

## **NWCU T20 CUP**

**The Competition shall be run in two parts**

**The initial part shall be a group stage and shall consist of 4 groups of 4**

**Groups to be 2 x 'Premier' and 2 x 'Championship'**

**Each team shall play each other once**

**20 points for a win, 12.5 points for a tie, 0 points for a defeat (except bonus points)**

**5 bonus points also available, dependent on the margin of victory/defeat**

**No Bonus Points allocated in cases of a bowl out**

**Places shall be decided by points, in cases of tie on points net run rate shall be used, then head to head results, if this cannot separate the teams lots shall be drawn**

**The 1<sup>st</sup> and 2<sup>nd</sup> placed teams shall progress to a knock out stage.**

**The Winner of each group shall play the runner up from the other group**

**The games shall be of a maximum scheduled 20 overs per innings**

**Games may be reduced to a minimum of 5 overs per innings using the Duckworth Lewis calculations**

**Where not enough overs are played to constitute a result a bowl out shall ensue to determine a winner**

**Teams shall play in 'coloured' clothing**

**Games shall be played using Orange Balls**

**A new ball must be used at the commencement of each innings**

**Games must be played on the scheduled date as set by the NWCU, games may only be rearranged by the NWCU Fixtures Secretary**

**For games affected by adverse weather where overs are reduced Duckworth Lewis Stern shall be used to determine revised scores**

**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**

**Both captains must submit umpire's reports within 96 hours**



## North West of Ireland Cricket Union

### T20 Cup and Shield Playing Regulations 2017

The competition shall be subject to the Laws of Cricket 2000 Code 6<sup>th</sup> Edition 2015 shall apply 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 NW Cricket Operations Committee within 48 hours, in writing, by either email or hand delivered letter, the NW Cricket Operations Committee shall then adjudicate on the matter and a decision be given in writing to both teams. If either team wish to appeal the NW Cricket Operations Committee decision they will be able to within 48 hours, to the NW Board of Control, who on receipt of a £100 deposit, 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'.

### **LAW 3 – THE UMPIRES**

#### **Law 3.1 Appointment and Attendance**

Law 3.1 shall be replaced by the following;

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

3.1.1 The umpire's 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 30 minutes before the scheduled start of play.

3.1.2 The NWCUS&SA shall appoint both umpires to stand in each T20 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 received, 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 sole 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 the umpires agree 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 they shall immediately suspend play, 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 the umpires together agree 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 NWCUC may if an acceptable sponsorship arrangement is agreed request that clubs place sponsors advertisement material around 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 NWCUC shall provide cricket balls of an approved standard for T20 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. A new ball MUST be used at the commencement of each innings.

For season 2017 the balls used shall be orange in colour

### **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 While efforts should be made to play matches on natural turf pitches, matches will be able to commence on artificial 'mat' 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 or on a 'mat' type pitch. The umpires should first consult with the home club and in cases where an agreement cannot be reached to play on a natural pitch then the game shall take place on the mat.

### **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)

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 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 calculations as set out in clause 12.4.2 (a) & (b).

d) In the event of an abandonment due to a dangerous pitch, where no resumption is possible the match shall be awarded to the away team who shall be allocated all 25 points

## **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 wickets 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 foot holes**

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 foot holes.

## **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. The umpires will determine which covers are to be used.

### **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 20 overs. Matches shall be finished on the scheduled date.

### **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 20 overs unless all out earlier.
- b) The time allowed for an innings of 20 overs shall be 1hr20mins. 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 1hr20min allowing for any umpire's allowances, shall be subject to a 6 run penalty. This penalty shall be added to the batting sides score immediately that the time is exceeded.
- d) If the team batting first is dismissed in less than 20 overs, the team batting second shall still be entitled to bat for 20 overs
- e) If the team fielding second fails to bowl 20 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 1hr20min 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.

#### **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 constitute a

match, a minimum of 5 overs have to be bowled to the side batting second, unless a result is achieved earlier.

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 1hr20min 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 (1hr20 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 constitute a result the team batting second must face a minimum of 5 overs unless a result is achieved sooner.

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**

There shall be no extra time available other than that gained due to a team bowling their overs in under 1hr 20min or where a team is dismissed in under 1hr 20min. If extra time is generated in this manner then it shall be 'added' to the amount of time for the second innings and be used before any over reductions are made.

### **12.6 Number of overs per bowler**

No bowler shall bowl more than 4 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**

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**

No drinks intervals shall be permitted.

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 1hr20 minutes each, separated by a 10 minute interval between intervals.

All evening matches shall be scheduled to start no later than 6.30pm

First Innings                    6.30pm-7.50pm

Interval                            7.50pm-8.00pm

Second Innings                8.00pm-9.30pm

Games scheduled for weekends shall be subject to start times as advised by the NW Fixtures Secretary.

Timings for the finals day shall be decided by the NWCUC Cricket Operations Committee but the first match shall not commence earlier than 11.00am

##### **16.2 Over rate Penalties**

All sides are expected to be in a position to bowl the first ball of the last of their 20 overs (or revised allocation) within 80 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 in the Group Stage, 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. Clubs should where possible remove any barbed wire from perimeter fencing. If it is not possible to remove any barbed wire then the boundary should be brought in at least 3 yards to allow a run off area.

## **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.

### **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 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. If both teams have not had an opportunity of batting for a minimum of 5 overs the game shall be declared as a no result.

### **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 play 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 Tournament Format and Points System**

#### **Group Stages**

21.3.1 Teams will be drawn into groups, group sizes shall be set by the NWCUC

21.3.2 Each team will play each other team once

21.3.3 Points will be awarded as follows.

Win 20 points

Tie 12.5 Points

Defeat 0 points (except bonus points)

5 Bonus Points shall be available these shall be allocated based on the margin of victory/defeat

Matches decided by bowl out shall be subject to the winning team gaining 20 points, no bonus points shall be awarded to either team

21.3.5 The tie-breaker for teams finishing on equal points will be;

The team with the higher net run rate in all group matches will be placed in the higher position, if still equal, the teams will be ordered according to which team achieved the most points in the match played between them. If this is still equal the NW Cricket operations Committee shall decide positions by drawing names from a 'hat'.

21.3.6 A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team. In the event of a team being all out in less than its full quota of overs, the calculation of the net run rate of both teams shall be based on the full quota of overs to which the batting team would have been entitled, and NOT on the number of overs in which the team was dismissed. Only matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under the Duckworth Lewis Stern method, for net run rate purposes Team 1 will be accredited with Team 2's par score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with the Duckworth Lewis Stern method having been applied at an earlier point in the match, Team 1 will be accredited with one run less than the final Target Score for Team 2 of the number of overs allocated to Team 2 to reach the target.

21.3.6 Once all positions have been decided the following will apply;

- a) The teams finishing in first and second in each group shall progress to a knockout stage against teams that have finished first and second in the other groups.
- b) Teams shall be drawn so as to avoid a team from their original group in the first knock out round.
- c) The semi-final draw shall be an open draw

#### **Knock out stage**

#### **21.4 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. In the event of a tied match the teams shall compete in a one over per side eliminator to determine the winner. Refer to Appendix 3.

## **21.5 Interrupted or Prematurely Terminated Matches – Calculation of the Target Score**

### 21.5.1 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 (minimum of 5 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 the current Duckworth Lewis Stern method as advised by the NWCU prior to the competition beginning. The target will always be a whole number and one run less will constitute a tie. (Refer to Duckworth Lewis Stern Regulations).

### 21.5.2 Prematurely terminated matches

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to resume, the match will be decided by comparison with the D/L '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.

## **21.6 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.

### **24.2 Free hit after a 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 if the no ball was for a fielding restriction breach, in this case the fielding side will be able to change the field to meet the fielding restrictions

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.

## **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**

All deliveries that pass 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 had 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 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 90 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls.

## **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 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 apply are set out in the following paragraphs.

a) Subject to 41.2.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Fielding Restriction Overs).

b) 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 (27.43metres). The semi-circles shall be linked by two parallel straight lines drawn on the field (refer Appendix 2). These fielding restriction areas should be marked by continuous painted white lines , 'dots' or plastic or rubber markers (not metal) at 5 yard (4.57mtr) intervals. These markers MUST not be fastened to the ground by any type of nail or spike and should be 'flat'.

c) During the Fielding Restriction Overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

d) During the non-Fielding Restriction Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.2. (b) above.

41.2.3 In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table below shall apply to both the first and second innings of the match.

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**TOTAL OVERS | OVERS FOR WHICH FIELDING RESTRICTIONS**

**IN INNINGS | IN CLAUSES 41.2.2 (a) & (c) WILL APPLY**

---

**5-8 | 2**

**9-11 | 3**

**12-14 | 4**

**15-18 | 5**

**19-20 | 6**

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41.2.4 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions in clause 41.2.2 (c).

41.2.5 In the event of an infringement of any of the above fielding restrictions, the strikers end (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.

**Law 42.6 – Dangerous and unfair bowling**

Law 42.6(a) – Bowling of fast short pitched balls

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

- a. A bowler shall be limited to one fast short-pitched delivery per over.
- b. A fast short-pitched delivery is defined as a ball that 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 playing condition and subject to 42.4.1(f) below, a ball that passes above head height of the batsman that prevents him from being able to hit it 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 Wide under this playing condition shall count as the permitted short pitched delivery in the over.

- f. In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in playing condition 42.4.1(b) above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.
- g. If a bowler delivers a second fast short-pitched ball in an over the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsman at the wicket of what has occurred. This caution shall apply throughout the innings.
- h. If there is a second instance of a bowler being no balled in the innings for bowling more than one fast short-pitched delivery 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 call and signal No ball, and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed 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 practicable, the captain of the batting side.
- l. The umpires will then report the matter to NWCOC, who shall take such action as is considered appropriate against the captain and the bowler concerned. (Note also Law 42.1). The above is not a substitute for playing condition 42.5 below, which umpires are able to apply at any time.

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

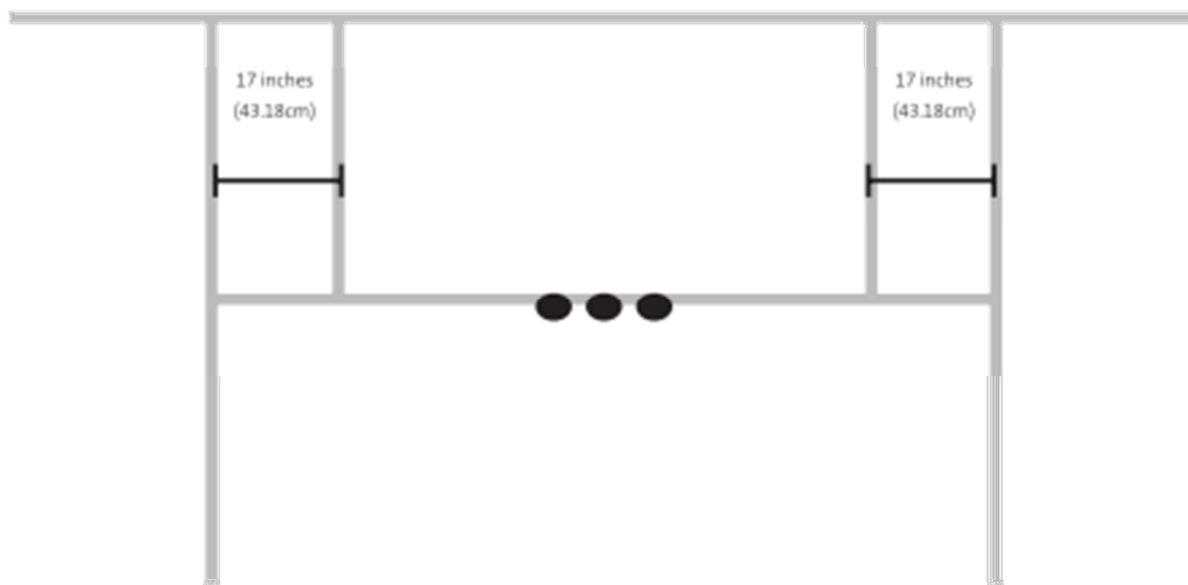
Law 42.6(b) shall be replaced by the following:

- a. Any delivery, which passes or would have passed on the full above 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 (a) above, the umpire at the bowler's end shall call and signal No ball.
- c. 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 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 side and the batsmen at the wicket of what has occurred.
- d. 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 off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed the next over, or part thereof.
- e. The bowler thus taken off shall not be allowed to bowl again in that innings.

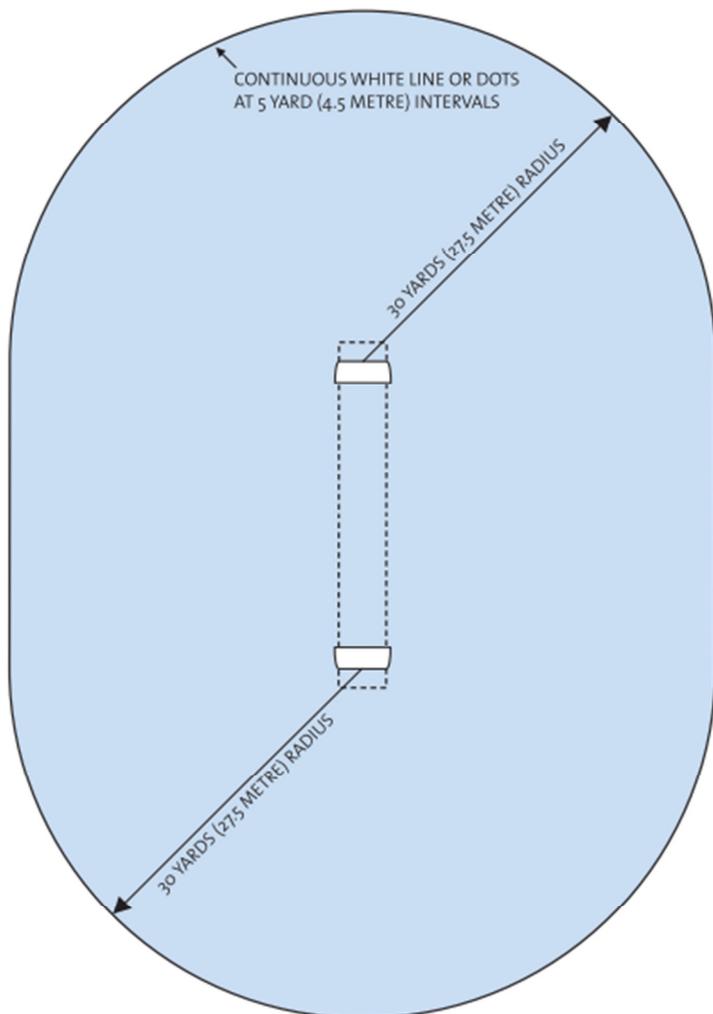
f. The umpire will report the occurrence to the other umpire, the batsmen at the wicket and, as soon as practicable, the captain of the batting side.

g. The umpires will then report the matter to NWCOC, who shall take such action as is considered appropriate against the captain and the bowler concerned. (Note also Law 42.1).

#### APPENDIX 1 – ADDITIONAL CREASE MARKINGS



## APPENDIX 2 – FIELDING RESTRICTION CIRCLE



## APPENDIX 3 – PROCEDURE FOR THE ONE OVER PER SIDE ELIMINATOR (OOPSE)

The following procedure will apply should the provision for a one over per side eliminator be adopted in any match.

1. Subject to weather conditions the OOPSE will take place on the scheduled day of the match at a time determined by the umpire's. In normal circumstances it shall commence a maximum of 10 minutes after the conclusion of the match.
2. If it becomes clear that due to ground, weather or light being determined unreasonable or dangerous for play by the umpire's the OOPSE shall be abandoned and a replay will be arranged by the NW Cricket Operations Committee.
3. The OOPSE will take place on the match pitch, unless otherwise determined by the umpire's in consultation with the home club.
4. The umpires shall stand at the same end as that in which they finished the match.
5. In each 'innings' of the OOPSE, the fielding side shall choose which end they wish to bowl from.

6. Only players having played in the original match may take part as batsman, bowler or wicketkeeper in the OOPSE. Should any player be unable to continue to participate in the OOPSE due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions shall apply as they would in the main match.
7. Any penalty time (see Law 2.5 (c)) being served in the main match shall be carried forward to the OOPSE.
8. Each team's over is played with the same fielding restrictions as would apply for the last over of a standard NW T20 match.
9. The team batting second in the main match shall bat first in the OOPSE.
10. The fielding captain or his nominee shall select the ball he wishes to bowl with during the OOPSE. The umpire's shall inspect the ball and will have final say whether the ball shall be approved for use. The ball may be that used in the main match but must NOT be a new ball.
11. The loss of two wickets in the over ends the team's one over innings.
12. In the event of the two team's having the same score after the OOPSE has been completed, then if the original match was a tie under Duckworth Lewis method, then clause 14 below will immediately apply. Otherwise, the team whose batsmen hit the most boundaries combined from the main match and the OOPSE shall be the winner.
13. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during the main match shall be the winner.
14. If still equal, a count back from the final ball of the OOPSE shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries shall be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e include any runs resulting from wides, no balls or penalty runs.

Example

<b>RUNS SCORED FROM</b>	<b>TEAM 1</b>	<b>TEAM 2</b>
<b>BALL 6</b>	<b> 1</b>	<b> 1</b>
<b>BALL 5</b>	<b> 4</b>	<b> 4</b>
<b>BALL 4</b>	<b> 2</b>	<b> 1</b>
<b>BALL 3</b>	<b> 6</b>	<b> 2</b>
<b>BALL 2</b>	<b> 0</b>	<b> 1</b>
<b>BALL 1</b>	<b> 2</b>	<b> 6</b>

In this example both teams scored an equal number of runs from the 6<sup>th</sup> and 5<sup>th</sup> ball of their innings. However Team 1 scored 2 runs from its 4<sup>th</sup> ball while Team 2 scored only 1 run so Team 1 is the winner.