



LEAGUES 3 to 6 PLAYING REGULATIONS 2026

LEAGUES 3 to 6: 30 Over Leagues

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

Matches shall be scheduled 30 overs per innings 1 innings per side. There shall be no option to reduce overs.

Matches scheduled for weeknights shall be scheduled over 3 nights. There shall be no option to reduce overs.

There shall be no replayed matches for abandoned games.

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., 30=6).

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 games shall be scheduled to start no later than 1pm.

Evening games shall be scheduled to start no later than 6.30pm.

Clubs may request umpires, if available these will be invoiced to the requesting team, umpires will only be provided should 2 umpires be available, clubs may not request only one umpire.

20 points shall be awarded for a win, 12.5 each for a tie 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.

No club may have more than one team in any division unless the amount of divisions dictates otherwise. As such any promotions and relegations will be ratified by the Cricket Operations Committee.

The wide ball interpretation used for NW Senior Competitions shall also be used for Leagues 3 to 6.

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 Cup/ Plate Competitions – with the following additions.

1. In case of an abandoned knockout 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 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.
 - 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 team's 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

Leagues 3 to 6 Cup

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 30 over match that can be reduced to at least 10 overs each by DLS.
- Declarations are permitted. If the team batting second trails by 60 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 4.30pm), 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 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.