

NoSCA PLAYING CONDITIONS – RESERVE LEAGUE

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.a) In all Reserve competitions, a Junior Player (as defined in Clause 25.f below) will be given 2 warnings under Law 41.7 (Bowling of non-pitching deliveries). A third such delivery by the same bowler in the same innings will result in the captain being directed to remove the bowler from the attack (i.e. the Law previous to 2017 edition).
- 14.b) In all Reserve competitions, a delivery by a Junior Player (as defined in Clause 25.f 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) 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 (see *Player Registration Directive - 2018* for details).
- 25.a) Notwithstanding the above clause, 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) See *Appendix 5* for a list of players who are only allowed limited participation in NoSCA Reserve competition games.
- 25.c) A maximum of 3 players on the Limited Participation List (LPL) are permitted in any one team.
- 25.d) When batting, all players on the LPL must 'retire out' on reaching (or passing) 20 runs.
- 25.e) **No player on the LPL may bowl in NoSCA Reserve competition matches.**
- 25.f) Notwithstanding any of the above, players under the age of 16 on 1st September of the previous season are exempt from the LPL and may take full part in Reserve competition matches.
- 25.g) It is the responsibility of the team captain to inform his opposite number (and any appointed umpires) before the toss is made of the presence of all players in his team appearing on the LPL. **Failure to do so could result in the game being forfeited on appeal by the opposing team.**
- 25.h) Clubs may apply to the NoSCA Committee for an exemption from limited participation for a player who qualifies for the LPL but who wishes to retire from senior cricket and play in the reserves in the current season. The Committee will decide what restrictions (if any) will apply for the season.

COMPLAINTS

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

LEAGUE FIXTURES

- 29) The normal playing day for NoSCA Reserve League fixtures is Sunday.
- 30) The normal start time for League fixtures is 1:00 pm. 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 both home and away each season.
- 32) In the event of the first fixture between sides not being played due to weather, the return fixture must be played.
- 33) If the return fixture is cancelled due to weather, it must be played on the next available playing day. The exception to this is if the return match is forfeited; this is not required to be replayed.
- 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*).

POINTS SYSTEM

- 36) The team with the higher number of runs will be the winners and will receive 20 points.
- 37) 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.
- 38) 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.
- 39) 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 40 – 43 of the SPC.

RESERVE CUP

- 44) The normal playing day for NoSCA Reserve Cup fixtures is Sunday.
- 45) The normal start time for Cup fixtures is 1:00 pm. 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.

GENERAL GAME FORMAT

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

- 50) 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*).

WINNERS

- 51) 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.

GROUP STAGES

- 52) Teams will be grouped into **two 'mini leagues'** to be decided by the Reserve Match Secretary.
- 53) The team with the higher number of runs in each game will be the winners and receive 2 points, the losers will receive 0 points. In the event of both teams having the same number of runs at the end of the game, the result will be decided by means of a super-over as detailed in *Appendix 3*.
- 54) Games lost due to weather will be considered drawn with 1 point awarded to each team and the game **not** replayed.
- 55) Teams who default on a fixture will forfeit 2 points to their opponents, receive 0 points themselves and the game will not be rescheduled.
- 56) In the event of teams ending up on equal points in the league, they will be positioned by run rate determined by runs scored divided by overs received (n.b. teams which are bowled will be deemed to have used their full scheduled allocation of overs and lost 10 wickets irrespective of how many players they have).

KNOCKOUT GAMES

- 57) **The top two teams in the group stages will progress to the semi-finals with home advantage over the runners-up in the other group.**
- 58) Games lost to weather will be rescheduled by the Reserve Match Secretary.
- 59) The winners of each semi-final will progress to the final, which will be played on a neutral ground with appointed umpires if possible.

RESERVE T20

Reserve T20 playing conditions are identical to 53 – 69 of the SPC.