

# **Rules and playing conditions applying to Raisinland Trophy match between N.C.C.A. and S.C.C.A.**

## **1. VENUE**

Unless otherwise agreed by the respective ruling associations the match shall be played in Southern California in even-numbered years and in Northern California in odd-numbered years at a ground to be designated by the host association.

Two games will be played. In the event of the results being split the trophy will be awarded to the team with the higher Net Run Rate over the two days.

## **2. DURATION AND HOURS OF PLAY**

- i. Each match shall consist of one inning per side of 50 Overs and shall be completed in one day. Play shall commence at 10.30 AM and should, hopefully, conclude no later than 6:30 PM.
- ii. A tea interval of 30 minutes will normally be taken between innings. The time and duration of this interval may be varied in the case of an interrupted match or due to the vagaries of the catering facilities and by agreement of the Captains and Umpires.
- iii. Two drinks interval in each inning shall be allowed by right to either side. Unless otherwise agreed between the Captains prior to the start of the match, the interval shall be taken after 17 overs and 34 overs.
- iv. Drinks shall be taken on the field and the interval shall be kept as short as possible and in any case shall not exceed 5 minutes.
- v. The agreed times for intervals shall be strictly adhered to except that if a wicket falls within one over of the agreed time then the interval shall be taken immediately and the over completed upon resumption of play.
- vi. No player shall leave the field for drinks, except that, with the permission and at the sole discretion of the Umpire at the Bowler's end, at the fall of a wicket or other temporary stoppage of play, a Batsman may take a drink but may not leave the field. Neither the start of the incoming Batsman's innings, nor resumption of play shall be delayed thereby. If delay does occur then 5 penalty runs may be awarded.
- vii. At any time during the match the Captains may agree to forego any drinks interval. Once having agreed to forego a drinks interval it may not there-after be reclaimed except by agreement of both Captains

## **3. LENGTH OF INNINGS**

- i. In an uninterrupted match:
  - a) Each team shall bat for 50 overs unless all out earlier.
  - b) If the team fielding first fails to bowl the required number of overs (50) within the allotted time (210 minutes), play shall continue until the required number of overs have been bowled
  - c) Unless otherwise determined by the Umpires, the innings of the team batting second shall be limited to the same number of overs bowled by it at the scheduled time for cessation of the first inning. The over in progress at the scheduled cessation time shall count as a completed over.

- d) The Umpires may increase the number of overs to be bowled by the team bowling second if they are of the opinion that events beyond the control of the team bowling first prevented that team from bowling the required number of overs by the scheduled cessation time.
- ii. In a match where the start is delayed or play is suspended:
  - a) The object shall always be to rearrange the number of overs so that both teams shall bat for the same number of overs (minimum 25 overs per team). The reduction in the number of overs to be bowled shall be based on a rate of one over per 4 minutes or part thereof of the actual playing time lost in excess of 30 minutes. The first 30 minutes of playing time lost will not be taken into account (5 minutes to be allowed per drinks break)
  - b) If there is a suspension of play during the innings of the team batting second, that team will bat for a number of overs to be calculated as above.
  - c) In the event of suspension occurring during an over, the total number of overs to be bowled will be recalculated and the over completed upon resumption of play.

#### **4. THE RESULT**

- i. A result can be achieved only if both teams have batted for at least 25 overs, unless one team has been all out in less than 25 overs or unless the team batting second scores enough runs to win in fewer than 25 overs. A match in which one or both teams have not had an opportunity to bat for a minimum of 25 overs shall be declared a “no result” match.
- ii. In matches in which both teams have had an opportunity of batting for the agreed number of overs the team scoring the higher number of runs shall be the winner.
- iii. If the scores are equal the following shall apply:
  - a) The side taking the greater number of wickets shall be the winner.
  - b) If both sides are all out, the side with the higher overall scoring rate shall be the winner.
  - c) If the result cannot be decided by a) or b) the winner shall be the side with the higher score after 30 overs, or if still equal, after 20 overs, or if still equal, after 10 overs.
  - d) If the result cannot be decided by a), b) or c), the match shall be regarded as a tie.
- iv. If, due to a suspension of play, the number of overs in the innings of the team batting second has to be revised to a lesser number (minimum 25 overs) than that allotted to the team batting first, their adjusted score which they must exceed to win the match shall be calculated as follows:
  - a) The adjusted score is equal to the total runs scored by the team batting first, less:
    - [Overs lost x {run rate of the team batting first minus 1 minus (Overs lost x 0.025)}]

*Note: In the event of the team batting first being all out in less than its full quota of overs to which it would have been entitled, the run rate will be*

*calculated on the full quota of overs and not on the number of overs in which it was dismissed.*

- b) The adjusted score shall be further revised should additional overs be lost to the team batting second. In all such revisions the original average run-rate of the team batting first shall be taken into account.
- c) In calculating the adjusted score, fractions of an over shall be taken into account.

## **5. NUMBER OF OVERS PER BOWLER**

- i. No bowler shall bowl more than one-fifth of the total number of overs in an innings. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed, except that where the total overs is not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.

*e.g. in a 33 overs match three bowlers may bowl a maximum of seven overs and no other bowler may bowl more than six overs. Overs started by one bowler and completed by another will count as a full over insofar as each bowler's limit is concerned.*

When the number of overs has been reduced and a bowler has already bowled more than one-fifth of the revised number of overs, no penalty will be incurred but the bowler will not be permitted to bowl any additional overs nor will any other bowler be restricted to less than one-fifth of the revised number of overs.

- ii. The scoreboard shall show the total number of overs bowled and it should be maintained on a consistent basis. Never more than 2 overs different from the actual field of play.

## **6. RESTRICTION ON THE PLACEMENT OF FIELDSMEN**

- i. At the instant of delivery a minimum of four Fieldsmen (plus the Bowler and Wicket-keeper) must be within an area bounded by two semi-circles, one behind each wicket centered on each middle stump, each with a radius of thirty yards, and joined by a parallel line on each side of the pitch.
- ii. In addition there shall not be more than five Fieldsmen on the on-side, only two of whom may be behind the line of the popping crease. In the event of infringement, either Umpire shall call and signal "No Ball" at the instant of delivery or as soon as possible thereafter

## **7. LAW 14: DECLARATIONS**

- i. Law 14 will not apply in this match. The Captain of the batting side may not declare his innings closed at any time.

## **8. LAW 25: WIDE BALL. - JUDGING A WIDE**

- i. Umpires are instructed to apply a very strict and consistent interpretation of this Law in order to prevent negative bowling wide of the wicket.

The following criteria shall be adopted as a guide to Umpires:

- a) Any leg-side delivery which, in the opinion of the Umpire, does not give the Batsman a reasonable opportunity to score shall be regarded as wide. As a guide, a ball landing clearly outside the leg stump going further away shall be called "Wide Ball".
- b) Any ball passing more than 2'6" outside the off stump shall be regarded as wide but shall not be called "wide" if the Batsman plays at it and the ball passes above or below the bat. Marks shall be made on the bowling crease 2'6" from each of the outer stumps to assist in adjudicating offside wides for right and left-handed Batsmen.
- c) The above provisions do not apply if the Batsman makes contact with the ball with either his bat or his person. In other words it is not a wide.

#### **9. LAW 24 - NO BALL - FAST SHORT-PITCHED BALLS**

- i. Either Umpire shall call and signal "No Ball" if any short-pitched ball passes or would have passed above the shoulder height of the Striker standing upright at the crease.
- ii. The interpretation of Clause 9(i) does not take precedence over nor in any way abrogate the responsibility of the Umpire at the Bowler's end to call and signal "No Ball" and follow procedure under Law 42-Unfair Play, for the deliberate bowling of fast, short-pitched balls with intent to intimidate the Batsman.

#### **10. DRESS**

- i. All players and substitutes on the field shall be properly attired in white or cream cricket clothing.
- ii. The wearing of spikes, cleats or studs on artificial turf pitches (i.e. other than natural turf) is not permitted.

#### **11. QUALIFICATION OF PLAYERS**

- i. To be eligible to play in the Raisinland Trophy match a player must have played in the current season for a team in a league competition under the jurisdiction of the respective association.

#### **12. LAWS**

- i. Except as provided here-in, the match shall be governed by the Official Laws of Cricket (2000 Code) laid down by the Marylebone Cricket Club.