

NoSCA 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 12noon. 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 12noon. 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) will be 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 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

Reserve T20 playing conditions are identical to 59 – 72 of the SPC