

ULSTER BANK SCHOOLS' CUP & PLATE COMPETITIONS

RULES

1. GENERAL

- (a) The competitions will be administered by the Schools' Committee
- (b) The competitions are open to all affiliated schools.
- (c) A school which loses its first match in the Schools' Cup will be entered automatically in the Schools' Plate.
- (d) Cup and Plate matches take priority over all other fixtures. This includes rearranged matches.

2. ELIGIBILITY

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

3. FIXTURES

- (a) The Schools' Committee will announce the dates for every round of each competition for the following season at the Schools' Annual General Meeting usually held in November or December.
- (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. If a match is not played on or before the scheduled date, a reason and a new date should be communicated to the Honorary Competition Secretary.
- (c) If teams cannot agree on a date and/or time for a fixture, the Honorary Competition Secretary, in consultation with the Chairman of the Schools' Committee, will 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. In addition, its participation in the competition in the following year shall be subject to the approval of the Schools' Committee. Teams which fail to fulfil their first cup match will not be eligible to enter the plate competition.
- (e) The first drawn team in each match will have choice of ground, except that the Schools' Committee will decide the venue for the Schools' Cup Final.

4. DURATION OF MATCHES

Matches will consist of 40 overs each side. By mutual agreement before play commences, matches may be reduced by units of 4 overs, down to a minimum of 16 overs each. When a reduction in the number of overs takes place the arrangements for an interruption should also be agreed before the start of play, taking into account the sentiment of Rule 9.

5. BOWLING RESTRICTIONS

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

6. FIELDING RESTRICTIONS

Fielding circles as defined in NCU Bye-Laws shall be used in all fixtures.

7. WIDES

MCC wides shall apply to all matches.

8. UMPIRES

- (a) Umpires will be appointed for all matches in the Schools' Cup from the 2nd Round to the Final and the Schools' Plate Final. Umpires will also be appointed by prior arrangement for Schools' Cup 1st Round and Schools' Plate fixtures if either team involved so requests, provided that they are available. In all matches except Finals the cost of Umpires will be shared by the participating schools.
- (b) Details of all matches scheduled will be sent to the NIACU&S and NWCUA Umpires' Appointments Secretaries by the Honorary Competition Secretary immediately after the draw for each round has been completed. The Umpires' Appointments Secretaries, in conjunction with the appropriate Appointments Committees, will appoint Umpires and inform the Umpires concerned.
- (c) The Master-in-charge of the home team is asked to 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) If fixtures are to be rearranged, the Honorary Competition Secretary, providing approval has been granted, will immediately inform the appropriate Umpires' Appointments Secretary of the new agreed arrangements.
- (e) Umpires appointed to Schools' Cup fixtures will normally telephone the home school at 12 noon on the day of the game to confirm that the fixture is to be played, 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 schools drawn at home should be accessible for these calls or leave a message with the school Receptionist confirming that the game is on, or otherwise, to ensure that Umpires do not travel unnecessarily.

9. **INTERRUPTED MATCHES**

For the purpose of this Rule, 2.00 p.m. will be regarded as the starting time for all matches, although play may start at any time agreed by both sides. The Schools' Committee will determine the starting time for the Schools' Cup Final.

(a) **First innings**

If an interruption occurs during the first innings, the number of overs available to each side will 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 will be reduced by one for each complete unit of 4 minutes off the field and a Target 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 half of the original agreed overs, and a result is not otherwise obtained, the match is void and Rule 11 applies.

(c) **Target Score**

The Target Score is the greater of two scores – either the first batting side's actual score after the available number of overs, or that calculated on run rate (see specimen interrupted match calculation examples). The Target Score will change if further interruptions occur. Both sides should be informed by the Umpires of the new Target Score each time play resumes.

10. **TIED MATCHES**

In all tied matches other than Finals, the winner will be the side which has taken more wickets. If wickets taken are equal, Rule 11 applies. In Finals the trophy will be shared, regardless of wickets taken.

11. **ABANDONED MATCHES OR MATCHES NOT STARTED**

(a) Rearrange the match by mutual agreement within the dates fixed or consult the Honorary Competition Secretary.

(b) Toss a coin, either on the spot or later under the auspices of the Honorary Competition Secretary.

12. **RETURN OF RESULTS**

The winning team will telephone the result to the Honorary Competition Secretary on the day of the match, giving short details and names of players. This is essential so that publicity can be maximised.

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SPECIMEN INTERRUPTED MATCH

NOTES

- (a) Runs per over (r/o) should be calculated to three decimal places.
- (b) If the Target Score (TS) is not a whole number, it should be rounded down for the purposes of these competitions.
- (c) To win, the Target 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 Target Score for Side B is the greater of:

- (a) 119 i.e. 34×3.500 ; 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 Target Score is the greater of:

- (a) 78 i.e. 29×2.718 ; or
- (b) Side C's actual total after 29 overs.

A further 16 minutes of play is lost i.e. 4 more overs are deducted. The Target Score for Side D is recalculated and is the greater of:

- (c) 65 i.e. 24×2.718 ; or
- (d) Side C's actual total after 24 overs.

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