

NoSCA Playing Conditions Appendix 1 : Delayed Starts due to Weather

45 over League Games

Scheduled Start	13:00	Reduced Overs	Max Overs per Bowler
Actual Start Time	13:40	40	8
	14:20	35	7
	15:00	30	6
	15:40	25	5
	16:20	20	4
Scheduled Finish	19:30		

30 minutes allowed between innings for tea

A 40 minute delay (or part thereof) after the scheduled start time results in the loss of 5 overs per side to a minimum 20 over game.

Example: the start of the game is delayed by 1 hour. This results in a 35 over per side game with bowlers allowed a maximum of 7 overs each.

40 over League Games

Scheduled Start	13:00	Reduced Overs	Max Overs per Bowler
Actual Start Time	< 13:40	40	8
	14:20	35	7
	15:00	30	6
	15:40	25	5
	16:20	20	4
Scheduled Finish	19:30		

30 minutes allowed between innings for tea

A delay of up to 40 minutes results in no loss of overs. Thereafter each 40 minute delay (or part thereof) results in the loss of 5 overs per side to a minimum 20 over game.

Example: the start of the game is delayed until 15:45. This results in a 20 over per side game with bowlers allowed a maximum of 4 overs each.

30 over Cup Games

Scheduled Start	13:00	Reduced Overs	Senior Cup Max Overs per Bowler	Reserve Cup Overs (to ensure 6 bowlers per innings)
Actual Start Time	< 14:00	30	6	6 bowlers x 5 overs
	14:40	25	5	1 bowler x 5 overs
	15:20	20	4	2 bowlers x 4 overs
	16:00	15	3	3 bowlers x 3 overs
	16:40	10	2	4 bowlers x 2 overs
Scheduled Finish	18:30			

30 minutes allowed between innings for tea

A delay of up to 1 hour results in no loss of overs. Thereafter each 40 minute delay (or part thereof) results in the loss of 5 overs per side to a minimum 10 over game.

Example 1: the start of a Senior Cup game is delayed until 14:30. This results in a 25 over per side game with bowlers allowed a maximum of 5 overs each.

Example 2: the start of a Reserve Cup game is delayed until 4pm. This results in a 20 over game with 2 bowlers allowed the maximum of 4 overs (with 4 allowed 3)

20 over Games

Scheduled Start	10:30	13:30	16:30	Reduced Overs	Initial Powerplay Overs	Innings Duration (mins)	No of Bowlers allowed (x) the maximum number of overs
Actual Start time	10:45	13:45	16:45	20	6	75	5 x 4 overs
	11:00	14:00	17:00	18	5	68	3 x 4 overs
	11:15	14:15	17:15	16	5	60	1 x 4 overs
	11:30	14:30	17:30	14	4	52	4 x 3 overs
	11:45	14:45	17:45	12	4	45	2 x 3 overs
	12:00	15:00	18:00	10	3	38	5 x 2 overs
	12:15	15:15	18:15	8	2	30	3 x 2 overs
	12:30	15:30	18:30	6	2	23	1 x 2 overs
Scheduled Finish	13:30	16:30	19:30				

10 minutes allowed between innings.

A least 5 bowlers must be used in each completed innings.

A 15 minute delay results in no loss of overs. Thereafter each 15 minute delay (or part thereof) results in the loss of 2 overs per side to a minimum 6 over game.

Example 1: the first game of the day is delayed by 2 hours. This results in a 6 over game starting at 12:30 with two fielders allowed outside the fielding circle in the first 2 overs. The bowling side must start their last over within 23 minutes of the start and one bowler is allowed 2 overs (others being limited to 1 each).

Example 2: the start of the last game is delayed until 17:30. A 14 over per side game results with a 4 over 'Powerplay'. The bowling side must start their last over within 52 minutes of the start and four bowlers can bowl a maximum of 3 overs each with a fifth allowed 2 overs (thus ensuring at least 5 bowlers are used in the innings).

NoSCA Playing Conditions - Appendix 2: Using the Rain Calculator

- 1) The Rain Calculator can be found on the NoSCA website (www.nosca.net) under the **FIXTURES & RESULTS** menu.
- 2) The Rain Calculator is **ONLY** relevant for those games which are abandoned **AFTER** 50% or more of the second innings overs have been bowled. In these cases, the result predicted by the calculator will be used for the purposes of deciding League, Cup and T20 matches.
- 3) An example of the calculator is shown below :-

The screenshot shows the NOSCA Rain Calculator interface. It features a central form with the following fields and callouts:

- 1st innings score**: Points to the 'TEAM A SCORED' field (187).
- 1st innings wickets**: Points to the 'FOR' field (8).
- 2nd innings score**: Points to the 'TEAM B SCORED' field (110).
- 2nd innings wickets**: Points to the 'FOR' field (6).
- 2nd innings overs bowled before match was abandoned**: Points to the 'OVERS FACED' field (32.1).
- Maximum number of overs available in the INNINGS (not the match)**: Points to the 'MAXIMUM' field (45).

The calculator also includes radio buttons for 'SENIOR LEAGUE' (selected), 'RESERVE LEAGUE', and 'CUP'. A large yellow 'CALCULATE' button is positioned below the input fields. The result section at the bottom displays:

RESULT : TEAM A WINS BY 26 RUNS
 PREDICTED SCORE : 161 all out
 TEAM A POINTS : 20
 TEAM B POINTS : 8 : for 161 runs [4] & 8 wkts [4]

www.cricketstats.org.uk

In this example of a Senior League game, Team A batted first and scored 187 for 8 in their 45 overs. In reply, the game was halted after the first ball of the 33rd over with Team B on 110 for 6. The predicted final score is 161 all out, which would be the score input for the purposes of the league tables. The points allocation for the game would be 20 points to Team A and 8 points to Team B

- 4) To use the calculator you need to input the following information :
 - **TEAM A SCORED** = number of runs scored by side batting first
 - **FOR** = number of wickets lost by side batting first
 - **TEAM B SCORED** = number of runs scored by side batting second
 - **FOR** = number of wickets lost by side batting second
 - **OVERS FACED** = actual number of overs faced by side batting second (part overs are input as .1 for one ball, .2 for two balls, etc.) before the game was abandoned.
 - **MAXIMUM** = the number of overs available to each side at the start of the game – for example 45 for a Senior League game which started on time. For clarification, if a team is bowled out in the first innings the number in this box is NOT the overs they actually faced but the overs that they had available at the start of the innings.
- 5) Finally, before selecting **CALCULATE** you need to select the type of game played (for T20 matches use the CUP option) to ensure correct bonus points for league games.
- 6) If you are in any doubt about using the Rain Calculator for a specific match please forward the relevant scores, wickets and number of overs to the relevant Match Secretary.

NoSCA Playing Conditions - Appendix 3: Super Overs

A **Super Over** is a means of deciding the winner of a Cup or T20 match when the scores are tied at the end of the scheduled overs. The following conditions will apply.

- 1) There will be just three batsmen and one bowler for each team (although there will be eleven fielders).
- 2) The umpires will select which end to bowl and both teams will bowl from the same end.
- 3) Each team will use the same (or nearest equivalent) ball as used at the end of their bowling innings in normal play.
- 4) Fielding restrictions (if any) are the same as last over of match in normal play.
- 5) The team batting second in normal play bats first in the Super Over.
- 6) The loss of two wickets ends the Super Over innings for a team.
- 7) The team scoring most runs in the Super Over is the winner.
- 8) If the Super Over scores are tied, the team with the most sixes in the regular match and Super Over is the winner.
- 9) If this number is the same, the team with most boundaries in the regular match and Super Over is the winner
- 10) If this number is the same, then the winner will be the team with the highest score at the end of the penultimate over of the regular match, and if the same counting back until a winner is found (*i.e. for a normal T20 match where the Super Over is tied, the winner is the team with the highest total at the end of the 19th over, and if tied at the end of the 18th over, and if tied at the end of the 17th over*)

NoSCA Playing Conditions - Appendix 4: Bowl Outs

In the very unlikely event that a winner of a three team T20 group cannot be found by the conditions outlined in Clause 56 of the Playing Conditions, the three teams will take part in a bowl out to be conducted as follows.

- 1) Each team Captain will advise the umpires and his fellow captains of the 5 bowlers to take part in the bowl out.
- 2) Bowlers will bowl from one end (to be decided by the umpires or captains) to a set of three stumps with bails.
- 3) Any delivery which is deemed by an umpire to be unfair under the MCC Laws of Cricket will be called 'no ball' and thus cannot count as a successful 'hit', but will count as the attempt by the bowler.
- 4) Each team may use their own player to keep wicket and collect the ball, but they must stand at least 2m back from the stumps.
- 5) There must be an umpire at the bowler's end and, if available, an umpire should also stand at the striker's end to help reset the wicket after a successful 'hit'.
- 6) Players from each team will bowl alternately, the starting team to be decided by the toss of a coin.
- 7) The teams will take it in turns until all five players from each team have bowled (unless there is a winner sooner).
- 8) The winners will be the team which hits the stumps most times in their five attempts.
- 9) In the event of a tie after five deliveries, the tied teams will continue in turn until there is a winner under 'sudden death'.
- 10) In the event of a T20 day being washed-out, the team captains and umpires have the option of agreeing to a bowl-out to determine a winner, should the ground conditions be deemed safe to do so.

NoSCA Playing Conditions - Appendix 5: Limited Participation List

The following players are Limited in their participation in all Reserve Competition matches as per Clauses 25 – 27 of the Reserve League playing conditions.

1. Any player who played 2 or more games in the following leagues in 2017
 - CSL Eastern Premiership
 - East of Scotland CA - Championship
 - Western District CU - Premier & First Divisions
 - SPCU - North East Championship
 - Aberdeenshire Cricket Association - Grade 1
2. The following Players, by dint of their performances in the NoSCA Senior League in 2017.

Jonathon	Corsie	Buckie	346	
Arnav	Mehta	Buckie	224	
Daniel	Walls	Buckie	260	
Steve	Banett	Elgin	182	
Thomas	Cameron	Elgin		16
Dave	Fairgreave	Elgin	260	
Rick	Wimble	Elgin	193	
Steve	Barron	Forres St Lawrence		25
Jon	Benn	Forres St Lawrence		23
Pal	Dhami	Forres St Lawrence	776	
Gus	Farr	Forres St Lawrence	228	18
Nigel	Gerrard	Forres St Lawrence	168	
Ash	Anjum	Fort William	229	
DJ	Duncan	Fort William	234	17
Ross	Lavin	Fort William	217	
Rory	Cameron	Highland		21
Jonathan	Crabtree	Highland	178	

Rob	Nixon	Highland		26
John	Paul	Highland	170	
Euan	Smith	Highland	380	
Dave	Wolton	Highland	369	
Callum	Whyte	Huntly	255	
Stephen	Annis	Nairn County	151	
Alex	Green	Nairn County	601	
Iain	Macleod	Nairn County	170	
David	Dugdale	Northern Counties	572	
Nuwan	Eshwara	Northern Counties	325	
William	Ford	Northern Counties	244	
Mathew	Latimer	Northern Counties		17
Renato	Belli	Ross County		25
Graeme	Carney	Ross County	349	
Steve	Embleton	Ross County	208	16
Paul	Moxon	Ross County		17
Duncan	Scott	Ross County	534	