal no ball. If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling a no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding team and the batsmen at the wicket of what has occurred.
- c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signalling no ball, when the ball is dead, direct the captain to take the bowler of forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- d) The bowler thus taken off shall not be allowed to bowl again in that innings.
- e) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.
- f) The umpires will then report the matter to the Director of the NW COC who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains.)

42.5 Law 42.7 – Dangerous and Unfair Bowling – Action by the umpire

Law 42.7 shall be replaced by the following;

42.5.1 The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.

42.5.2 In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure;

a) In the first instance the umpire shall call and signal no ball, and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.

b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.

c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.

d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball, and when the ball is dead direct the captain to take the bowler off immediately. If necessary, the over shall be completed by another bowler, who will not have bowled the previous over, or part thereof, and will not bowl the next over or part thereof. The replacement bowler must not have bowled his allocated percentage of overs. See Law 22.8 (Bowler incapacitated or suspended during an over).

e) The bowler having been removed from the attack will not be able to bowl again during that innings.

f) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

g) The umpire's will then report the matter to the NW Cricket Operations Committee who shall take such action as is considered appropriate against the captain and bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of the Captains).

42.6 Law 42.8 – Deliberate bowling of high full pitched balls

Law 42.8 shall be replaced by the following;

If the umpire considers that a high full pitched delivery which is deemed unfair as defined in clause 42.4.2 was deliberately bowled then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall;

42.6.1 Call and signal no ball.

42.6.2 When the ball is dead, direct the captain to take the bowler off immediately.

42.6.3 Not allow the bowler to bowl again in that innings

42.6.4 Ensure that the over is completed by another bowler, the replacement bowler will not have bowled the previous over, or part thereof, will not bowl the next over, or part thereof. The bowler must not have bowled his allocated percentage of overs. See Law 22.8 (Bowler incapacitated or suspended during an over).

42.6.5 Report the occurrence to the other umpire, the batsmen at the wicket, when possible to the captain of the batting side and to the director of the NW COC who shall take such action as is considered appropriate against the captain and the bowler concerned. (refer also to Law 42.1 Fair and unfair play – Responsibility of the Captains).

42.8 Law 42.9 – Time wasting by fielding side

Law 42.9 shall apply subject to Law 42.9 (b) being replaced by the following;

If there is any further waste of time in that innings, by ANY member of the fielding side the umpire shall;

- a) Call and signal dead ball if necessary and;
- b) Award 5 penalty runs to the batting side (see Law 42.17).
- c) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- d) Report the occurrence to the NW Cricket Operations Committee who shall take such action as is considered appropriate against the captain and the team concerned under the NW Code of Conduct.

42.9 Law 42.10 – Batsman wasting time

42.10 shall apply subject to the following

In addition the umpires will report the matter to the NW Cricket Operations Committee under the NW Code of Conduct.

42.10 Law 42.14 – Batsman damaging the pitch

Law 42.14 shall apply subject to the following;

See also clause 37 above.

42.11 Law 42.15 – Bowler attempting to run out non striker before delivery

Law 42.15 shall be replaced by the following;

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal dead ball as soon as possible.

42.12 Use of electronic communications equipment

The use of electronic communications devices and equipment of any kind to communicate with players on the field of play shall not be permitted.

43 – PROCEDURE FOR NO RESULT

43.1 In the event of a League or game being abandoned at the first attempt with no result possible the game shall be rearranged as a 50 over replay by the NW Fixtures Secretary, when possible games will be played at weekends.

44 – ECB DIRECTIVES

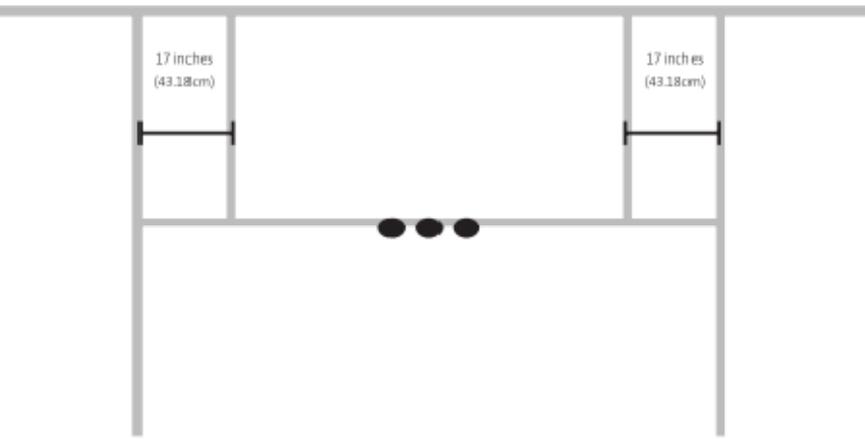
44.1 ECB U19 Directives:-

All matches shall be played with ECB directives in regard to young (U19) players in place, and must be adhered to.

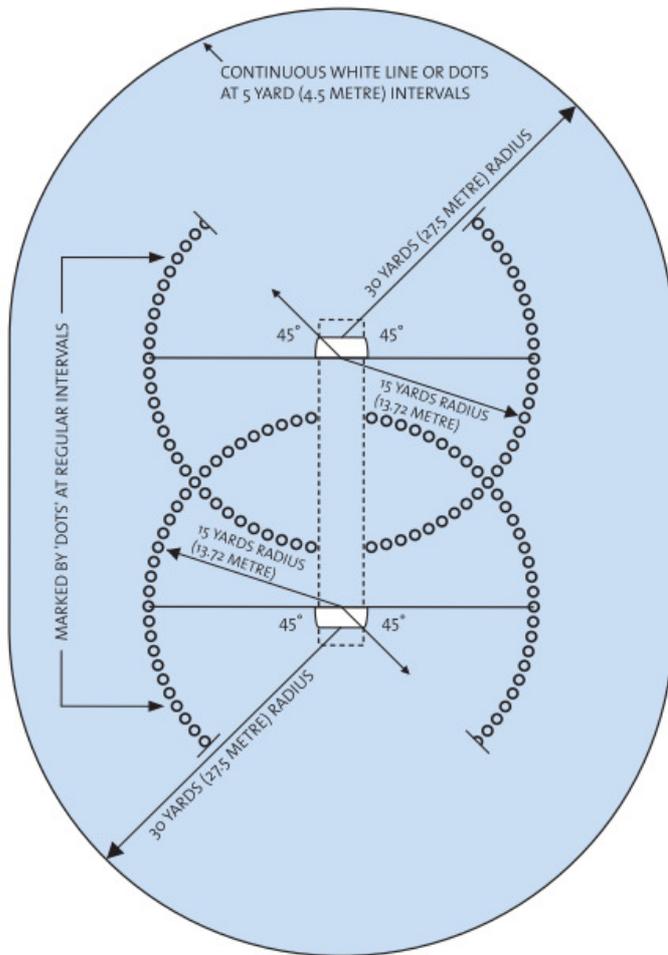
45 – CAPTAINS REPORTS

45.1 At the request of Cricket Ireland, The NWCU and The NWCUSA captains are required to fill out umpires reports. One report form for each standing umpire. An online facility has been made available for this process but for those who request it a paper version can be provided. The feedback gathered from this process shall be used to help with the training and development of umpire's in the NWCU region and also to help when selecting umpire's for marquee games. Failure to fill out these reports shall result in a 1 point penalty being enforced for each offence.

APPENDIX 1 – ADDITIONAL CREASE MARKINGS



APPENDIX 2 – RESTRICTION ON THE PLACEMENT OF FIELDERS



N.B. THE INNER FIEDING CIRCLES ARE NO LONGER REQUIRED

APPENDIX 3 – CONDITIONS FOR A WEEKNIGHT MATCH OVER 3 NIGHTS

The game shall be 40 overs per innings unless teams are bowled out in under this allocation or DLS is used to reduce the overs

The game shall be subject to Duckworth Lewis Stern

The game shall be subject to the usual NWCU fielding restrictions as detailed in the above playing conditions, umpires and captains are to be aware that the as the original match is now 40 overs the fielding restrictions shall commence using those detailed for a match reduced to 40 overs.

The hours of play shall be as follows

1. Play shall be scheduled to commence no later than 630pm
2. There shall be a maximum of 7hr30min to complete the match
3. There shall be an allowance 130 minutes before overs are lost.

4. For the purposes of deducting overs if no play is possible on any evening then 2hr30 (150min) less any of the allowance time left shall be deducted.

e.g play does not start on the first evening 2hr30 (150min) less 130 mins would be deducted resulting in a loss of 2 overs per innings. Should all play then be lost on the second evening a further deduction of 2hr30 (150min) would be made so resulting in a deduction of 18 overs per side deducted leaving a total of 20 overs per side on the final evening.

5. For the purposes of DLS playing time will be 6.30pm till 9.00pm HOWEVER if in the opinion of both umpires conditions are acceptable and safe then play may continue on past 9.00pm. If play does continue past 9.00pm this 'extra' time shall be deducted from the final evening's total time available.

e.g Play on the first evening continues until 9.30pm and on the second evening to 9.15 then a total of 45mins would be deductible from the final evening leaving a net time of 1hr45. This would mean playing hours on the final evening of 6.30 until 8.15pm.

6. If no play has been possible on the first two evenings the hours of play shall be 6.30pm until 9.20pm if conditions permit.

7. For a result to be possible the minimum overs to be bowled for DLS calculations shall be 20 per innings on a first attempt unless a result is gained prior to this, for a replay the minimum overs to be bowled for DLS calculations shall be 10 per innings

8. If the game is a second attempt due to a previous no result and no result is possible then 5 points shall be awarded to both sides