

# SENIOR SCHOOLS' CUP

## RULES

### 1. GENERAL

- (a) The competitions shall be administered by the Schools' Committee
- (b) The competitions are open to all affiliated schools.
- (c) Cup matches (including their rearrangements) shall take priority over all other fixtures.

### 2. ELIGIBILITY

Players must have been under 19 years of age on 1<sup>st</sup> July in the year before competition and be *bona fide* pupils of the school for which they play.

Each school whose 2<sup>nd</sup> XI is entered in this competition must 'star' the first 10 players normally chosen for its 1<sup>st</sup> XI, who shall not be eligible to play for the 2<sup>nd</sup> XI. The list of starred players shall be sent to the Hon Competition Secretary before the date of the First Round.

### 3. FIXTURES

- (a) The Schools' Committee shall announce the dates for every round of each competition.
- (b) Every match shall be played on or before the date published in the Fixture Book unless permission has been obtained from the Honorary Competition Secretary.
- (c) If teams cannot agree on a date and/or time for a fixture, the Honorary Competition Secretary shall set a date and/or time for the fixture, having considered representations from both schools.
- (d) Any team failing to fulfil a fixture, except for reasons beyond its control, shall be deemed to have lost the match.
- (e) The first drawn team in each match shall have choice of ground, except that the Schools' Committee shall decide the venue for the Final.

### 4. DURATION OF MATCHES

To Comply with Covid restrictions, First Round matches shall consist of 20 overs a side. Subsequent matches shall consist of 40 overs a side. By mutual agreement before play commences, matches may be reduced down to a minimum of 30 overs a side in the Quarter-Finals. The Semi-Finals and Final shall not be reduced from 40 overs a side. Where such a reduction in the number of overs is agreed, the arrangements for interruptions should also be agreed before the start of play, taking into account the intentions of Rule 9.

### 5. BOWLING RESTRICTIONS

No bowler may bowl more than one-fifth of the number of overs agreed at the start of the match. If a match is interrupted, a bowler may still bowl one-fifth of the original agreed number of overs.

For this competition only, the Fast Bowling Match Directives shall be modified as follows for players in the U16, U17, U18 and U19 age groups:

- the maximum number of overs per spell shall be 8 instead of 7; and
- the requirement for rest periods between spells shall not apply.

### 6. FIELDING RESTRICTIONS

Two semi-circles of 30 yards radius centred on each middle stump, linked by parallel lines on either side of the pitch, shall be marked on the field of play by means of painted dots at 5-yard intervals covered by white plastic or rubber (but not metal) discs measuring 7" in diameter. The discs shall not be fixed to the ground by means of a nail, pin or any other dangerous sharp object. At the

instant of delivery, a minimum of four fieldsmen (plus the bowler and wicket-keeper) shall be within this area. In the event of an infringement, the striker's end umpire shall call and signal 'No ball'.

## 7. **WIDES**

'One-day' wides shall apply but umpires should apply a somewhat less strict interpretation than they would in senior adult cricket, remembering that the purpose is to prevent deliberate negative bowling rather than to over-penalise young and inexperienced bowlers for lack of control.

## 8. **UMPIRES**

(a) Umpires shall be appointed to all matches from the Quarter-Finals to the Final. Umpires may also be appointed by prior arrangement for First Round fixtures if either team involved so requests, provided that they are available. In all matches except Finals the cost of Umpires shall be shared by the participating schools.

(b) Details of all matches scheduled shall be sent to the NIACUS Umpires' Appointments Secretaries by the Honorary Competition Secretary immediately after the draw for each round has been completed. The Umpires' Appointments Secretaries will appoint Umpires, inform the Umpires concerned, and arrange for the cost to be invoiced to the relevant schools at the end of the season.

(c) The Teacher in charge of the home team shall inform the appropriate Umpires' Appointments Secretary of the exact starting time and venue for the fixture as soon as both sides have agreed, but not less than five days before the scheduled date for the fixture.

(d) Where he has approved the rearrangement of a fixture, the Honorary Competition Secretary shall immediately inform the appropriate Umpires' Appointments Secretary of the new agreed arrangements.

(e) Umpires appointed to Schools' Cup fixtures shall normally telephone the home school contact at 12 noon on the day of the game to confirm that the fixture is to be played and to comply with any Covid registration requirements (since teachers will not know who has been appointed and the Umpires' Appointments Secretary may not be available on the morning of the game). Teachers in charge of teams drawn at home should be accessible for these calls or leave a message with the school receptionist confirming whether or not the game is on in order to ensure that umpires do not travel unnecessarily.

## 9. **INTERRUPTED MATCHES**

For the purpose of this Rule, 2 pm shall be regarded as the starting time for all matches, although play may start at any time agreed by both sides. The Schools' Committee shall determine the starting time for the Final.

### (a) **First innings**

If an interruption occurs during the first innings, the number of overs available to each side shall be reduced by one for each complete unit of 8 minutes off the field where the aggregate time lost exceeds 30 minutes. If play starts earlier, the 30-minute allowance shall be increased by the actual time played before the designated starting time.

### (b) **Second innings**

If an interruption occurs during the second innings, the number of overs available to the team batting second shall be reduced by one for each complete unit of 4 minutes off the field and a Par Score will be set. No deduction shall be made until the allowance for any early start and the 30-minute allowance have been exhausted.

**Note:** If either side is unable to complete ten overs, and a result is not otherwise obtained, the match is void and Rule 11 shall apply.

### (c) **Duckworth/Lewis/Stern Method**

In the Final, the Duckworth/Lewis/Stern method shall be used to determine the result where overs are lost after the start of either innings. This method may also be used by agreement in matches in earlier rounds. Where the Duckworth/Lewis/Stern method is not used, (d) below shall apply.

#### (d) **Par Score**

The Par Score is the greater of two scores – either the first batting side's actual score after the available number of overs (provided that the first batting side has not been bowled out), or that calculated on run rate (see specimen interrupted match calculation examples). The Par Score will change if further interruptions occur. Both sides should be informed by the Umpires of the new Par Score each time play resumes.

### 10. **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.

### 11. **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.

### 12. **RETURN OF RESULTS**

The winning team shall telephone, text or email the result to the Honorary Competition Secretary and the NCU Webmaster **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.

### **SPECIMEN INTERRUPTED MATCH**

#### **NOTES**

- (a) Runs per over should be calculated to three decimal places.
- (b) If the Par Score is not a whole number, it should be rounded.
- (c) To win, the Par Score must be exceeded by at least one run.

#### **Example 1**

Side A scored 140 runs in its 40 overs.

Side A's runs per over = 3.500

If 6 overs are lost, then the Par Score for Side B is the greater of:

- (a) 119 ( $34 \times 3.500$ ); or
- (b) Side A's actual total after 34 overs.

#### **Example 2**

Side C scored 87 for 6 in 32 overs.

Side C's runs per over = 2.718

If 3 overs are lost, then Side D's Par Score is the greater of:

- (a) 78 ( $29 \times 2.718$ ); or
- (b) Side C's actual total after 29 overs.

A further 20 minutes of play is lost i.e. 5 more overs are deducted. The Par Score for Side D is recalculated and is the greater of:

- (c) 65 ( $24 \times 2.718$ ); or
- (d) Side C's actual total after 24 overs.

**IT IS ESSENTIAL THAT THE TOTAL SCORE OF THE SIDE BATTING FIRST IS RECORDED AT THE END OF EACH OVER**