

INTERMEDIATE AND JUNIOR SCHOOLS' CUP RULES

1. FORMAT

The competitions shall be played on a knock-out basis, the first-drawn team having choice of ground.

2. ELIGIBILITY

Players must be in the year groups specified in the current academic year and be *bona fide* pupils of the school for which they play. Girls may play for teams up to two years younger than their actual ages (i.e. a Year 11 girl may play in the Junior Cup), except where she is on an Irish Performance Pathway, in which the permitted leeway shall be one year.

No player may appear in more than two age group competitions (normally the player's own age group and the next higher level) in the same season.

3. FIXTURES

Fixtures shall be played on or before the date specified in the draw. Given the very compressed season this year, schools are **strongly** encouraged to play matches as early as possible.

4. ABANDONED MATCHES OR MATCHES NOT STARTED

If adverse weather prevents a result from being achieved at the first attempt:

- (a) the match shall be rearranged if it is possible to do so by the date specified for the completion of the round (if the visiting team travelled for the initial fixture, it shall have choice of ground for the rearranged fixture);
- (b) if a rearrangement is not possible, the result shall be determined by a bowl-out or, where the visiting team has not travelled or conditions do not permit a bowl-out, by the toss of a coin.

5. DURATION OF MATCHES

The maximum length of each innings shall be:

- Intermediate (Years 10 & 11) – 35 overs
- Junior (Years 8 & 9) – 25 overs (may be reduced to 20 overs in advance by agreement).

Where the first innings is delayed or interrupted by bad weather, the number of overs available to each side shall be reduced by one for every complete 6 minutes of playing time lost on each occasion. Where the second innings is so interrupted or delayed, the number of overs available shall be further reduced by one for every complete 3 minutes of playing time lost on each occasion and a Par Score shall be set. The Par Score shall be arrived at by dividing the number of runs scored by the team batting first by the number of overs available to it when its innings ended, and multiplying this figure by the number of overs available to the team batting second, the result being rounded down to the next whole number where it is not already a whole number. To win the match, the team batting second must exceed the Par Score.

A match in which either side does not have the opportunity to bat for 10 overs shall be deemed a 'no result' and dealt with in accordance with Rule 4.

6. BOWLING RESTRICTION

No bowler may bowl more than one fifth of the overs available at the start of the innings.

7. PITCHES AND BALLS

- Intermediate – 22 yards, 5½ oz ball
- Junior – 19.5 yards, 4¾ oz ball

8. TIED MATCHES

Where a match is tied, the result shall be determined as follows:

(a) where ground and weather conditions permit, by the playing of one or two Super Overs as follows:

- (1) The Super Over shall take place at a time to be determined by the umpires. In normal circumstances it shall start 10 minutes after the end of the main match.
- (2) The Super Over shall take place on the pitch allocated for the main match unless otherwise determined by the umpires in consultation with the ground authority.
- (3) The umpires shall stand at the same ends as at the end of the main match.
- (4) In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- (5) Only players nominated for the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reason, the relevant Laws relating to replacement players and substitutes shall apply.
- (6) Any penalty time being served in the main match shall be carried forward to the Super Over.
- (7) Each team's Super Over shall be played with the same fielding restrictions as applied to the final over of the main match.
- (8) The team batting second in the main match shall bat first in the Super Over.
- (9) The same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of the team's innings in the main match shall be used for the Super Over.
- (10) The loss of two wickets in the Super Over ends the team's one-over innings.
- (11) The team with the greater score after the Super Over shall win the match.
- (12) If both teams have the same score at the end of the Super Over, and providing the umpires are satisfied that conditions allow, then a second Super Over shall be played.
- (13) In normal circumstances the second Super Over shall start 5 minutes after the previous Super Over ends.
- (14) The team batting second in the first Super Over shall bat first in the second Super Over.
- (15) All other playing conditions shall be the same as for the first Super Over.

(b) where ground or weather conditions do not permit a Super Over, or both Super Overs are tied, on the basis of fewer wickets lost in the main match;

(c) where (b) applies and both teams have lost the same number of wickets, by the toss of a coin.

(d) if the Final is tied and a Super Over cannot be played, the teams shall share the trophy regardless of wickets lost.

9. RETURN OF RESULTS

The winning team shall notify the result to the Hon Competition Secretary and the NCU Webmaster by phone, email or text **on the day of the match**, giving summarised details including figures for any players who scored 20 or more runs or took two or more wickets and number of wickets lost and overs faced by each team.

10. DISPUTES

In the event of dispute, the Schools' Committee shall decide the outcome.