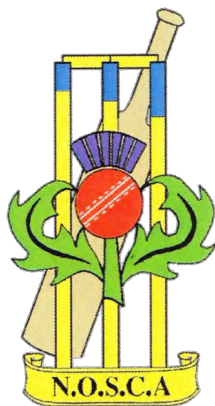


NORTH OF SCOTLAND CRICKET ASSOCIATION

Promoting cricket in Highland & Moray since 1893



2023 HANDBOOK



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WELCOME

The 2023 season is now upon us and I would like to welcome you all to this season's handbook.

It has been a difficult time for the governing body of cricket in Scotland, but the turmoil that has enveloped Cricket Scotland will not prevent the grassroots game being played on pitches all around the country. I would like to thank the volunteers at Clubs and the NoSCA executive for once again providing their time to allow the game to be played. If not for the willing volunteers who give up their time then the game simply wouldn't continue, and it is worthwhile remembering this when frustrations arise.

I am glad to announce the renaming of the NoSCA Development League which is designed to encourage clubs to use Sunday cricket to bring on their young and inexperienced players. These people are the future of clubs and in issuing accompanying guidance within this handbook (*see page 10*) I hope this as fruitful as possible.

There are a few changes to the playing conditions that clubs need to familiarise themselves with, namely fielding restrictions in the Senior league as well as the tidying up of end of season arrangements. The playing conditions are contained within this handbook (*see page 12 onwards*).

I hope you enjoy your cricket this season and I am always available for a chat on the side lines or otherwise - I am privileged to serve as your President.

Chris Blake

NoSCA President
April 2023



NoSCA Executive Committee Contacts

President	Chris Blake (Ross County CC) (07793) 750819 theclBlake@gmail.com
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Treasurer	Munro Ross 11 Stratton Road, Inverness, IV2 3XA (07802) 422243 mross1609@aol.com
Senior Competitions Match Secretary	James Lean (Northern Counties CC) (07738) 398626 james.lean@btinternet.com
Development Comp's Match Secretary	Renato Belli (Ross County CC) (07772) 259640 renato.belli99@gmail.com
Women's Liaison Officer	Vacant
Media Officer	Vacant

Match Umpires

The appointment of umpires for NoSCA matches will again be organised by the **Cricket Scotland Match Officials Association** (CSMOA), using their panel of qualified umpires.

A list of appointments for all domestic matches in Scotland can be found on the CSMOA website at www.csmoa.org.uk.

NoSCA Honorary Life Member

A person elected at an AGM in recognition of outstanding service to the game of cricket, and to NoSCA in particular.

Bill Flett

Buckie CC

NoSCA Patrons

A person or organisation nominated on an annual basis by the Executive Committee in recognition of their support of NoSCA.

Chris Barton

Gerry Cross

Buckie

Duncan Davidson

Elgin

Bill Dishington

Northern Counties

Dr. Peter Dolan

Ross County

Hamish Grant

Elgin

James Green

Keith

Bill Hope

Ian Laidlaw

Nairn County

Ken Ross

Graham Watson

Ross County

The Gordon & Ena Baxter Foundation

THE SPIRIT OF CRICKET

A PREAMBLE TO THE MCC LAWS

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, **especially when played within the Spirit of Cricket.**

ECB GUIDELINES FOR JUNIOR PLAYERS IN OPEN AGE GROUP CRICKET

- Making the step up from junior to open age group cricket is a significant event in any player's cricket experience. Ensure the player's safety, personal development needs and overall cricket experience are considered.
- **Clubs, squad coaches and managers must take into account the requirements on age detailed in this guidance.**
- **Each case is to be determined on an individual basis**, depending on the player's ability and stage of cognitive and emotional maturity to take part at this level – **however, the minimum age guidance provided below must be adhered to.**

Boys and girls who are **area squad players** are able to play open age group cricket if they were at least **11 years old on 1st September of the year preceding the season.**

Players who are **NOT in an area squad** must be a **minimum of 12 years old on 1st September of the preceding year** before being able to play in any open age group cricket.

n.b. written parental consent is required for these players.

- Juniors should be involved in all aspects of the game wherever possible i.e. socialising, team talks, practice, decision making and so on, so that they feel part of the team
- Remember, children's early experiences will remain with them always and will often determine whether they want to remain playing the game or give up and do something else.
- Provide an opportunity for players to show their talents in an appropriate way. Children who are just used as fielders will not fully experience the game.
- Be supportive, at all times, for all forms of effort even when children are not successful. Try and put them in situations where they will experience some success (however small) and ensure plenty of praise and encouragement.

See www.ecb.co.uk for the full guidance on Junior Players in open age group cricket. See next page for bowling and fielding restrictions.

RESTRICTIONS ON JUNIOR PLAYERS

PROTECTION

- Helmets with a faceguard or grille **MUST** be worn when batting against a hard cricket ball in all matches and practice sessions.
- Young players should regard a helmet with a faceguard as a normal item of protective equipment when batting, together with pads, gloves and, for boys, an abdominal protector (box).
- Young wicket keepers must wear a helmet with a faceguard, or a wicketkeeper face protector when standing up to the stumps.

FIELDING

- No young player in the U15 age group, or younger, shall be allowed to field closer than 8 yards from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.
- For players in the U13 age group and below the distance is 11 yards (minimum distances apply even if the player is wearing a helmet)
- Should a young player in these age groups come within the restricted distance the umpire **MUST** stop the game immediately and instruct the fielder to move back
- In addition, any young player in the U16 to U18 age groups who has not reached the age of 18, must wear a helmet and, for boys, an abdominal protector when fielding within 6 yards of the bat, except behind the wicket on the off side (players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk).

FAST BOWLING

- To ensure that young fast bowlers do not place undue stress on their bodies, every attempt must be made to keep the amount of bowling within reasonable limits, as follows (*for the purpose of these directives a fast bowler is defined as a bowler to whom a wicket keeper in the same age group would, in normal circumstances, stand back to take the ball*).

Age *	Maximum per spell	Maximum per day
Up to 13	4 overs	8 overs
U14, U15	5 overs	10 overs
U16, U17	6 overs	18 overs
U18, U19	7 overs	21 overs

* Age as at 1st September 2022

Captains must inform their opposite number and the umpires of the ages of all Junior players in their team before the toss is made.

Visit

www.noscalive.com

for all the latest information including fixtures, league tables, cup draws & venues, stats, etc..

VIDEO MATCHES TABLES STATISTICS

MATCHES

2023 The Highland Club NoSCA Senior League

Select club... Round 1

Round 1

10 (40) 12:00 BST 29 Apr 2023 UPCOMING

Grant Park Forres St Lawrence vs Nairn County

10 (40) 12:00 BST 29 Apr 2023 UPCOMING

The Northern Meeting Park Northern Counties vs Elgin

10 (40) 12:00 BST 29 Apr 2023 UPCOMING

Castle Leod Ross County vs Fort Augustus

Copies of the NoSCA documents such as the constitution, grant application forms, player registrations, etc. can be obtained from:

www.nosca.net/downloads.asp

NoSCA Development League Guidance

Season 2023

The NoSCA development League is the preferred pathway for young and inexperienced cricketers to play hard ball cricket in a competitive fixture, and as a result there can be a difference in experience and abilities on match day.

This guidance should be referenced by all captains to ensure that the Development League is a safe and fun experience for all players.

Pre-match

- It is recommended that young players are selected for Development League matches, preferably within a group of their peers. They should be made to feel comfortable and involved.
- Both captains should enquire to the make up of opposing teams at the toss, with particular attention paid to junior or inexperienced players, so everyone is aware who is participating.
- The captains should discuss the batting line up and be made aware of juniors or inexperienced players batting up the order. You cannot assume the most experience batters will open the batting.
- The bowling attack should be tailored to suit the batters, if a mismatch is apparent a change should be made immediately.
- Young or inexperienced fielders should not be placed in positions where they are at risk or uncomfortable.

During the match

- ECB regulations on participation of juniors should be followed.
- All players must be respectful and courteous on and off the field. Celebrations for taking wickets or scoring boundaries must be considerate and may not be appropriate in all circumstances.

- There should be no foul language on or off the field to ensure a friendly and enjoyable environment for young players. This goes for off field supporters too.
- Please be considerate of young and inexperienced players.
- Captains may consider prolonging a match if the contest is clearly over.
- Make sure everyone is involved.
- Respectfully offer advice to young and inexperienced players if you see fit. Examples may be showing someone how to take guard or how to walk in with the bowler.

After the match

- Be respectful, humble in victory and gracious in defeat. Aim to set an example to younger players.
- Be mindful that alcohol is prohibited for juniors and those of specific beliefs.
- Encourage those that need it.
- Make sure that everyone has means of getting home safely, in particular juniors.

Playing Conditions - Senior Competitions 2023

GENERAL (Clauses 1 - 28)

- 1) All games will be played using a standard ball as decided at the AGM.
- 2) Matches will be played on the date and at the venue published in the NoSCA handbook unless agreed in writing with the Match Secretary at least 24 hours before the scheduled date. In the event of any dispute the matter will be referred to the Executive whose decision will be final. Notwithstanding the above, teams can agree (by reason of the weather only and provided they have not already played each other) to 'reverse' the date and venue of their published fixtures. In so doing, each team must confirm their agreement by sending separate e-mail notices to the Match Secretary by 10.00am on the date of the fixture. Any Appointed Umpire for that match can choose not to stand.
- 3) The Cricket Scotland Match Officials Association (CSMOA) will appoint qualified / experienced umpires to NoSCA games wherever possible (Appointed Umpires). In the absence of any Appointed Umpires, each team may appoint one independent umpire for the duration of the game, and, with the approval of the opposition captain, a team may appoint a second independent umpire if available (Independent Umpires). If no Appointed or Independent umpires are available, then the captain of the batting side will ensure that suitably experienced players stand as required (Playing Umpires).
 - 3.1) When umpires are appointed to senior league, senior cup, or senior T20 matches by NoSCA via the recognised umpire's association (currently CSMOA) each umpire is to be paid a fee by the teams participating in the match. The fee is to be paid to each appointed umpire, in cash, no later than tea on the match day. Both the home and away teams are responsible for the fee to be paid in full. The fee is applicable in all circumstances, including weather delayed, shortened, unfinished and abandoned matches. If the match does not start, and no play has taken place, the fee is not applicable. Failure to pay the fee on the match day may result

in disciplinary action taken against the non-fee-paying club and will result in withdrawal of appointed umpires for that given team. The fee for the 2023 season is 40p per over (ie £32 for a league game, £24 for a cup game, £16 for a T20 game).

- 4) The toss will take place no later than 15 minutes before the scheduled start time. In the event of a team captain not being available at that time, another member of the team should attend the toss. In the absence of any member of a team being available or willing to attend the toss, the team present may claim the toss.
- 5) In all competitions current ECB directives and guidance relating to young players MUST be adhered to (*e.g., fast bowling directive, guidance on the wearing of helmets and minimum ages for young players in adult cricket*).
- 6) On any occasion when the Home Ground Authority considers that weather conditions have made their ground unfit for play it must advise the Away Club (by **10.00 am** at the latest - preferably earlier depending on travelling distances and/or scheduled start time). The Away Club then has the option of agreeing to the cancellation of the fixture or of travelling. If it decides to travel, both teams and any Appointed Umpires must appear at the ground (n.b. in the absence of Appointed Umpires, an impartial third party may be consulted to help adjudicate on fitness for play). In no event may the Home Club cancel a fixture without the agreement of the Away Club.
- 7) In the event of a delayed start due to weather, the Appointed Umpire (s) (if any) in conjunction with both team captains should agree to a reduced overs game as per Appendix 1 of these Playing Conditions.
- 8) In all competitions the MCC 2017 (3rd Edition 2022) Laws of Cricket will apply unless otherwise noted.
- 9) In all competitions after a game has started no further reduction in overs is permitted.
- 10) In all competitions a written team sheet must be exchanged with the Umpires before the toss is made (in the absence of at least one Appointed Umpire team sheets will be exchanged between the team captains). Failure to submit a team sheet will be reported to the

NoSCA Secretary for possible sanctions by the Disciplinary Committee. A copy of the team sheet must be left with the home team for ease of data entry into the cricketstats system.

- 11) In all League and Cup matches a minimum of 15 overs per hour MUST be maintained. Appointed Umpires are required to report any failure to maintain this rate to the NoSCA Secretary for possible sanctions by the Disciplinary Committee.

EXEMPTION TO LAWS

- 12) In the absence of at least one Appointed Umpire, 'Penalty Time' will be calculated in terms of elapsed overs NOT time (e.g., a player absent for one complete over (or part thereof) must wait for one over after they have returned to the field before they can bowl).
- 13) In the absence of at least one Appointed Umpire, the awarding of Penalty Runs under Laws 41 and 42 is NOT available. Similarly, the sanction of suspending players for Level 3 and Level 4 offences under Law 42 are NOT available. However, all instances of such events MUST be reported to the NoSCA Secretary for possible sanctions by the Disciplinary Committee.
- 14) In ALL NoSCA senior games (League, Cup and T20) a no ball will be penalised with the award of 1 run to the batting side with the following ball being deemed a 'FREE HIT'. (n.b. no change to the field is allowed to a free hit unless the batsmen change ends). A batsman can only be given out 'run out' or 'obstructing the field' from a free hit.

FORFEITS

- 15) Failure to honour a fixture will automatically lead to forfeiture of the match.
- 16) With respect to a club not having a team available, a call-off must be made on or before 20.00 on the day preceding the scheduled fixture.
- 17) Failure to honour a fixture without notice will automatically be referred to the Executive for sanction.

- 18) Should a Senior Club forfeit 4 matches or more during a season, the Executive has the right to request the team withdraw from the Senior League and other Senior competitions with effect from the following season and be entered into the Development League. Should they already have a Development League side it would remain their only team.

RESULTS

- 19) The home team Captain is responsible for entering the result of each game on the CS Live scoring platform before 8pm on the day of the game (or within 15 minutes of the end of the game if later than 8pm).
- 20) Club Secretaries are responsible for completing an electronic match return within seven days of the match being completed.
- 21) Failure to enter results and/or match returns in a timely manner may result in a fine and/or a points deduction to be decided by the Executive.

WEATHER INTERRUPTIONS

- 22) For a match abandoned as a result of the weather or light before the completion of 50% of the scheduled second innings overs, the game shall be declared null and void (e.g. a 45 over game is not 'live' until the 3rd legal delivery of the 23rd over has been completed).
- 23.a) In the event of a match being abandoned as a result of the weather or light after the completion of 50% of the scheduled second innings overs, the game shall be decided by the Rain Calculator (Appendix 2 of the Playing Conditions).
- 23.b) In the event of the submitted team sheet not having 11 players, the missing player/s will automatically count as OUT at the start of the match. Example - if you submit a team sheet with only 9 players you automatically start your batting innings at 2 wickets down.

ELIGIBILITY

- 24) Only bona fide members of a Club are eligible to play in NoSCA

competitions. Players should be registered with NoSCA as per the guidelines in the NoSCA Player Registration Directive – 2022.

- 25) No player may play for more than one Club in NoSCA Senior competitions in the same season unless a written transfer request has been agreed by the Executive as per the NoSCA Player Registration Directive - 2022.
- 26) Only amateur cricketers who are normally resident within the UK are eligible to play in NoSCA competitions (i.e. no Professional or Overseas Amateur cricketers, as defined by Cricket Scotland). With the prior approval of the Executive this rule may be relaxed for amateur players who are in the UK to study or to work and where the primary purpose of their visit is not to play cricket. This decision will rest solely with the Executive.

COMPLAINTS

- 27) If a team is concerned as to the composition of the opposition team or their behaviour, they should inform the opposition that they will play on 'Under Protest' and will be forwarding a complaint to the Executive.
- 28) Complaints concerning the eligibility of a member of the opposing team, or the behaviour of the opposing team or an individual player must be made in writing to the Secretary by midnight three days after the game finishing (i.e., midnight on Tuesday for a game played on Saturday). The Disciplinary procedure as detailed in the NoSCA Constitution will then be followed.

LEAGUE FIXTURES

- 29) The normal playing day for NoSCA Senior League fixtures is Saturday.
- 30) The normal start time for League fixtures is 12 noon. This may be changed by agreement between the teams and the prior written consent of the Match Secretary and Umpire's co-ordinator at least 24 hours before the scheduled start of the match.

FORMAT

- 31) Teams are scheduled to play each other twice in the season, once at

home, and once away.

- 32) In the event of any fixture being called off, a new fixture will be scheduled by the match secretary. (Note: priority will be given to matches where both home and away fixtures are called off).
- 33) In the event that the rescheduled fixture is unplayed, it will be again rescheduled subject to a cut-off date of 30th September.
- 34) Scheduled games will be of 40 six ball overs per side (n.b. declarations are allowed but unused overs are not carried forward to the second innings).
- 35) No more than 8 overs will be bowled by any one bowler, unless a reduced overs game is played when this number will be adjusted accordingly (see Appendix 1).
- 36) A 25 metre circle will be marked with a maximum of 2 fielders allowed outside this circle in the first 8 overs, and a maximum of 5 fielders outside the circle in the remaining 32 overs (see Appendix 1 for reductions applicable to reduced overs games).

POINTS SYSTEM

- 37) The team with the higher number of runs will be the winners and will receive 20 points.
- 38) The team with the lower number of runs will receive bonus points as follows;

When batting: 1 point for reaching 75 runs plus 1 point for each subsequent 25 runs, to a maximum of 5 batting points.

When bowling: 1 point for taking the 2nd, 4th, 6th, 8th, and 10th wickets to a maximum of 5 bowling points. However, if the opposition are all out, regardless of how many wickets have actually fallen, then the bowling side will receive 5 bonus points.
- 39) In the event of both teams having the same number of runs at the end of play, the game shall be declared a tie and each team will receive 5 points in addition to any bonus points accrued.
- 40) In the event of a team forfeiting a match, the result will be a win to the side forfeited against. The side forfeiting shall gain no points and

the match will be deemed to have been played.

NO BALLS

- 41) A no ball will be penalised with the award of 1 run to the batting side with the following ball being deemed a 'free hit' (n.b. no change to the field is allowed for a free hit unless the batsmen change ends). A batsman can only be given out 'run out' or 'obstructing the field' from a free hit.

COMPLETION OF LEAGUE MATCHES

- 42) The league competition is decided when all league matches have been played, or on the 1st of October whichever is earlier.
- 43) Matches lost to weather must be replayed, in their original order, on the first available Saturday where no other official NoSCA fixture is scheduled for the teams involved. (For example, matches lost in May should be played before matches lost in June). If both clubs agree, then the match can be played on the first available Sunday. If the home team's ground is unavailable on the first available Saturday, then they are required to find another ground in order to fulfil the replayed match, or failing that, cede home advantage. In the event of a dispute the matter can be referred to the NoSCA executive for a ruling, and whose decision will be final.

LEAGUE WINNERS

- 44) The method of determining league positions shall be based on points obtained expressed as a percentage - calculated by dividing the total number of points gained by the total number of points available in games not deemed null and void.
- 45) To qualify as league winners a team must have played at least 60 % of the scheduled fixtures.
- 46) If two teams finish with the same percentage, the final position will be determined by;
- 1 - the most wins, or if still equal
 - 2 - the most away wins, or if still equal
 - 3 - the highest run rate throughout the season calculated by

dividing runs scored by wickets lost (where a team has scratched a match 10 wickets should be added to their total of wickets lost).

- 47) In the event of a team withdrawing/being banned after the start of any season all their previous matches will be declared null and void.

SENIOR KNOCKOUT CUP

- 48) Playing days for the Senior Knockout Cup (the 'Cup') will be decided by the Match Secretary.
- 49) The normal start time for Cup fixtures is 12 noon. This may be changed by agreement between the teams and the prior written consent of the Match Secretary and Umpire's coordinator at least 24 hours before the scheduled start of the match.

FORMAT

- 50) The Cup will be played by all Senior Clubs in a straight knock-out format. The draw will be made in full by the Executive at the start of the season.
- 51) Scheduled games will be of 30 six ball overs per side.
- 52) No more than 6 overs will be bowled by any one bowler unless a reduced overs game is played when this number will be adjusted accordingly (see Appendix 1).
- 53) Failure to fulfil a fixture will result in a loss, and progression to the opposing team in each round.
- 54) Uncompleted games are to be played at the same venue at a date to be decided by the Match Secretary.
- 55) A 25 metre circle will be marked with a maximum of 2 fielders allowed outside this circle in the first 7 overs, and a maximum of 5 fielders outside the circle in the remaining 23 overs (see Appendix 1 for reductions applicable to reduced overs games).

WIDES AND NO BALLS

- 56) A delivery which passes behind the legs of a Batter standing in their normal position will be called a 'Wide Ball' with a one run penalty and an extra ball to be bowled (n.b. a Batter cannot 'make' a wide

delivery by moving to the off-side after a ball has been delivered).

- 57) A no ball will be penalised with the award of 1 run to the batting side with the following ball being deemed a 'free hit'. (n.b. no change to the field is allowed for a free hit unless the batsmen change ends). A batsman can only be given out 'run out' or 'obstructing the field' from a free hit.

WINNERS

- 58) The winner will be the team who scores the most runs. In the event of the scores being level at the end of the match, irrespective of how many wickets have fallen the winners will be decided by a 'super over' of six balls to be conducted as per Appendix 3 of these Playing Conditions.

SENIOR T20 COMPETITION

- 59) The T20 competition will be played by all Senior teams in groups of 3 or 4 to be decided by the Executive. Group winners will qualify for the finals.
- 60) T20 days will normally consist of 3 games starting at 10:30, 1:30 and 4:30 respectively. The two nearest teams should play in the first game, with the loser 'staying-on' for the second game in a 3-team contest.
- 61) Scheduled games will be of 20 six-ball overs per side.
- 62) No more than 4 overs will be bowled by any one bowler unless a reduced overs game is played when this number will be adjusted accordingly (see Appendix 1).
- 63) A 25-metre circle will be marked with a maximum of 2 fielders allowed outside this circle in the first 6 overs, and a maximum of 5 fielders outside the circle in the remaining 14 overs (see Appendix 1 for reductions applicable to reduced overs games).

WIDES & NO BALLS

- 64) A delivery which passes behind the legs of a Batter standing in their normal position will be called a 'Wide Ball' with a one run penalty and an extra ball to be bowled (n.b. a Batter cannot 'make' a wide

delivery by moving to the offside after a ball has been delivered).

- 65) A no ball will be penalised with the award of 1 run to the batting side with the following ball being deemed a 'free hit'. (n.b. no change to the field is allowed for a free hit unless the batsmen change ends or the no ball was called due to contravention of Clause 63 above). A batsman can only be given out 'run out' or 'obstructing the field' from a free hit.

WINNERS

- 66) The winner will be the team who scores the most runs. In the event of the scores being level at the end of the match, irrespective of how many wickets have fallen the winners will be decided by a 'super over' of six balls to be conducted as per Appendix 3 of these Playing Conditions.

- 67) For a 3 team T20 day the winners will be decided by;

- 1 - the team who wins most matches, or if still equal
- 2 - the team with the highest run-rate (runs scored (excluding super overs) / overs faced (1)), or if still equal
- 3 - the teams who took most wickets (excluding super overs), or if still equal
- 4- by a bowl out between the 3 teams, conducted as per Appendix 4 of these Playing Conditions

(1) A team 'All Out' is deemed to have faced its full quota of overs

TIMINGS AND PENALTIES

- 68) At the fall of a wicket the incoming batsmen has 90 seconds to make their way to the wicket and be ready for the next delivery. Failure to be ready will result in the batsman being 'Timed Out' on appeal.
- 69) There will be an allotted time of 75 minutes set aside for each innings of 20 overs (n.b. umpires will pay specific attention to time wasting).
- 70) If an over is started within the 75 minutes it will be completed without penalty.
- 71) The innings length will be adjusted for reduced overs games as per the details in Appendix 1.

- 72) A penalty of 10 runs per over will be awarded for any overs not bowled within the allotted time.

WEATHER DISRUPTIONS

- 73) If, in the opinion of the umpire(s) (in consultation with the team captains) the prevailing weather is likely to result in an unfinished game, they may decide to start a reduced overs game before the times outlined in Appendix 1. If no appointed umpire(s) are available, then the team captains may decide on this course of action if they both agree. If no appointed umpire(s) are available and agreement cannot be reached, then match timings as per Appendix 1 will prevail.
- 74) A game which has not started 2 hours after the scheduled start time OR which remains unfinished and play is not in progress 2½ hours after the scheduled start time, shall be declared void and replayed at a date and venue to be decided by the Match Secretary, UNLESS:-
- 75) In a 20 over game, 10 or more of the 2nd innings overs have been completed, in which case the result will be determined by the NoSCA Rain Calculator (Appendix 2) using the 'Cup' option. For the avoidance of doubt, T20 games reduced to less than 20 overs from the start may not use the Rain Calculator to determine the result.

Playing Conditions - Development Competitions 2023

GENERAL

'General' clauses are identical to 1 - 11 of the Senior Playing Conditions (SPC).

EXEMPTION TO LAWS

'Exemption to Laws' clauses are identical to 12 – 14 of the SPC **with the addition of:**

- 14.b) In all Development competitions, a delivery by a Junior Player (as defined in Clause 27.g below) will be allowed two bounces before it reaches the Batter's popping crease before a No Ball is called under Law 21.7 (i.e., the Law previous to 2017 edition).

FORFEITS

'Forfeits' clauses are identical to 15 – 18 of the SPC.

RESULTS

'Results' clauses are identical to 19 – 21 of the SPC.

WEATHER INTERRUPTIONS

'Weather Interruptions' clauses are identical to 22 – 23 of the SPC.

ELIGIBILITY

'Eligibility' clauses are identical to 24 - 26 of the SPC **with the addition of:**

- 25.a) Notwithstanding clause 25, members of an Affiliated Member club may apply to the NoSCA Committee to join and play for a full member club in other NoSCA competitions (n.b. under this Clause a player may NOT represent two different clubs in the same NoSCA competition in the same season).

LIMITED PARTICIPATION

25.b) Limited participation has been removed.

COMPLAINTS

‘Complaints’ clauses are identical to 27 – 28 of the SPC.

LEAGUE FIXTURES

29) The normal playing day for NoSCA Development League fixtures is Sunday.

30) The normal start time for League fixtures is 12 noon. This may be changed by agreement between the teams and the prior written consent of the Match Secretary and Umpire’s co-ordinator at least 24 hours before the scheduled start of the match.

FORMAT

31) Teams are scheduled to play each other once per season.

32) Not applicable.

33) In the event that a fixture is un-played due to weather it will be rescheduled by the match secretary, subject to a cut-off date of 30th September.

34) Scheduled games will be of 40 six ball overs per side (see Appendix 1 for reduced overs following a late start). Declarations are allowed but any unused overs are not carried forward.

35) No more than 8 overs will be bowled by any one bowler, unless a reduced overs game is played when this number will be adjusted accordingly (see Appendix 1).

36) A no ball will be penalised with the award of 1 run to the batting side with the following ball being deemed a ‘free hit’. (n.b. no change to the field is allowed for a free hit unless the batsmen change ends). A batsman can only be given out ‘run out’ or ‘obstructing the field’ from a free hit.

POINTS SYSTEM

37) The team with the higher number of runs will be the winners and will receive 20 points.

- 38) The team with the lower number of runs will receive bonus points as follows;

When batting: 1 point for reaching 50 runs plus 1 point for each subsequent 25 runs, to a maximum of 5 batting points.

When bowling: 1 point for taking the 2nd, 4th, 6th, 8th, and 10th wickets to a maximum of 5 bowling points. However, if the opposition are all out, regardless of how many wickets have actually fallen, then the bowling side will receive 5 bonus points.

- 39) In the event of both teams having the same number of runs at the end of play, the game shall be declared a tie and each team will receive 5 points in addition to any bonus points accrued.
- 40) In the event of a team forfeiting a match, the result will be a win to the side forfeited against. The side forfeiting shall gain no points and the match will be deemed to have been played.

LEAGUE WINNERS

'League Winners' clauses are identical to 44 - 47 of the SPC.

DEVELOPMENT CUP

- 45) The normal playing day for NoSCA Development Cup fixtures is Sunday.
- 46) The normal start time for Cup fixtures is 12 noon. This may be changed by agreement between the teams and the prior written consent of the Match Secretary and Umpire's coordinator at least 24 hours before the scheduled start of the match.

GENERAL GAME FORMAT

- 47) Scheduled games will be of 30 six ball overs per side (see Appendix 1 for reduced overs following a late start).
- 48) No more than SIX overs will be bowled by any one bowler (i.e., a minimum of five bowlers per innings) unless a reduced overs game is played, when this number will be adjusted accordingly (see Appendix 1).
- 49) Batters will retire on reaching (or passing) 35 runs. Their final score will count but they will NOT be allowed to return to bat. Juniors

(those below the age of 16 on September 1st of the preceding year) are exempt from these restrictions, and do not have to retire.

- 50) Failure to fulfil a fixture will result in a loss.
- 51) Uncompleted games are to be played at the same venue at a date to be decided by the Match Secretary.

WIDES AND NO BALLS

- 52) A delivery which passes behind the legs of a Batter standing in their normal position will be called a 'Wide Ball' with a one run penalty and an extra ball to be bowled (n.b. a Batter cannot 'make' a wide delivery by moving to the off-side after the ball has been delivered).
- 53) A no ball will be penalised with the award of 1 run to the batting side with the following ball being deemed a 'free hit'. (n.b. no change to the field is allowed for a free hit unless the batsmen change ends). A batsman can only be given out 'run out' or 'obstructing the field' from a free hit.

WINNERS

- 54) The winner will be the team who scores the most runs. In the event of the scores being level at the end of the match, irrespective of how many wickets have fallen the winners will be decided by a 'super over' of six balls to be conducted as per Appendix 3 of these Playing Conditions.

KNOCKOUT GAMES

- 55) In 2023 the Cup will be played as regional mini leagues followed by a straight knock-out format. The draw will be made in full by the Executive at the start of the season.
- 56) Games lost to weather will be rescheduled by the Development Match Secretary.
- 57) The winners of each semi-final will progress to the final, which will be played on a neutral ground with appointed umpires if possible.

DEVELOPMENT T20 COMPETITON

Development T20 playing conditions are identical to 59 - 75 of the Senior Playing Conditions.

OFFICIAL AMENDMENTS TO MCC LAWS OF CRICKET (2017 CODE – 3RD EDITION 2022)

Law 38.3 - non-striker leaving their ground early

Following the ‘Adam Zampa incident’ in a Big Bash League game in Australia, the MCC decided to further clarify the interpretation of when a bowler would ‘*normally have been expected to release the ball*’ with **Law 38.3.1 altered** and **two further sub-clauses**, Law 38.3.1.1 and Law 38.3.1.2.

38.3.1 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 if they are out of their ground. In these circumstances the non-striker will be out Run Out if they are out of their ground when their wicket is put down by the bowler throwing the ball at the stumps or by the bowler’s hand holding the ball, whether or not the ball is subsequently delivered.

38.3.1.1 The instant when the bowler would normally have been expected to release the ball is defined as **the moment the bowler’s arm reaches the highest point of their normal bowling action in the delivery swing.**

38.3.1.2 Even if the non-striker had left their ground before the instant at which the bowler would normally have been expected to release the ball, **once the bowler has reached that point, it is no longer possible for the bowler to run out the non-striker under this Law.**

Effective immediately – 19th January 2023

OFFICIAL AMENDMENTS TO MCC LAWS OF CRICKET

(2017 CODE – 3RD EDITION 2022)

Law 18 – Batters returning when Caught

First trialled by the ECB in The Hundred at the suggestion of MCC, Law 18.11 has now been changed so that, when a batter is out Caught, the new batter shall come in at the end the striker was at, i.e. to face the next ball (unless it is the end of an over).

Law 20.4.2.12 – Dead ball

The new edition sees several changes to the Dead ball Law, the most significant of which is the calling of Dead ball if either side is disadvantaged by a person, animal or other object within the field of play.

From a pitch invader to a dog running onto the field, sometimes there is outside interference – if this is the case, and it has a material impact on the game, the umpires will call and signal Dead ball.

Law 22.1 – Judging a Wide

In the modern game, batters are, more than ever, moving laterally around the crease before the ball is bowled.

It was felt unfair that a delivery might be called 'Wide' if it passes where the batter had stood as the bowler entered his/her delivery stride. Therefore, Law 22.1 has been amended so that a Wide will apply to where the batter is standing, where the striker has stood at any point since the bowler began their run up, and which would also have passed wide of the striker in a normal batting position.

OFFICIAL AMENDMENTS TO MCC LAWS OF CRICKET **(2017 CODE – 3RD EDITION 2022)**

Law 25.8 - striker's right to play the ball

If the ball should land away from the pitch, the new Law 25.8 allows the striker to play the ball so long as some part of their bat or person remains within the pitch. Should they venture beyond that, the umpire will call and signal Dead ball. As recompense to the batter, any ball which would force them to leave the pitch will also be called No ball.

Laws 27.4 & 28.6 - Unfair movement by the fielding side

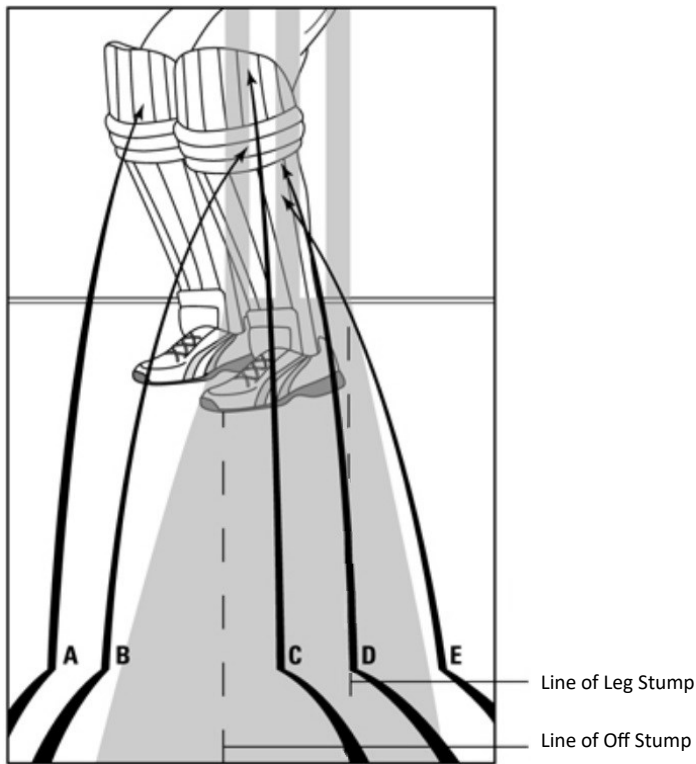
Until now, any member of the fielding side who moved unfairly, was punished only with a 'Dead ball' – potentially cancelling a perfectly good shot by the batter. Given the action is both unfair and deliberate, it will now see the batting side awarded 5 Penalty runs.

Law 41.3 - No saliva

When cricket resumed following the onset of Covid-19, playing conditions were written in most forms of the game stating that applying saliva to the ball was no longer permitted. MCC's research found that this had little or no impact on the amount of swing the bowlers were getting. Players were using sweat to polish the ball, and this was equally effective.

The new Laws will not permit the use of saliva on the ball, which also removes any grey areas of fielders eating sugary sweets to alter their saliva to apply to the ball. Using saliva will be treated the same way as any other unfair methods of changing the condition of the ball.

A SIMPLE EXPLANATION OF LBW (LAW 36)



- A - **Not Out.** The ball wouldn't have hit the stumps - end of story!
- B - **Out** (unless the impact with the pad is outside the line of off stump and the batsman is playing a shot).
- C - **Out.** So long as the umpire feels the ball would have hit the stumps and not missed the top.
- D - **Out.** The ball pitched on the line of leg stump and would have gone on to hit the stumps.
- E - **Not Out.** The ball pitched outside the line of leg stump.

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Skye & Lochalsh CC



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Key to Cricket availability at Clubs



Compete in Senior competitions (Saturdays)



Compete in Development competitions (Sundays)



Offer Junior cricket coaching (typically 5 - 16 years)

Data Protection Statement

NoSCA does not collect or store personal details of players or officials. Personal data is collected in order to publish contact details of member clubs to enable the smooth running of cricket competitions. This is done with the written consent of the individuals involved.



THE
GORDON & ENA BAXTER
FOUNDATION

MAKING A DIFFERENCE

The Gordon and Ena Baxter Foundation supports good causes across Moray, the Highlands, and the Islands. Our entrepreneurial founders, Gordon and Ena Baxter, built a global food businesses. They established The Foundation to help 'spread a little fertiliser' in their local community. Today, we help a variety of groups who are making a difference in their local communities.

If you are making a difference and would like to discuss whether your organisation is eligible for funding, please visit gordonandenabaxterfoundation.com