



LEAGUES 1 & 2 PLAYING REGULATIONS 2026

LEAGUE 1 & 2: 40 Over Leagues

Teams shall play each other twice, usually once at home and once away.

Weekend league games shall be scheduled 40 overs per innings one innings per side.

Fixtures scheduled for midweek evenings shall be scheduled 40 overs per innings with 3 evenings available.

There shall be no replays for abandoned games.

DLS Version 6 shall be used for matches affected by weather where overs are reduced, see appendix 1.

A minimum of four fielders, plus the wicketkeeper and bowler must be inside the 30 yard fielding circle at all times

In all games the maximum number of fielders on the legside shall not exceed 5.

If a team fails to fulfil the fielding restrictions as detailed above then the strikers end (square leg) umpire shall call and signal no ball.

A bowler may not bowl more than one fifth of his teams' overs (e.g., 40=8)

Any short-pitched ball which passes the striker above shoulder height (standing upright at the popping crease) shall be called and signaled no ball by the bowlers end umpire.

Any non-pitching ball which passes or would have passed the striker above waist height (standing upright at the popping crease) shall be called and signaled no ball by the bowlers end umpire.

Declarations or forfeiture of innings shall not be permitted.

Weekend matches shall start no later than 12pm (unless approved by the COC)

Evening games shall start no later than 6.30pm

When possible, the NWCUS shall provide two umpires for games, each home team will be billed for these umpires on a monthly basis, teams will have no right to object to any umpire standing in a particular game.

20 points shall be awarded for a win, 12.5 each for a tie (wickets lost will not be a factor) and 0 points for a defeat and 0 for a no result.

There shall be bonus points awarded, these shall be awarded dependent on the size of the victory/defeat.

The winning side must either score live or input online a full scorecard of the game within 72 hours, failure to do so shall see no points awarded to the winning team, in the event of a tie the home team shall input the full scorecard within 72 hours, failure to do so shall see no points awarded to the home team.

The wide ball interpretation used for NW Senior Competitions shall also be used for Leagues 1 and 2

Games shall be played in coloured clothing with a white ball.

EXCEPTING THE ABOVE BYE LAWS AND ANY LAWS IN THE NWCU RULEBOOK THE MCC LAWS OF CRICKET (Most Recent Version) SHALL APPLY AT ALL TIMES

The above regulations shall apply for the Leagues 1 and 2 Cups – with the following additions.

1. In case of an abandoned match, or where no play is possible, a replay shall be arranged by the NWCU
2. In case of a completed match resulting in a tie (wickets lost will not be a factor) then a super over shall decide the winner.
 - a. If it is not possible to complete a super over a replay shall be arranged to be played at the original away venue. (see 2.b)
 - b. If a replay is arranged for a Sunday in either 1 or 2.a and the 'home' venue is not available then the match will be played at the venue of the other team – if neither ground is available on a Sunday then the match will be played midweek
 - c. Cup replays will take preference over league games at the same level and all games at lower level.
 - d. Where possible games will be rearranged to dates where it is not necessary to postpone other matches

3. Should a team concede a cup match all of the 11 named players on that team's respective starred players list (including unstarred players) will automatically be classed as being starred for any lower cup competition e.g. if a club's 2nd team forfeits their cup match, all 11 2nd team players on the club's starred players list will not be able to play in their 3rd team's cup match. Please note this is in addition to normal cup starring procedures and does not affect league matches where normal starring procedures will take place.
 - a. Where an unstarred player(s) is already deemed 'burnt' then the NWCU Starring Committee will inspect the teams playing list for the current season and decide on which player(s) will be deemed 'burnt' – this will usually be decided by which non listed player(s) have played the most games for that team.
4. Where a team concedes a cup match that team shall not be entered in any cup competitions the following season

Two Innings Final Regulations

2 days available

- Play starts at 12pm and will continue until 'light', at the umpire's discretion on each day.
- On Day 1, if the first innings by the team batting first has not been completed in full, the match will be restarted on day 2 as a one-innings 40 over match that can be reduced to at least 10 overs each by DLS.
- Declarations are permitted. If the team batting second trails by 80 runs or more, the opposing captain has the option to enforce the follow on.
- On Day 1, if the first innings by the team batting first has been completed it will continue as a two-innings match in Day 2
- In a two-innings match (after 1 hour's grace on day 1) for every 8 minutes lost in the 1st & 2nd innings (up to scheduled innings closure), the 3rd and 4th innings will be reduced by an over for each team (minimum 10 overs). There will be no reductions once the 3rd innings has started.
- If both teams cannot complete their second innings the result after the first innings will stand. This will be regardless of the second innings scores or position in the match. DLS will not be used in a 2-innings match.
- A tied match (wickets lost will not be a factor) will be decided by a super over or bowl out if necessary.
- There are no reserves dates and if no result is possible over the 2 days the game will be decided by a bowl out at the end of Day Two.

Appendix 1 – DLS

1. All home clubs are to provide either a laptop (with DLS 6 installed) or to live score games via NV Play using a laptop, tablet or smart phone
2. When using a lap top, clubs should at the innings break and after any interruption in the 2nd innings where play is to resume, provide a print out of the DLS Par Scores
 - a. Clubs may provide the score only on the laptop screen, it must however be possible for both teams to access the score and be able to check it regularly (print out required for final)
 - b. Clubs should also provide the DLS score via their scoreboard, this should be done at the end of each over and the score shown should reflect the DLS par score at the end of the over about to start (e.g., if the 20th over is starting the score shown should show the score that would be required at the start of the 21st over (and so on)
3. If clubs do not provide a DLS print out or screen, they must live score the game via NV Play which has the DLS par score integrated into it. Clubs must ensure both teams are able to access updates to the DLS score at any time and must also show the DLS score as per clause 2.b
4. Where umpires are not present both team captains are to agree the length of any delays and use the League 1 DLS reference chart to decide on the remaining number of overs.
 - a. If a delay occurs before play starts, or during the 1st innings, overs are deducted at 1 over per innings every 8 mins
 - b. If a delay occurs after the 1st innings is completed overs are deducted at 1 over every 4 mins
 - c. To complete a match a minimum of 20 overs per innings must be completed (unless a team is bowled out in less than 20 overs, or a result is reached before 20 overs are complete in the 2nd innings)
5. When delays occur, captains are to agree the bowling limits for bowlers. In cases where a delay occurs and a bowler had bowled their new limit, he may not bowl again in that innings except to compete an over in progress.
 - a. Captains will divide the remaining overs by 5 and allocate overs as evenly as possible to the bowlers. E.g., if a delayed innings has been reduced to 27 overs, 3 bowlers could bowl 5 overs each and 2 could bowl 6 overs each to reach the total of 27
6. In cases where play is suspended and 20 overs have already been completed in the 2nd innings then, unless it is possible to restart the match, DLS 6 will be used to determine the result.
 - a. If a restart is agreed the details of the new 'innings' must be input to DLS (or on NV Play the overs remaining must be updated), this will then produce a new par scores table for the remainder of the game
 - b. If 20 overs have not been completed in the 2nd innings and play is abandoned the match shall be declared a no result
7. Where the start of the match (1st innings) is delayed, the latest cut off time for a match to start is no later than 3.30pm, this will allow for time to play a 20/20 match
 - a. For a game to start as a 20/20 at 3.30pm, tea must have been taken. If tea has not already been taken, teams may agree to take tea after the match has been completed
 - b. If tea has not been taken and teams do not agree to defer the tea to after the match has been completed, the latest a game can start is 3.10pm

8. Where the start of the 2nd Innings is delayed, the cut off time for the match to resume is no later than 5.00pm to allow a 20 over 2nd Innings to be completed.
9. If when required DLS cannot be produced either via the laptop (either a print out or available on screen) or via the NV Play live scoring app then the home team shall concede the match.
 - a. When agreeing restart times captains should agree a time scale which will allow them to be able to produce a DLS update and also agree new bowling restrictions – e.g., allow a few minutes extra – around 10 minutes should be plenty.

Example scenarios –

1. A match does not start on time and is delayed until 1.30pm.
 - a. Scheduled start was 12midday, a total of 90mins lost.
 - b. Divide 90 by 8 = 11.25 (ignore the fraction) = 11 overs lost per innings
 - c. $40 - 11 = 29$. Match begins as 29 over game – DLS is not needed at this stage
 - d. Captains to agree new bowling restrictions as per the DLS helpsheet
 - e. DLS will be required to be printed at the tea interval/or innings break – initial overs for game length should be changed to 29 overs per innings.
2. The 1st innings of a match starts on time, 25 overs have been bowled when a delay occurs
 - a. Captains to agree the time when the delay started, note the scores (overs bowled, runs scored and wkts fallen)
 - b. A delay of 40 minutes occurs
 - c. Divide 40 by 8 = 5 = 5 overs per innings lost
 - d. $40 - 5 = 35$. 10 overs remain in the first innings, 2nd innings reduced to 35 overs
 - e. Captains to agree new bowling restrictions as per DLS helpsheet
 - f. At the tea interval or innings break DLS is required to be printed, it will be necessary to fill in the detail needed in the left hand (1st innings) box to show the score at the time of the delay and the amount of overs lost
3. At the tea break (after the conclusion of the 1st innings) a shower of rain causes a delay, instead of 30 mins it is 60 mins before play resumes in the 2nd innings
 - a. 30 mins lost time (60-30min tea break)
 - b. Divide 30 by 4 = 7.5 (ignore fractions) = 7 overs lost from the 2nd innings.
 - c. 40 (or if delays have already occurred take away from new amount of overs) $- 7 = 33$ over 2nd innings
 - d. Captains to agree new bowling restrictions as per DLS helpsheet
 - e. A DLS print out will be needed – this may need a new one if one had been produced already – in the right hand box the delay should be entered. As play has not started in the 2nd innings it is easiest to update the RH side – with no play having occurred the ‘overs at start of innings’ can be updated

4. After 15 overs of the 2nd innings there is a rain delay.
 - a. Captains note time and score when going off.
 - b. It is agreed that play will restart, with a total of 45 mins lost
 - c. Divide 45 by 4 = 11.25 (ignore fractions) = 11 overs lost
 - d. 40 (if no previous delays) – 11 = 29 overs 2nd innings
 - e. Captains agree new bowling restrictions.
 - f. 29-15 = 14 overs remaining in innings
 - g. A new DLS print out will be required. The right hand table to be updated with the overs bowled, runs scored and wkts fallen at the time of delay and the overs lost during that delay.

5. After 15 overs of the 2nd innings there is a rain delay.
 - a. Captains note time and score when going off.
 - b. The delay lasts 90 mins
 - c. Divide 90 by 4 = 22.5 (ignore fractions) 40 – 22 = 18
 - d. As less than 20 overs remain in the innings match is abandoned as a no result

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DLS HELPSHEET

1st Innings

Time Lost in min Match	Overs Remaining Per Team	Bowler 1	Bowler 2	Bowler 3	Bowler 4	Bowler 5	Time Remaining in 1st Innings
0	40	8	8	8	8	8	2h 40
8	39	8	8	8	8	7	2h 36
16	38	8	8	8	7	7	2h 32
24	37	8	8	7	7	7	2h 28
32	36	8	7	7	7	7	2h 24
40	35	7	7	7	7	7	2h 20
48	34	7	7	7	7	6	2h 16
56	33	7	7	7	6	6	2h 12
64	32	7	7	6	6	6	2h 08
72	31	7	6	6	6	6	2h 04
80	30	6	6	6	6	6	2 hours
88	29	6	6	6	6	5	1h 56
96	28	6	6	6	5	5	1h 52
104	27	6	6	5	5	5	1h 48
112	26	6	5	5	5	5	1h 44
120	25	5	5	5	5	5	1h 40
128	24	5	5	5	5	4	1h 36
136	23	5	5	5	4	4	1h 32
144	22	5	5	4	4	4	1h 28
152	21	5	4	4	4	4	1h 24
160	20	4	4	4	4	4	1h 20

2nd Innings

Time Lost in 2nd innings	Overs Remaining in 2nd Innings	Bowler 1	Bowler 2	Bowler 3	Bowler 4	Bowler 5	Time Remaining in 2nd Innings
0	40	8	8	8	8	8	2h 40
4	39	8	8	8	8	7	2h 36
8	38	8	8	8	7	7	2h 32
12	37	8	8	7	7	7	2h 28
16	36	8	7	7	7	7	2h 24
20	35	7	7	7	7	7	2h 20
24	34	7	7	7	7	6	2h 16
28	33	7	7	7	6	6	2h 12
32	32	7	7	6	6	6	2h 08
36	31	7	6	6	6	6	2h 04
40	30	6	6	6	6	6	2 hours
44	29	6	6	6	6	5	1h 56
48	28	6	6	6	5	5	1h 52
52	27	6	6	5	5	5	1h 48
56	26	6	5	5	5	5	1h 44
60	25	5	5	5	5	5	1h 40
64	24	5	5	5	5	4	1h 36
68	23	5	5	5	4	4	1h 32
72	22	5	5	4	4	4	1h 28
76	21	5	4	4	4	4	1h 24
80	20	4	4	4	4	4	1h 20