

# National Cricket League

## 1 Playing Conditions

The Playing Conditions for First Class Cricket as they relate to matches in the County Championship will apply, with the following exceptions:

## 2 Duration, Hours of Play and Interval

Duration - The matches will consist of one innings per side each innings being limited to a maximum of 45 overs.

### 2.1 Hours of Play

Normal hours of play will be 1.00pm - 7.10pm (12.00pm - 6.10pm in all matches in September).

- 2.2 A tea interval of 30 minutes at the conclusion of the innings of the team batting first (normally 3.50pm (2.50pm in all matches in September) in uninterrupted matches). The duration and time of the tea interval can be varied by the Umpires in the case of an interrupted match or a match in which the start is delayed.

In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran. The minimum time for the interval will be 10 minutes.

- 2.3 A scheduled cessation time for each innings shall be fixed prior to its commencement by applying the provisions of 3.2.1.

- 2.4 Close of play shall normally be at 7.10pm (6.10pm in all matches in September), but play may continue after that time, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved. See Playing Condition 4 below.

### **3 Length of Innings**

#### **3.1 In Uninterrupted Matches:**

- 3.1.1 Each team shall bat for 45 overs unless all out earlier.
- 3.1.2 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, and Playing Condition 17 will apply.
- 3.1.3 If the team batting first is dismissed in less than 45 overs, the team batting second shall be entitled to bat for 45 overs.
- 3.1.4 If the team bowling second fails to bowl 45 overs by the scheduled time for the cessation of the second innings, the hours of play shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Playing Condition 17 shall apply.

#### **3.2 In Delayed Start Matches:**

- 3.2.1 The number of overs shall be arranged so that both teams have the opportunity of batting for the same number of overs (minimum 10 overs each team). The calculation of the number of overs to be bowled shall be based on one over for each full 3.78 minutes in the time remaining before close of play at 7.10pm (6.10pm in all matches in September).
- 3.2.2 A fixed time will be specified for the start of the tea interval as calculated by applying the provision in 3.2.1 above. In the event of the innings of the team batting first being completed prior to the scheduled time, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier (see below regarding delays or interruptions to the innings of the team batting second). If the team fielding first fails to bowl the required number of overs by the scheduled time, play shall continue until the required number of overs has been

bowled and Playing Condition 17 shall apply. In all reduced overs matches the fielding team will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. The interval shall be of the duration determined by the Umpires as in 2.2.

- 3.3 In matches where play is suspended after the match has started.
- 3.3.1 When play is suspended during the first innings, the object shall be to rearrange the number of overs so that both sides have the opportunity of batting for the same number of overs (minimum 10 overs each side). The calculation of overs shall be as in 3.2.1 above. The provisions in 3.2.2 above shall also apply.
- 3.3.2 If there is a delay or interruption to the innings of the team batting second, the overs shall be reduced at a rate of one over for every full 3.78 minutes lost (minimum innings length 10 overs), except that when the innings of the team batting first has been completed prior to the scheduled or re-scheduled time for the interval between innings, the reduction of overs will not commence until, in the case of a delay, an amount of time equivalent to that which the first innings finished early has elapsed, or in the case of an interruption, an amount of time equivalent to that by which the second innings started early has elapsed.
- 3.3.3 In the event of a suspension occurring in the middle of an over, the full number of overs to be bowled will be calculated, and any balls remaining to be bowled in the over during which play was suspended, will be added.

**Note** The Home Authority will provide a Match Manager. After any hold up in play, the Umpires will notify the Scorers of the number of overs lost and the Scorers will perform the Duckworth/Lewis calculations required. The Umpires will both satisfy themselves as to the correctness of all such calculations before allowing play to take place. The Match Manager will notify the captains, scorers and all others concerned of such

decisions. The Match Manager must understand the Duckworth/Lewis method and must check the scorers' calculations.

## **4 The Result**

- 4.1 When there is no interruption in the match and when both sides have had the opportunity of batting for the same agreed number of overs, the side scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a 'Tie' and no account shall be taken of the number of wickets which have fallen.
- 4.2 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 that originally allotted (minimum 10 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised target being calculated by the Duckworth/Lewis method. An integral target will be set for the team batting second with one run less than the target resulting in a tie. If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set, the faulty target shall stand.
- 4.3 If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs, then the result shall be decided by the Duckworth/Lewis method (minimum of 10 overs).
- 4.4 If a result cannot be achieved in 4.1, 4.2 or 4.3 above, the match shall be declared 'No Result'.

## **5 Number of Overs per Bowler**

- 5.1 No bowler may bowl more than nine overs, however, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where

the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. after 16 overs, rain interrupts play and the innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl 7 overs and three bowlers can bowl 6. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.

- 5.2 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- 5.3 In the event of a bowler breaking down and being unable 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.
- 5.4 The number of overs bowled by each individual bowler shall be indicated on the scoreboard, from the commencement of an innings.

## **6 Restrictions on the Placement of Fieldsmen**

- 6.1 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 ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by painted white 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.
- 6.2 At the instant of delivery, there may not be more than five fieldsmen on the leg side.

- 6.3 For the first 15 overs of each innings only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- 6.4 For the remaining overs of each innings only five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- 6.5 Two inner circles shall be drawn on the field of the play. The circles shall have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles is 15 yards (13.72 metres). The field restriction area should be marked by coloured 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated. (The final mark of the 15 yards radius shall be a line placed at an angle of 45 degrees, measured from the popping crease at a point level with the middle stump). In the first 15 overs there must be a minimum of two stationary fieldsmen within the 15 yard field restriction of the striker at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (in the undemarcated area) provided only that they are standing in slip, leg slip and gully positions.
- 6.6 In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 6.3 and 6.5 above shall be reduced proportionately in a ratio of 15:45 in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

<b>Total overs in innings</b>	<b>No. of overs for which fielding restrictions in 6.3 and 6.5 above will apply</b>
10-11 .....	3
12-14 .....	4
15-17 .....	5
18-20 .....	6

21-23 .....	7
24-26 .....	8
27-29 .....	9
30-32 .....	10
33-35 .....	11
36-38 .....	12
39-41 .....	13
42-44 .....	14
45 .....	15

Where the number of overs for the team batting second is reduced, the aim will be to maintain the restrictions in 6.3 and 6.5 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

- 6.7 In the event of an infringement of any of the above fielding restrictions, the Striker's end Umpire shall call and signal 'No Ball'.

## 7 Law 14 - Declarations

Law 14 will not apply in this Competition. The Captain of the batting side may not declare his innings closed at any time during the course of a match.

## 8 Law 24.12 - No Ball - Penalty

Laws 24.12 will apply except that the penalty for a no ball will be 2 runs.

## 9 Free Hit after a Foot Fault No Ball

In addition to 8 above, the delivery following a no ball called for a foot fault (Law 24.5) 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 wide ball.

Field changes are permitted for free hit deliveries.

## **10 Law 25 - Wide Ball**

In addition to Law 25 and in place of Championship Playing Condition 26 the following will apply

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

A penalty of one run for a Wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.

## **11 Short Pitch Bowling**

Championship Playing Condition 31.1.1 applies except that in 31.1.1 (d), a bowler shall be limited to only one delivery as defined in paragraphs 31.1.1 (a), (b) and (c).

## **12 Clothing and Equipment**

In all matches, players shall wear coloured clothing and equipment approved by the ECB.

## **13 The Ball**

As for Championship Playing Conditions except that white Kookaburra balls shall be used. One ball shall be used for each innings.

## **14 Sight Screens**

Sight Screens shall be black.

## **15 Scoring of Points**

15.1 The side winning the match to score four points.

15.2 In the event of a 'Tie', each side to score two points.



- 15.3 In a 'No Result' match, each side to score two points.

## 16 Final Standings in the Norwich Union League Divisions

The Two Divisions for 2003 will be as stated in the Rules for ECB competitions section.

The side which has the highest aggregate of points gained at the end of the season shall be the winner of its Division. At the end of the 2003 season the bottom 3 teams from the First Division will be relegated to the Second Division for 2004 and the top 3 teams from the Second Division will be promoted to the First Division for 2004. Should any sides in the Division be equal on points, their final positions will be decided by:

- 16.1 The most wins or, if still equal
- 16.2 The higher net run-rate throughout the season. A team's net run-rate is its own overall run-rate in all the matches which it has played (i.e. total runs scored x 100 divided by balls received) minus the combined cumulative run-rate of its opponents in those same matches (calculated on the same basis). In the event of a side being all out in less than its full quota of overs, the calculation of its run-rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which it was dismissed. Only those 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 Duckworth/Lewis, 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 Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.
- 16.3 If still equal, the team with the higher number of wickets

taken per balls bowled in all matches in which results were achieved, will be placed in the higher position.

- 16.4 In the event that teams cannot be separated by 16.1 to 16.3 above, this will be done by drawing lots.
- 16.5 The bottom four teams from the Second Division in 2003 will play in the two all First Class matches in Round 2 of the 2004 C&G Trophy (6th v 9th, 7th v 8th).

## **17 Over Rate Penalties**

All sides are expected to be in position to bowl the first ball of the last of their 45 overs within 2 hrs 50 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be 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 scheduled 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 Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway.

Over-rate penalties apply only to innings of 15 overs or more duration.

This is the only penalty for a slow over-rate.

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

## 18 Floodlit Matches

The scheduled hours of play for floodlit matches will be 4.10pm to 10.20pm.

The floodlights will be turned on at the interval between innings or at 7.00 pm (6.00 pm for matches in September), whichever is the earlier. If during a floodlit match, in the opinion of the Umpires, natural light is deteriorating to an unsuitable level, they may authorise the home authority to turn on the floodlights so that the match can continue in acceptable conditions. Once the floodlights have been turned on, they will remain on for the duration of the game.

In the event of power failure malfunction or if the floodlights cannot be used for safety reasons, the provisions relating to the delay or interruption of play due to bad weather or light shall apply.

The ECB's lighting consultant will ensure that the lighting conditions are adequate in advance of the match.

Where logistically possible, best endeavours shall be made to provide an opportunity to practice all facets of the game under floodlights in the lead up to the match. This shall include net practice on the square.

## 19 Pitch Penalties

The regulations in the 2003 Pitches Document shall apply as they refer to 1-day pitches.