



North West Cricket Union

Senior Cup 2026

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Sammy Jeffrey Shield 2026

Administrative Regulations

Tournament Director

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1. Notification and Reporting

Reporting of results – The winning team must communicate match results by the filling out of a scorecard - with all sections fully completed – within 72 hours of the completion of the match, these scorecards must be filled out using the online facility as provided by the NWCU.

2. Playing Conditions

It is the responsibility of all clubs to make sure that their officials and players understand the attached playing conditions. Substantial changes were made to the Laws of Cricket, which came into effect from October 2017. (2017 Code – 3rd Edition 2022) Clubs and players are asked to ensure that are fully aware of those changes.

3. Umpires

- a. The North West Cricket Umpires and Scorers Association (NWCUS&SA) shall be responsible for the selection and allocation of umpires to all competitions. Umpires shall, subject to availability, be allocated to 'Senior' cricket matches. Where there are not enough umpires available to fully cover all matches on a particular day, the final decision on appointments shall be with the NWCUS&SA.
- b. Clubs are not permitted to ask for specific umpires, and umpires are prohibited from entering into any arrangement with a club or clubs to officiate in any particular match.
- c. Further to 3a above, there may be occasions when matches will have no umpires appointed due to lack of availability or where one of the clubs have not paid their umpiring fees to the NWCUS&SA. Please note that where there is lack of availability and all clubs have paid their umpiring fees for that season, clubs who provide umpires to the Union will be given first preference. Any matches which have no umpires appointed to must still go ahead unless they are unable to due to ground, weather or light.

4. Conduct of Supporters

The North West Cricket Union holds all competing clubs responsible for the behaviour of their players and also of their supporters, both home and away. North West Cricket Union Disciplinary Regulations will apply in the event of any party facing charges of having in breach of this regulation. The rights of hearing and appeal will be in line with the General Disciplinary Regulations of the North West Cricket Union and will be applied at the North West Cricket Unions discretion, in the interests of (a) natural justice and (b) the Spirit of Cricket. All decisions of the North West Cricket Union, on appeal if necessary, will be final and binding in relation to North West Cricket Union competitions and all issues arising therefrom.

5. Duration of Matches

Matches scheduled to be 50 over per innings in length shall be scheduled to start no later than 11am. Matches may start earlier than the scheduled time if both clubs agree, where an earlier start time is agreed it shall be the responsibility of the home club to inform the Umpires Association at least 48hours before the scheduled start time

6. Dates of matches

- a. Matches shall be played on the dates as set out by the NWCU
- b. Where two clubs agree they may bring the date of a match forward, but games may not be postponed except as outlined in the NWCU Rules
- c. Games abandoned as a no result (on the first attempt) due to issues of ground, light or weather, or postponed as outlined in the NWCU Rules Handbook shall be rearranged by the Tournament Director
- d. There shall be no 'Senior' League cricket scheduled or rescheduled to take place during midweek evenings on or after 16th August

7. Replay Dates

Dates for the replaying of postponed or abandoned matches shall be set by the union Tournament Director, these dates shall where possible be set for weekends. Where no other option exists then matches may be scheduled for midweek evenings as 40 overs per innings, with 3 nights available.

8. Duckworth-Lewis-Stern (DLS) Method

The most up to date version of the Duckworth-Lewis-Stern method software (DLS Version 6.0) is to be used to determine the result of matches in which overs are lost – please contact the Tournament Director if you have not got the up-to-date software. The following provisions shall apply:

- a. The home club shall ensure that there is available at the ground a computer loaded with the necessary software, a compatible and operational printer with a sufficient supply of paper and ink, and a proficient operator. Home clubs should also ensure that the relevant hardware and software are operational prior to the start of the match.
- b. **Prior to the scheduled commencement of the second innings**, and at any subsequent interruption that results in overs being lost, the DLS operator shall produce an up-to-date par score printout, and shall provide copies to each captain, the umpires and the scorers. **For the avoidance of doubt, DLS sheets should be issued to both teams and the umpires prior to the scheduled (or rescheduled) time for the start of the second innings. This applies even if conditions of GWL mean it is unlikely that DLS shall be required during the match.**
- c. At each interruption in play in the second innings where overs are lost the umpires shall inform the operator of the number of overs lost, allowing sufficient time before play is due to recommence for the production and distribution of the par score printouts. Umpires are to allow no more than 10 minutes for the reprinting and distribution of new sheets to be completed.
- d. Where play is interrupted and overs are lost, and the home club fails to provide the par score printouts as required above, it shall be deemed to have lost the match. In this case the umpires will award the match to the visiting team.
- e. Should a case arise where it has been agreed to restart a match at the scheduled innings break but no DLS printout has been provided and an interruption occurs during the second innings the match shall immediately be awarded to the visiting team even if the printouts have subsequently (after the match has recommenced) been given to the umpires and both teams.

9. Clothing and Equipment

- a. Matches are to be played using a White Ball (refer to LAW 4 below)
- b. Playing shirts, sweaters, trousers and pads must be predominately coloured providing a contrast to allow the sighting of a white ball.
- c. Clubs who provide sightscreens must ensure they are of a dark colour which is unlikely to make the sighting of a white ball difficult.

10. Over-rate Penalties

Over-rate penalties apply in this competition, details of which can be found within the Playing Conditions. Captains are encouraged to communicate regularly with the standing umpires with regard the cut-off time for the innings in progress.

11. Cup/ Shield Final Regulations

See appendix 6

Playing Conditions

Except as varied hereunder, the Laws of Cricket (2017 Code – 3rd edition 2022) shall apply.

LAW 1 – THE PLAYERS

Law 1 shall apply, subject to the following

1.1 Law 1.2 – Nomination and replacement of players

Law 1.2 shall apply, subject to the following;

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

1.2.2 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 do so within 48 hours, to the Board of Control (BOC), who on receipt of a £100 deposit, will convene the Independent Appeals Board (IAB)

1.2.3 By their nomination, the nominees (players) shall be deemed to have agreed to abide by all the applicable North West Cricket Union regulations pertaining to the League and Cup competitions, in particular the NWCU Code of Conduct, the Anti-Racism Code for Players and Officials and the Anti-Doping code.

1.2.4 Concussion Management Guidelines for Cricket in the Community – will apply

LAW 2 – THE UMPIRES

Law 2 shall apply, subject to the following

2.1 Law 2.1 – Appointment and attendance

Law 2.1 shall be replaced by the following;

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

2.1.1 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

2.1.2 The North West Cricket Umpires and Scorers Association shall appoint umpires to stand in League and Cup matches as necessary and as availability allows.

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

2.1.4 Where no umpires are in attendance clubs are expected to provide umpires, either players or other club members, to allow the match to proceed, matches may only be postponed due to issues of Ground, Weather or Light or where the match is postponed with the permission of the NWCU.

2.2 Law 2.7 – Fitness for play

The following shall apply in addition to Law 2.7

The safety of all persons within the ground is of paramount importance to the North West Cricket Union. 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

2.3 Law 2.13 – Signals

The following shall apply in addition to Law 2.13

- a. After the delivery of a no ball, the bowlers end umpire shall signal a free hit to the batsmen at the crease by raising his hand above his head and making a circular motion
- b. At the commencement of each set of powerplay over's the umpire shall signal this to the scorers by rotating his arm in a large circle
- c. Upon the bowling of a short, fast-pitched ball which passed the striker above shoulder height as described in Playing Condition 41 the umpires shall inform the bowler, the batsmen, the batsmen and each other of the occurrences through both stating "1 for the over (or where necessary 2)" and tapping his shoulder with one (or two) fingers dependent on the ball being the 1st or 2nd ball in the over to be deemed as part of the restriction

LAW 3 – THE SCORERS

Law 3 shall apply, subject to the following.

3.1 Law 3.1 – Appointment of scorers

The following shall apply in addition to Law 3.1

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 unless a competent scorer is found by the respective club. Whilst batting there will be no restriction on a player who is marking the 'book' being replaced by another player so that they can bat

LAW 4 – THE BALL

Law 4 shall apply, subject to the following.

4.1 Law 4.1 – Weight and size

The ball, when new, shall weigh not less than 5.5 ounces/155.9g, nor more than 5.75 ounces/163g, and shall measure not less than 8.81 in/22.4cm, nor more than 9 in/22.9 cm in circumference.

Quartered balls must be used in all matches.

4.2 Law 4.3 – New ball

Each innings shall commence with a new white "Dukes County International" ball. At the toss both clubs must give their match ball to the umpires. If either club fails to produce the required type of ball, they shall forfeit the game. If both clubs fail to produce the required type of ball, the match will be forfeited and recorded as a no result.

4.2.1 Spare Balls – Both teams must have an adequate supply of spare cricket balls of various degrees of wear to be used if the match ball gets lost during play. It is recommended that the captain of each team should have a supply of at least 6 spare balls of varying degrees of wear available for inspection by the umpires before the start of the match or second innings as applicable.

LAW 5 – THE BAT

Law 5 shall apply.

LAW 6 – THE PITCH

Law 6 shall apply, subject to the following.

6.1 Law 6.1 – Area of pitch

Shall apply

6.2 Law 6.2 – Fitness of pitch for play

Shall apply, subject to the following;

6.2.1 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.

6.2.2 The on-field umpires shall consult with both captains

6.2.3 If both captains agree to continue, play shall resume

6.2.4 If both captains do not agree to continue, or both agree not to 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

6.2.5 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 over's to constitute a match not having been completed the match will be abandoned as a no result

b. In the event of the required number of over's 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 16.2.2

6.3 Law 6.3 – Selection and preparation

Shall apply, subject to the following;

6.3.1 All first attempt matches in the Senior Cup must be played on natural turf or hybrid pitches

6.3.2 Where the match is a 2nd attempt games may commence on either a natural or an artificial pitch, this decision will be made by the home club, however in circumstances of 6.4.1 the umpires may order that a 2nd attempt be played on an artificial pitch if general ground, weather and light conditions allow.

6.4 Law 6.4 – Changing the pitch

Shall apply, subject to the following;

6.4.1 If the umpires feel that the natural pitch selected is unreasonable or dangerous for play, but feel that 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

LAW 7 – THE CREASES

In addition to Law 7, the following shall apply;

As a guideline to the umpires for the calling of wides on the offside, the crease markings detailed in Appendix 2 shall be marked at each end of the pitch. These guideline markings need not be white in colour.

LAW 8 – THE WICKETS

Law 8 shall apply

LAW 9 – PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply, subject to the following:

9.1 Law 9.1 – Rolling

Shall apply, subject to the following;

9.1.1 Prior to tossing for the 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 any reference to the captains at any time they are of the opinion that it is unfit for play

9.1.2 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

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

9.2 Law 9.8 – Non-turf pitches

Shall apply except as in 6.3.2

LAW 10 – COVERING THE PITCH

Law 10 shall apply, subject to the following:

10.1 Law 10.1 – Before the match

Shall apply

10.2 Law 10.2 – During the match

Shall apply, subject to 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 'Senior' League clubs MUST have either wheeled or lay flat covers in good working order for use. These covers MUST be used if ordered by the umpires for interruptions in play once the toss has been made. If clubs do not have suitable covers available and the umpires ask for their use, the home club will forfeit the match immediately. Where matches are forfeited in this manner the umpires will report the matter to the NW Cricket Operations Committee who will liaise with the offending club to ensure provisions are made to make suitable covers available

LAW 11 – THE INTERVALS

Laws 11.3, 11.5, 11.6, 11.7 and 11.9 shall not apply. Law 11.2.2 applies except that the time for the interval shall be 30 minutes and Law 11.4 is amended as follows;

Law 11.4 – Changing agreed times of intervals

Law 11.4 is replaced by;

11.4.1 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier, providing this does not lead to an interval occurring more than 30 minutes prior to the scheduled interval

11.4.2 If the innings of the team batting first is completed more than 30 minutes prior to the scheduled interval, a 10 minute break will occur and the team batting second will commence its innings, and the interval will occur as scheduled, the interval in this case will be reduced to 20 minutes.

11.4.3 If at the innings break both captains and the umpires agree the interval may be shortened to no less than 15 minutes. In case of this agreement then any time 'gained' through a shortened interval shall be used to increase playing time should an interruption occur in the 2nd innings when making over reduction calculations. However this time must not result in the team batting 2nd being able to face more overs than were scheduled to be available for the team batting first

LAW 12 – START OF PLAY; CESSATION OF PLAY

Laws 12.6, 12.7, 12.8 and 12.11 shall not apply, and Laws 12.9 and 12.10 shall apply in so far as they are relevant to a one-innings limited overs match. In addition, the following shall apply;

12.1 – Scheduled hours of play

12.1.1 Each match shall consist of two sessions of 3hrs 20 minutes each, separated by a 30minute interval,

Timings of matches shall be as follows:

First Innings – 11:00am to 2:20pm

Second Innings – 2:50pm to 6:10pm

12.1.2 Each 50 over innings shall have 1 drinks break allowed, unless otherwise agreed by the umpires, this single drinks break forms part of the playing time and does not attract any extra time allowance

12.1.3 Where extra drinks breaks are agreed the umpires shall allow 5 mins extra time for each extra occurrence

12.1.4 If, in the sole opinion of the umpires, there have been delays beyond the control of the fielding side e.g. injury, lost ball etc, they may extend the cessation time by an equivalent amount of time to allow for such delays. Any time so added by the umpires shall be at their sole discretion and shall not be subject to retrospective negotiation.

12.1.5 In reduced overs innings the umpires shall decide if and when drinks breaks are to occur and make allowances to timings as necessary

12.2 Extra Time

Please note that, other than any time made up during a game due to an early innings finish, no extra time is available in this competition (The NWCU retain the right to modify this condition in case of Finals matches)

12.3 – Minimum over rates & Over rate penalties

12.3.1 The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings (calculated in accordance with clause 13.2). In delayed or interrupted matches where there has been a reduction of 3 or more overs pursuant to clause 13.2.2, the fielding side shall be in position to bowl the first ball of the penultimate over of the innings by the scheduled (or re-scheduled) cessation time for the innings.

12.3.2 Where this requirement is not met, clause 28.1 shall be varied and from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the fielding restriction area referred to in clause 28.1. The umpire shall signal this change to the fielding restrictions by using the powerplay signal.

12.3.3 Clause 12.3.2 shall not apply where a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.

LAW 13 – THE INNINGS

Law 13.2, 13.3.3 and 13.3.4 shall not apply. The remainder of Law 13 shall apply, subject to the following:

13.1 Law 13.1 – Number of innings

All matches will consist of one innings per side, each innings being limited to a maximum of 50 overs

13.2 Length of innings (for matches scheduled for midweek nights please also refer to Appendix 3)

13.2.1 Uninterrupted matches

13.2.1.1 Each team shall bat for 50 overs unless all out earlier.

13.2.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled. The team batting second shall receive its full quota of overs, irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

13.2.1.3 If the team batting first is dismissed in less than the scheduled number of overs, the team batting second shall be entitled to bat for the full scheduled amount of overs, subject to there being no interruptions leading to a reduction in the amount of overs available

13.2.1.4 If the team batting second fails to bowl its scheduled number of overs by the cessation time, the hours of play shall be extended until the required number of overs have been bowled or a result is achieved

13.2.1.5 Penalties for slow over rates shall apply as per 12.3

13.2.2 Delayed or interrupted matches

13.2.2.1 Delay or interruption to the innings of the team batting first

- The number of overs available to each side shall be reduced by one for each full eight minutes of playing time lost
 - *Example – of the start of the match is delayed by 45 minutes playing time has been lost meaning both innings are reduced to 45 overs ($45/8 = 5$ rounded down).*
- If the team fielding first fails to bowl the required number of overs the scheduled time for the cessation of the first innings, play shall continue until the required number of overs have been bowled, or the innings is completed
- Penalties shall apply for slow over rates (see 12.3)

Delays or interruptions to the team batting second

- Should a match be delayed and/or interrupted and playing time is lost, and as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated number of overs in the playing time available, the number of overs shall be reduced at a rate of one over every four minutes lost in respect of the actual playing time lost. Fractions shall be ignored
 - *Example – if 70 minutes actual playing time is lost, that equates to 17 overs lost ($70/4 = 17$ ignoring fractions)*
- In addition, should the innings of the team batting first have been completed prior to the scheduled or rescheduled time for commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
 - *Example – if the first innings is completed 20 minutes earlier than previously schedule (i.e. at 2.00pm against a scheduled time of 2.20pm), that 20 minutes of unused playing time shall be counted as additional time if required (see 13.3 below). If 70 minutes of actual playing time were lost, then 12 overs would be lost ($70-20 = 50$ mins; $50 \text{ mins} = 12 \text{ overs}$)*
 - 13.2.2.3 To constitute a match in a first attempt, a minimum of 20 overs per innings have to be bowled, subject to the 1st innings not closing earlier due to a team being bowled out, and in case of the second innings a result not being achieved earlier. In the case of 2nd attempt games the minimum requirement shall be 10 overs per innings

13.2.2.4 The team batting second shall not bat for a greater number of overs than the team batting first, unless the latter completed its innings in less than its allocated number of overs.

13.2.2.5 If the team fielding second fails to bowl the required number of overs by the scheduled or rescheduled time for the cessation of the second innings, play shall continue until the required number of overs have been bowled, or a result has been achieved.

13.2.2.6 Penalties shall apply for slow over rates (see 12.3)

13.3 Number of overs per bowler

13.3.1 No bowler shall bowl more than 10 overs in an innings

13.3.2 In a delayed or interrupted match, where the overs are reduced for both teams, or the team bowling second, no bowler can bowl more than one-fifth of the total overs for the innings (unless when the reduction occurs they have already done so). Where the total overs are not divisible by five, one additional over shall be allowed to the maximum number per bowler to make up the balance.

13.3.3 In the event of a bowler not being able to complete an over, the remaining balls will be bowled 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. (example – a bowler completes another bowler's over bowling 3 balls, he would then only be entitled to bowl 9.3 overs or x.3 overs for a reduced match, he would not be able to bowl his allocation of the 3 balls remaining)

LAW 14 – THE FOLLOW-ON

Law 14 shall not apply

LAW 15 – DECLARATION AND FORFEITURE

Law 15 shall not apply

LAW 16 – THE RESULT

Laws 16.1, 16.4 and 16.5.2 shall not apply. The remainder of Law 16 shall apply, subject to the following:

16.1 A Tie

16.1.1 In the event of a match ending in a tie, either in the first attempt or a replayed match the result shall be decided on the day through the means of a 'Super Over'

16.1.2 In the event that it is not possible to complete a 'Super Over' due to conditions of ground, weather or light then instead a bowl out shall be used to determine the result

16.1.3 For clarity in the event of a tie in a first attempt 16.1.1 shall apply and there shall be no replay

16.1.4 Please see Appendix 4 for details on how to conduct a 'Super Over'

16.2 Uninterrupted matches

16.2.1 When there is no interruption in play, and when both teams have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. In the event of scores being equal, the match shall be a tie (See 16.1)

16.3 Interrupted or reduced matches

16.3.1 If there is a reduction in overs due to delays/interruptions, to one or both innings, then a revised target score shall be set for the number of overs the team batting second will have the opportunity of facing. This will be calculated by using the Duckworth-Lewis-Stern method, and a table of par scores will be printed. The target set will always be a whole number, and scoring one run less than this target will constitute a Tie.

16.3.2 If the innings of the side batting second is suspended (with at least 20 overs in case of a first attempt, or 10 overs in case of a second attempt, bowled) and it is not possible for the match to be resumed, the match will be decided by comparison to the DLS 'Par Score', determined at the instant of the suspension by the DLS method. If the score is equal to the Par Score, then the match is tied. 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. (in event of a tie see 16.1)

16.3.3 For games that are first attempts, a result can only be achieved if both teams have had the opportunity of facing a minimum of 20 overs, if a result cannot be achieved in the original match, then the match shall be replayed on a date to be arranged by the Tournament Director.

16.3.4 In a replayed match, if a result cannot be achieved because both teams have not had the opportunity of facing a minimum of 10 overs then the result shall be determined by way of a bowl out.

LAW 17 – THE OVER

Law 17 shall apply

LAW 18 – SCORING RUNS

Law 18 shall apply

LAW 19 – BOUNDARIES

Law 19 shall apply

LAW 20 – DEAD BALL

Law 20 shall apply

LAW 21 – NO BALL

Except for Law 21.10, Law 21 shall apply and in addition, the following shall also apply;

21.1 Free hit

21.1.1 In addition to the above the delivery following a no ball call called (all variations of 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.

21.1.2 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 as a wide ball

21.1.3 Neither field changes, nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless;

21.1.3.1 There is a change of striker (the provisions of clause 41.2 shall apply), or

21.1.3.2 The No ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach

21.1.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances Law 21.1 will apply

LAW 22 – WIDE BALL

Law 22 shall apply, as does Law 22.1 subject to the following;

22.1 – Judging a Wide

22.1.1 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 shall be called a 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.

22.1.2 Any delivery that passes outside the wide guideline (as detailed in Appendix 1), with the batsman in a normal guard position, should be called a wide

22.1.3 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 their reach even though the ball passes outside the guideline on the offside of the wicket, and if they fail to make contact with the ball, the delivery should not be called a wide.

22.1.4 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 they bring the ball within reach, if no contact is made with the ball, then this delivery shall be called a wide (subject to it not being a no ball for reasons as detailed in Law 21)

22.1.5 The interpretation to be followed for calling a wide when a switch hit or reverse sweep is played, or the batsman gets into a position to play the shot and then aborts it shall be, 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 23 – BYE AND LEG BYE

Law 23 shall apply

LAW 24 – FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply, subject to the following:

24.1 Law 24.1 – Substitute fielders

Shall apply, subject to the following

24.1.1.3 Substitutes shall not be allowed in circumstances where a player is late from work or leaves early to attend work or for any other reason as deemed unacceptable by the umpires

24.1.1.4 Any substitute must be a registered player with the club wishing to field such a substitute

24.2.1 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

24.2.3.1 The player shall not be permitted to bowl in the match until he/she has either been able to field, or his/her team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty Time). A player's unexpired Penalty Time shall be limited to a maximum of 120 minutes. If any unexpired Penalty Time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

24.2.3.2 The player shall not be permitted in the match until his/her team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty Time carried forward from the previous innings. However, once his/her side has lost five wickets in its batting innings, he/she may bat immediately. If any unexpired Penalty Time remains at the end of the first innings of the match, it is carried forward to the second innings (where applicable)

LAW 25 – BATSMAN'S INNINGS; RUNNERS

Law 25 shall apply

LAW 26 – PRACTICE ON THE FIELD

Law 26 shall apply

LAW 27 – THE WICKET-KEEPER

Law 27 shall apply

LAW 28 – THE FIELDER

Law 28 shall apply, subject to the following;

28.1 Law 28.4 Limitation of on side fielders

Law 28.4 shall apply, and in addition

In the event of the striker's end umpire failing to call and signal No ball when this Law has been breached. Immediately the ball becomes dead the striker may draw the matter to that umpire's attention. If the striker's end umpire is able to verify the breach he/she shall call and signal No ball. If the striker's end umpire is unable to verify the breach, then he/she shall confirm the events of that delivery shall remain unchanged.

28.2 Restrictions on the placement of fieldsmen

In addition to the restrictions outlined in Law 28.4, 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 as follows

28.2.1 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. The semi-circles shall be linked with two parallel straight lines on the field. (see appendix 2) The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard intervals, each 'dot' to be covered by a white plastic or rubber (not metal) disc measuring 7 inches in diameter. These discs shall not be fixed to the ground by means of a nail or other such sharp object.

28.2.2 At the instant of delivery:

- Powerplay 1 – no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1-10 inclusive.
- Powerplay 2 – no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11-40 inclusive.
- Powerplay 3 – no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41-50 inclusive
- In all three Powerplays, there may not be more than 5 fielders on the leg side

28.2.3 In circumstances when the number of overs of the batting team is reduced, the number of overs within each powerplay 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 first and second innings of the match

Innings Duration (Overs)	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
50	10	30	10

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

Examples:

A 40 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new powerplay overs are 7+19+6.

Therefore the 2nd powerplay takes immediate effect and lasts for a further 17.3 overs.

A 40 overs innings is interrupted after 18.5 overs and reduced to 22 overs. The new powerplay overs are 5+13+4.

When play resumes, the final powerplay applies for the remaining 3.1 overs

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

LAW 29 – THE WICKET IS DOWN

Law 29 shall apply

LAW 30 – BATSMAN OUT OF HIS/HER GROUND

Law 30 shall apply

LAW 31 – APPEALS

Law 31 shall apply

LAW 32 – BOWLED

Law 32 shall apply

LAW 33 – CAUGHT

Law 33 shall apply

LAW 34 – HIT THE BALL TWICE

Law 34 shall apply

LAW 35 – HIT WICKET

Law 35 shall apply

LAW 36 – LEG BEFORE WICKET

Law 36 shall apply

LAW 37 – OBSTRUCTING THE FIELD

Law 37 shall apply

LAW 38 – RUN OUT

Law 38 shall apply, subject to Laws 38.3.1 being replaced by the following:

38.3.1 If the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non striker is liable to be Run out by the bowler attempting to run the non-striker out. In these circumstances, the non- striker will be out Run out if he/she is out of their ground when their wicket is broken by the bowler throwing the ball at the wicket or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.

LAW 39 – STUMPED

Law 39 shall apply

LAW 40 – TIMED OUT

Law 40 shall apply, subject to Law 40.1 being replaced by the following: 40.1.1 After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be ready to receive the ball or for the other batter to be ready to receive the next ball within 2 minutes of the dismissal or retirement. If this requirement is not met, the incoming batter will be out, Timed out.

LAW 41 – UNFAIR PLAY

Law 41 shall apply, subject to the following:

41.6.1 Bowling of dangerous and unfair short pitched deliveries

Notwithstanding clause 41.6.2, the bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him/her. The fact that the striker is wearing protective equipment shall be disregarded.

In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under clause 41.6.1

41.6.1.1 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 batters of what has occurred. This caution shall apply to that bowler throughout the innings.

41.6.1.2 If there is a second instance, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning, which shall apply to that bowler throughout the innings.

41.6.1.3 Should there be any further instance by the same bowler in that innings, the umpire shall - call and signal No ball

- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- The umpire shall report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the Tournament Director who shall liaise with the NW Disciplinary Committee to take such action as is considered appropriate against the bowler concerned.

41.6.1.4 A bowler shall be limited **to two fast short-pitched deliveries per over**.

41.6.1.5 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.

41.6.1.6 The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.

41.6.1.7 In addition, a ball that passes above head height of the batter, standing upright at the popping crease, that prevents him/her from being able to hit it with his/her bat by means of a normal cricket stroke shall be called a Wide.

41.6.1.7.1 For the avoidance of doubt any fast short pitched delivery that is called a Wide under this clause shall also count as one of the allowable short pitched deliveries in that over.

41.6.1.8 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in clause 41.6.1.5 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.

41.6.1.9 If a bowler delivers a third 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 batters at the wicket of what has occurred. This caution shall apply throughout the innings.

41.6.1.10 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 their final warning for the innings.

41.6.1.11 Should there be any further instance by the same bowler in that innings, the umpire shall

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

41.6.1.12 The umpires may then report the matter to the Tournament Director who shall liaise with the NWCU Disciplinary Committee and take such action as is considered appropriate against the bowler concerned.

Should the umpires initiate the caution and warning procedures set out in clauses 41.6.1.3 and as in Law 41.7 such cautions and warnings are not to be cumulative.

Law 41.7 – Bowling of dangerous and unfair non-pitching deliveries

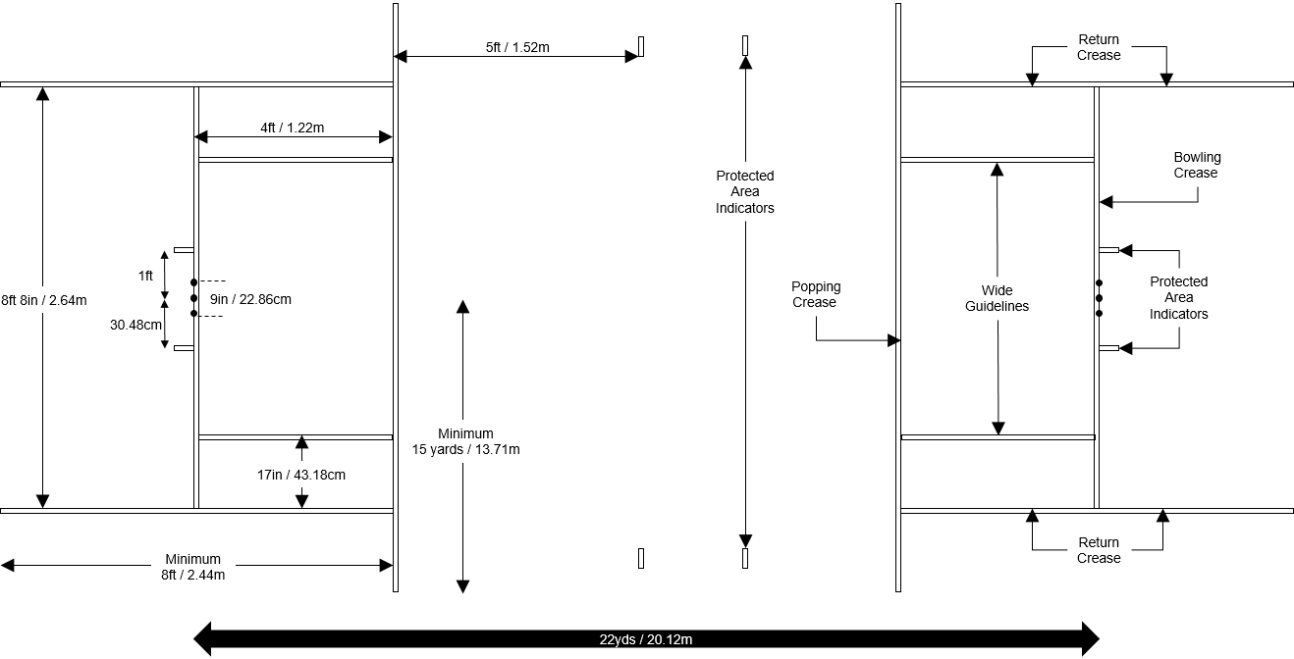
Law 41.7 now applies in full

LAW 42 – PLAYERS' CONDUCT

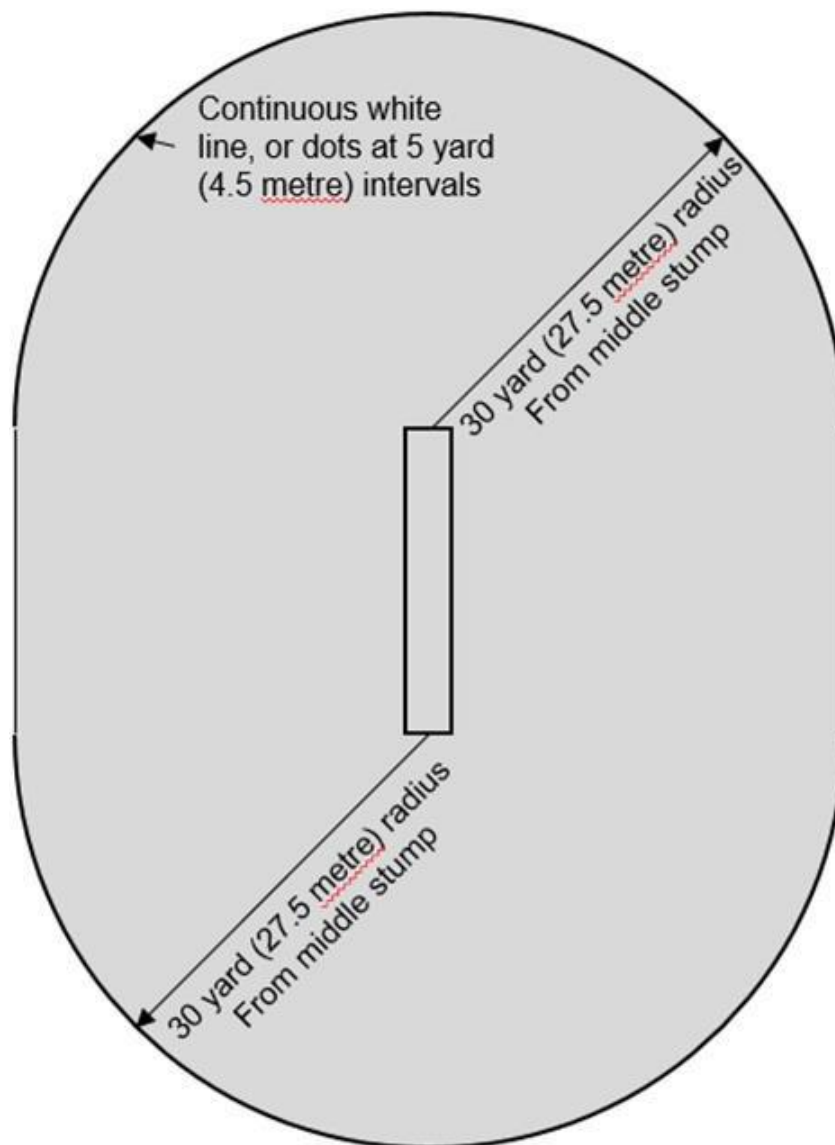
Law 42 now applies in full

APPENDICES TO THE PLAYING CONDITIONS

APPENDIX 1 – Pitch and Crease Markings



APPENDIX 2 – Restriction on the placement of fielders



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,

The hours of play shall be as follows

1. Play shall be scheduled to commence no later than 6.30pm
2. There shall be a maximum of 7hr30min to complete the match
3. 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

APPENDIX 4 – PROCEDURE FOR A SUPER OVER

The following procedure shall apply where the Playing Conditions provide for a Super Over to determine the winner of a tied match. Other than where expressly stated in this Appendix (or by necessary implication), all relevant Playing Conditions for the match shall apply to the Super Over.

1. A Super Over involves each team facing an over of six balls (unless ended earlier as provided for in paragraph 2), and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
2. The loss of two wickets shall end the batting team's one over innings.
3. If the first Super Over is a tie then a second Super Over will be played (maximum two Super Overs in the game) (subject to paragraph 24). If the second Super Over is also a tie then the match will be decided by a bowl out as per Appendix 5
4. Subject to weather conditions, the Super Over shall take place on the scheduled day of the match at a time to be determined by the umpires and the Match Referee (if applicable). In normal circumstances it shall commence 10 minutes after the conclusion of the match.
5. The Super Over shall be played until completion, but if there are any delays or interruptions during the Super Over, extra time (taken from the start of the first Super Over) is allocated to complete the Super Over or any subsequent Super Overs. The amount of extra time allocated to the Super Over is the greater of;
 - a) the gap between the time at which the match ended and the time the original match would have been scheduled to finish had the entire extra time provision been utilized, or
 - b) 20 minutes.
6. Should play be delayed prior to or during the Super Over(s) once the playing time lost exceeds the extra time allocated, the Super Over(s) shall be abandoned (see paragraph 24 below).
7. The Super Over shall take place on the pitch allocated for the match, unless otherwise determined by the umpires in consultation with the Ground Authority and the Match Referee (if applicable).
8. Only nominated players in the match may participate in the Super Over.
9. Any penalty time being served in the match shall be carried forward to the Super Over
10. The umpires shall stand at the same end at which they finished the match.
11. The team batting second in the match shall bat first in the Super Over.
12. Each team shall use the ball (or one of the balls) that they used during their bowling innings.
13. The fielding side shall choose the end from which it is to bowl its one over.
14. The Super Over shall be played with the same fielding restrictions as would be applicable for the last over in an uninterrupted match.
15. The interval between the two overs in the Super Over shall be 5 minutes.

TIED SUPER OVER – REPEATING THE SUPER OVER

16. If the Super Over is tied, then one more Super Overs shall be played to determine a winner (maximum two Super Overs in the game) (subject to paragraph 24).
17. In normal circumstances any subsequent Super Over shall start 5 minutes after the previous Super Over ends.
18. The team batting second in the previous Super Over shall bat first in the subsequent Super Over.
19. The balls used in the first Super Over will be used again in any subsequent Super Overs .

20. The fielding side shall bowl its over in a subsequent Super Over from the opposite end from which it bowled in the previous Super Over.
21. Any batter dismissed in any previous Super Over shall be ineligible to bat in any subsequent Super Over.
22. Any bowler who bowled in the previous Super Over shall be ineligible to bowl in the subsequent Super Over.
23. In all other ways the procedure for a subsequent Super Over shall be the same as for the initial Super Over.

SUPER OVER UNABLE TO BE COMPLETED

24. Where the Super Over or subsequent Super Over are abandoned for any reason prior to completion then the match shall be decided on a bowl out, as per Appendix 5

EXAMPLE OF SUPER OVER TIMINGS

1. A match starts at 12.00pm, with a 30 minute interval. The scheduled close of the match is 19.10 (200 mins for each innings, 30 mins interval)

The match ends in a tie at 16.38. This is 32 mins before the scheduled close, so under paragraph 5 of the Super Over regulations, we have the greater of 32 mins and 20 mins extra time for the super over. If it starts raining during the Super Over (or subsequent Super Overs), the umpires should wait for 32 minutes. If it is still not possible to complete the super over, then the umpires will proceed to a bowl out.

2. A match had a delayed start of 12.24 (originally planned for 12.00), with a 30 minute interval. The scheduled close of the match is 19.10 (188 mins for each innings and 30 mins for the interval)

The match ends in a tie at 19.15. This is after the scheduled close, so under paragraph 5 of the Super Over regulations, we have 20 mins of extra time to use during the Super Over. If players have to leave the field during the Super Over, the umpires will progress to a bowl-out once 20 mins have elapsed.

NOTE - This Super Over extra time is not the time available to play the super over - that is technically unlimited.

APPENDIX 5 – PROCEDURE FOR A BOWL OUT

1. Five players from each side will bowl one over-arm delivery at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 7). Players from each team shall bowl alternately. The side which puts down the wicket (as defined in Law 29.1) most times shall be winner.
2. If the scores are equal, the same players shall bowl alternately, in the original order, on a 'sudden death' basis, until the tie is broken.
3. The umpires shall approve the balls to be used by both teams, which shall not be new ones.
4. A No ball or Wide ball shall count as a ball bowled. Under no circumstances can a No ball be regarded as having put down the wicket.
5. If the original match has started, the five cricketers to take part in the bowl-out must be selected from the original 11 players nominated. If there has been no play, the five cricketers may be selected from any of the club's eligible registered players.
6. No players shall be permitted to stand in front of or behind the wicket, or tend the wicket in any way, in order to act as a target for the bowlers. However, a player shall be permitted to stand back from the stumps to field the ball.

APPENDIX 6 – TWO INNINGS FINAL REGULATIONS

First Attempt – 2 days Friday & Saturday with Sunday as a reserve day

- Play 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 50 over match that can be reduced to at least 20 overs each by DLS.
- Declarations are permitted. If the team batting second trails by 100 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 over Day 2 and Day 3
- 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 6.10pm), the 3rd and 4th innings will be reduced by an over for each team (minimum 20 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.
- If no play is possible on Day 1 or Day 2, the match will commence as a 'second attempt' as below on Day 3.
- If no result is possible over the 3 days, it will move to a reserve date and be played as a 'second attempt' as below.

Second Attempt – 1 day available

- A new 50-over match will start as a one-innings match that can be reduced to at least 10 overs each by DLS and if settled by bowl out if necessary.
- A tied match will be decided by a super over bowl out if necessary.