

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 games is delayed until 16:00. 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							
At 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 2 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).							