

# **NoSCA Playing Conditions - Senior Competitions - 2025**

## NoSCA Playing Conditions - Senior Competitions

### **GENERAL**

- 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 by NoSCA 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. Both the home and away teams are responsible for the fee to be paid in full for a given match. The fees accumulated will be invoiced by CSMOA to clubs monthly. 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 fees may result in disciplinary action taken against the club in question and may result in withdrawal of appointed umpires for that given team. The fee for the 2025 season is 40p per over for 2 umpires, or 60p per over for 1 umpire. (i.e. total of £32 per club for league game with 2 umpires or £24 per club for league game with 1 umpire)
- 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) Young Player Directives

### **FAST BOWLING MATCH DIRECTIVES**

For the purposes 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        | MAXIMUM OVERS PER SPELL | MAXIMUM OVERS PER DAY |
|--------------------|-------------------------|-----------------------|
| up to 13           | 5 overs                 | 10 overs              |
| Under 14, Under 15 | 6 overs                 | 12 overs              |
| Under 16, Under 17 | 7 overs                 | 18 overs              |
| Under 18, Under 19 | 7 overs                 | 18 overs              |

Having completed a spell, the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his\* spell have been bowled from the same end. A bowler can change ends without ending his current spell provided that he bowls the next over that he legally can from the other end. If this does not happen his spell is deemed to be concluded. If play is interrupted, for any reason, for less than 40 minutes any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption have been bowled from the same end. If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.

Once a bowler covered by these Directives has bowled in a match, he cannot exceed the maximum number of overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum overs per spell if bowling spin, but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell have been bowled from the same end. If he bowls spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as he reverts to bowling fast.

Captains, Team Managers and umpires will ensure that these Directives are followed at all times.

\*Any reference to he/his should be interpreted to include she/her.

Age groups are based on the age of the player at midnight on 31<sup>st</sup> August in the year proceeding the current season.

## **SAFETY GUIDANCE ON THE WEARING OF CRICKET HELMETS & FACEGUARDS BY YOUNG PLAYERS**

It is recommended that a helmet with a faceguard is worn by young players when batting and when standing up to the stumps when keeping wicket against a hard cricket ball in matches and in practice. A young player should not be allowed to bat or to stand up to the stumps when keeping wicket without a helmet with a faceguard against a hard ball. Coaches, teachers, managers and umpires should always ensure that a young player wears a helmet.

Players should regard a helmet with a faceguard as a normal item of protective equipment when batting against a hard ball, together with pads, gloves and, for boys, an abdominal protector (box). The faceguard should be adjusted to ensure that the size of ball being used cannot pass between the peak of the helmet and the top of the faceguard.

There is a British Standard (BS7928:1998) for cricket helmets and it is in the best interests of players to ensure that their helmet and faceguard conforms to this standard. The recommendation is that this guidance is followed by all players up to the age of 18. It applies to young players in adult cricket as well as to all junior cricket played with a hard cricket ball.

Cricket Scotland is requesting that the guidance is communicated to the parents or guardians of all young players through clubs and schools.

## **FIELDING REGULATIONS**

- No young player in the Under 15 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the batters position on the popping crease on a middle stump line, except behind the wicket on the off side, until the batter has played at the ball.
- For players in the Under 13 age group and below the distance is 11 yards (10 metres).
- These 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 Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet and, for boys, an abdominal protector (box) when fielding within 8 yards (7.3 metres) from the batter's position on the popping crease on a middle stump line, 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.
- These fielding regulations are applicable to all cricket in Scotland. Age groups are based on the age of the player at midnight on 31<sup>st</sup> August in the year preceding the current season.

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 10.00am 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. 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. When umpires are appointed to senior league, senior cup, or senior T20 matches by NoSCA via the recognised umpire's association or (currently CSMOA) each umpire is to be paid a fee by the teams participating in the match. Both the home and away teams are responsible for the fee to be paid in full for a given match. The fees accumulated will be invoiced by CSMOA to clubs monthly. 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 fees may result in disciplinary action taken against the club in question and may result in withdrawal of appointed umpires for that given team. The fee for the 2024 season is 40p per over for 2 umpires, or 60p per over for 1 umpire. (I.e. total of £32 per club for league game with 2 umpires or £24 per club for league game with 1 umpire)

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. Where both captains agree in conjunction with the Appointed Umpires agree that a reduced overs match will be necessary then a shorter version can be agreed. If there is no agreement, then Appendix 1 will apply.

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 or the no ball was due to a fielding breach in which case the field may be changed to the extent of correcting the breach. ). 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 Reserve League. Should they already have a Reserve 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.

20.1) Home Team Captain is responsible for completing an electronic match return via Cricket Scotland result vault. Within seven days of the match being completed.

20.2) Away Team captains are responsible for completing the team selection within 24 hours of the match completing.

21) Failure to enter results and/or match returns in a timely manner may result in any or all of the following – Point Deduction, Captain Suspension or/and fine - This is decided by the NoSCA 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). The latest finishing time for a league match will be 7.00pm and for Cup games 5.30pm.

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 – 2024.

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 - 2024 for details.

26) Only amateur cricketers who are normally resident within the UK are eligible to play in NorCal 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 behavior, 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 behavior 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. If a club wishes to play their fixtures on Sundays instead of Saturdays then an application by 28<sup>th</sup> February before the season starts must be made to the NoSCA Executive who will consult affected clubs in determining if such an application is to be approved.

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 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 30<sup>th</sup> 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 30 yard 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.

## **WIDES**

42.1) All creases must be marked with wide lines. 17 inches inside the return creases as per the Appendix at each end of the pitch. It is recommended that these markings should be marked in dark colourings, e.g. black or blue, especially on pitches facing East/West.

42.2) Umpires will strictly apply this law to prevent consistent negative bowling wide of the wicket.

42.3) Offside wides – If the ball passes outside the offside wide line as it crosses the bowling crease, then the bowler's end umpire will call and signal 'Wide Ball'. It does not matter if the batter has moved across to cover the ball, such a delivery must be called 'wide'.

42.4) Leg Side Wides – If the ball is bowled down the legside and behind the body of the striker, and the striker makes no contact with it, then the delivery will be interpreted as negative bowling and the bowler's end umpire will call and signal 'wide'. There are two exceptions to this rule:

a) It is not a wide when the batter moves across to the off stump from their original stance and the ball just misses the leg stump. Just missing is to be interpreted as the width of a bat (approximately 4 inches or 100 millimetres).

b) It is not a leg side wide as defined above, when the batter plays, or attempts to play or aborts playing a reverse sweep or switch hit. In these circumstances, the wide lines shall apply to both the off side and the leg side.



42.5) For the sake of clarity, a ball that passes down the legside, but in between the striker and the leg stump shall not be deemed a wide for the purposes of this rule.

### **Short Pitched Bowling**

43) A bowler shall be limited to two fast short-pitched deliveries per over. A fast short-pitched delivery is defined as a ball, which passes or would have passed above shoulder height of the striker standing upright at the popping crease. The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled. In addition, a ball that passes above head height of the batter, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke, shall be called a no ball.

43.1) For the avoidance of doubt any fast short pitched delivery that is called a no ball under this playing condition shall also count as one of the allowable short pitched deliveries in that over. In the event of a bowler bowling more than two fast short-pitched deliveries in an over, the umpire at the bowler's end shall call and signal No ball on each occasion.

43.2) A differential No ball signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand. The first time a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.

43.3) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings. Should there be any further instance by the same bowler in that innings, the umpire shall: - call and signal No ball - when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling - inform the other umpire for the reason for this action. The bowler thus suspended shall not be allowed to bowl again in that innings.

43.4) If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The umpire shall report the occurrence to the batters and, as soon as practicable, to the captain of the batting side. The umpires may then report the matter to the relevant Governing Body who shall take such action as is considered appropriate against the bowler concerned.

### **COMPLETION OF LEAGUE MATCHES**

44) The league competition is decided when all league matches have been played, or on the 1st of October whichever is earlier.

45) 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**

46) 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.

47) To qualify as league winners a team must have played at least 60 % of the scheduled fixtures.

48) 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).

49) 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**

50) Playing days for the Senior Knockout Cup (the 'Cup') will be decided by the Match Secretary.

51) 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.

## **FORMAT**

52) 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.

53) Scheduled games will be of 30 six ball overs per side. Reduced games in accordance with 7 and 22 above may be played, with a corresponding reduction in overs.

54) 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).

55) Failure to fulfil a fixture will result in a loss, and progression to the opposing team in each round.

56) Uncompleted games are to be played at the same venue at a date to be decided by the Match Secretary.

57) A 30 yard 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**

58) The interpretations in 41 and 42 above apply to the Cup also.

### **WINNERS**

59) 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**

60) 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.

61) 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.

62) Scheduled games will be of 20 six-ball overs per side.

63) 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).

64) A 30 yard 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**

65) The interpretations in 41 and 42 above apply to the Cup also.

### **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 which is 'All Out' in an innings is deemed to have faced their full quota of overs

## **TIMINGS AND PENALTIES**

68) At the fall of a wicket the incoming batsman 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:-**

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.