



ECB Yorkshire South Premier League

Playing conditions 2018

- 1 Conduct of games.** All games played under the auspices of the ECB Yorkshire South Premier League (YSPL) will be conducted in accordance with the Laws of the Game, the Spirit of Cricket and any current ECB directives, except as provided for in these playing conditions.
- 2 Fixtures.** All fixtures will be arranged by the League's fixture secretary. Specific rules will cover cancellations and rearrangements as follows:
 - *Cancellations.* Home clubs must take all possible steps to ensure that games take place in accordance with guidance prepared in association with the Institute of Groundsmen. However, if, taking into account the ground conditions and weather forecast, the home club believes that play is unlikely, they should make contact with the visitors before 9.00am on the day of the game. At that stage:
 - the clubs may agree to cancel the game
 - agreement may be reached to delay a decision for up to three hours
 - the visiting side may insist that the fixture is not cancelled and that they will travel; should they do so and there is subsequently no play, they will be liable to pay £150 to cover the umpires' fees and teas. This liability will not apply where, in the opinion of the umpires, the pitch, surrounding areas and run-ups had not been adequately covered, when the home team will be liable for all expenses
 - *Rearrangements.* Once the fixture list is published, fixtures may only be arranged due to ground unavailability, or if a team has three or more first-team players who have been selected to play in an ECB competition that unavoidably takes place on the same day. Applications for rearrangement must be made in writing or by email to the fixture secretary 21 days in advance of the scheduled date, or the proposed rearranged date, whichever is the earlier, giving full reasons for the request. Except where a ground is required for a first-class or analogous fixture, a rearrangement fee of £25 will be charged. The decision of the committee on rearrangements will be final.
- 3 Teams.** All clubs shall play their strongest possible team in all games. No game will start unless a minimum of seven nominated players from each side are present on the ground at the time of start.
- 4 Toss, nomination of players and pre-match meeting**
 - i. The toss will take place at a pre-match meeting between captains and umpires no earlier than 30 minutes and no later than 15 minutes before the scheduled start time. If a team does not provide a suitable representative for this meeting, the umpires will at their discretion award or delay the toss.
 - ii. Before the toss for innings, the captain of each side must nominate his players to the umpires. The ages of all players covered by ECB directives on fast bowling and wearing of helmets for under-19 players must be stated. Such nominations must be provided on the cards provided by the League for this purpose.
 - iii. At the pre-match meeting:
 - the captains and umpires must agree on drinks intervals and any other issues specific to the game
 - both teams will lodge a match ball and suitable spare with the umpires
 - the umpires will also advise on behaviour standards expected in relation to the Spirit of Cricket

5 Start of play. Unless ground or weather conditions do not permit, all games will commence at 12.00pm. If play has not started by 3pm, an early tea should be taken at that point. In order to allow a minimum of 20 overs per side to be played, no game will start after 4.45pm.

6 Duration of play

- i. The normal duration of play will be 50 overs per side, unless reduced due to ground or weather conditions – see paragraph 6.ii and 9 below. Any unused overs in the first innings will not be carried forward into the second innings. In order to achieve a result, both sides must have had the opportunity of batting for a minimum of 20 overs.
- ii. Where bad weather is anticipated later in the day, duration of the match may be reduced, if both captains so agree before the toss is made. Both captains must agree on the new number of overs to be played, which shall not be less than 30. The provisions of rule 9 below will continue to apply, and for a result to be achieved, both sides must have had the opportunity of batting for a minimum of 20 overs.

7 Intervals. A tea interval of 30 minutes will normally be taken between innings. Otherwise, when tea is taken during a stoppage due to ground or weather conditions, a further 15-minute interval will be taken between the innings. One drinks interval will normally be taken in each innings; this may be dispensed with or added to only by agreement of both captains at the pre-match meeting.

8 Teas. The home team will provide 13 teas for the visiting side plus two for the umpires. The visiting team will be charged £45 for teas.

9 Time lost before and during the game

- i. All time lost after the scheduled start time will be aggregated. The first hour lost will be ignored. Any time lost due to ground, weather or light conditions in excess of one hour (except as in 9.ii below) will result in the deduction of four overs for every further complete 15 minutes lost. For example:

<i>Time lost in total</i>	<i>Net loss over one hour</i>	<i>Overs deducted</i>
50 mins	nil	nil
1 hr 15 mins	15 mins	4
2 hr 25 min	1 hr 25 min	20 (10 min ignored)
4 hr 10 min	3 hr 10 min	48 (10 min ignored)

- ii. Where overs are reduced after the start of the match, the result will be determined by the DLS method.
- iii. Where, for whatever reason, the first innings lasts for less than 3 hours 10 minutes, or proportionally reduced time, the balance of unused time will be added to the one hour that is allowed before overs are reduced in the second innings. For example; when the first innings lasts for 2 hours 30 minutes, there is an unused balance of 40 minutes, which means that in the second innings, 1 hour 40 minutes will be allowed before overs are deducted as above.

10 Over-rates. Teams are expected to bowl a minimum of 16 overs per hour. In the event of a 50-over innings not being completed within 3 hours and 10 minutes, the batting side will be awarded five penalty runs for each full over remaining to be bowled at this time. The over in progress at this time will not count. These targets will be adjusted pro rata in the event of the scheduled innings being less than 50 overs. The umpires may at their discretion extend the time allowed for the innings to compensate for unscheduled stoppages.

11 Fielding restrictions. Throughout the game, the fielding side shall have a minimum of six players, including the wicket keeper and bowler, inside a designated area, which is defined by two semi-circles, each with a radius of 30 yards, with their centres being the middle stumps. The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. Either umpire will call and signal 'No Ball' at the instant of delivery if this rule is not observed. Clubs must use white plastic discs to mark out the designated area; white lines alone are not sufficient.

12 Bowling restrictions

- i. No bowler shall bowl more than one-third of the overs in an innings (fractions of an over to count as one over), with an upper limit of 15 overs. The maximum number of bowlers' overs will be reduced pro-rata if the number of overs in the innings is reduced before the start of the innings.
- ii. No bowler may bowl more than two short-pitched deliveries in any over, irrespective of which batsman is on strike. 'Short-pitched' is defined as above shoulder height to the batsman when standing upright in his crease. Any subsequent short-pitched delivery will be called a 'no ball.'
- iii. Umpires will apply a very strict and consistent interpretation of the law relating to leg-side wide balls. Any ball passing down the leg side of the batsman and outside the line of the leg stump, which does not come into contact with the bat or any part of the batsman's person, will be called and signalled 'wide ball' regardless of any movement on the batsman's part, other than to play a 'reverse sweep' or 'switch hit.' In the latter circumstances, the ball will not be considered a 'wide ball' simply because it has passed the batsman on what would have been his leg-side.

13 Practice on the day of the game. No practice will be allowed on the playing area in the five minutes before the scheduled time of start or the resumption of play after any interval. Other than at these times, practice will be allowed on the playing area on the day of the game whilst play is not in progress, except on the strip being used for the game and the two strips to either side of it. The home team should designate a cut strip on the square and an area on the outfield where the visitors can practice. Whilst play is in progress, there will be no practice on the playing area, except that a new bowler will be allowed a maximum of two practice deliveries on the outfield before bowling.

14 Covering of pitches. Pitches, including bowlers' run-ups and adjacent pitches, should be fully covered when there is a likelihood of rain during the week before a game, and should, wherever possible, be covered during the game whenever there is a stoppage due to rain.

15 Umpires. Umpires will be appointed to all games by the umpires' appointments secretary, who will administer a panel of umpires for the YSPL and Yorkshire Premier League North. The umpires' fee will include travelling costs and will be determined annually. Umpires fees must be paid prior to the resumption of play after tea. Each team will be responsible for paying one umpire. Once the umpires have arrived at the ground the full fee will be payable, irrespective of whether or not play takes place.

16 Scoring

- i. Each team will provide a scorer for the game; scores at all games will be maintained in accordance with procedures notified by the results secretary.
- ii. A printer must be provided by the home side to enable DLS printouts to be given to captains and umpires.
- iii. After the game, the home scorer must immediately ring Gosney's on 01274 584295 or 07977 469210 to notify the result, and upload the fixture onto Play Cricket; in addition, the relevant TCS file must be emailed to the results secretary within 24 hours.
- iv. Should a team fail to provide a scorer, they must nominate a scorer for the whole game from their eleven nominated players. This acting scorer may only be relieved if a suitable alternative scorer is provided. An acting scorer will be allowed to bowl immediately on taking the field.
- v. The home club must provide an enclosed area for scorers away from spectators. The scoreboard must be updated accurately, at least at the end of each over, and must display the overs remaining, which will include the over being bowled.

17 Reports. After all matches in which 50 overs or more have been bowled:

- i. umpires must complete an online Ground, Facilities and Conduct report within five days of the game
- ii. captains, or a person delegated by them, must complete an online Ground, Facilities and Umpires report within five days of the game

18 League point penalties. Where any of 16.i to 16.iii and 17.ii above are not complied with, a two league point penalty may be imposed on the offending club. A warning will be issued on the first failure to meet any of these requirements, after which any further failure will result in a final warning, and any failure thereafter will result in the league point deduction being applied.

19 Eligible players

- i All players are to be registered on Play-Cricket before playing in the YSPL.
- ii After 1st March in any season, no player registered to play in the YSPL may be transferred to another club in membership of the league, without the express permission of his original club, before the end of that season. Players may be transferred from other Saturday league clubs in accordance with the YCB transfer rules before 31 July.
- iii Each club may register up to three non-England qualified players as defined by the ECB. Of these:
 - no more than one may be an overseas professional, who must hold a tier five visa; a maximum of one replacement overseas professional may be signed before 30 June
 - no more than two may be overseas amateurs (if an overseas professional is employed, then only one amateur will be allowed) who must comply with the following guidelines:
 - they cannot be classified as a professional sportsperson as set out in any Home Office guidelines
 - they must comply with all visa regulations as set out by the Home Office
 - they must not receive any payment for playing from the club, any other club, any third party or other source, and must not receive any benefits in kind other than the expenses permissible under the relevant entry visa
 - any other registered non England-qualified players must have been normally resident in the UK for at least 18 months; when such players have been normally resident for seven years they are treated as England-qualified (or after four years if they were under 18 when they entered the UK)
- iv A player registered to the Yorkshire Academy may play for a club in the YSPL in league games provided that he:
 - was registered for that club at the start of the season *and*
 - has not in the same season played Saturday league cricket for any other club than the Academy
- v A non-Academy player contracted to YCCC may play for a club in the YSPL in a league game provided that he:
 - was registered for that club at the start of the season *and*
 - has not in the same season played Saturday league cricket for any other club than the Academy *and*
 - makes his first such appearance in the YSPL by 31 July

20 Results and point-scoring. The result of the game will be determined in accordance with Law 21.2. Points will be awarded as follows, irrespective of whether the game has been played over 100 overs, a reduced number of overs, or whether the DLS method has been used:

- 12 points for the winning side
 - 8 points for both sides in a tied game
 - 4 points for both sides in any game where a result cannot be achieved
 - Bonus points for the losing side based on their second innings performance:
 - 4 points for scoring 90% of the total of the side batting first
 - 2 points for scoring 70% of the total of the side batting first
- or*
- 4 points for taking eight wickets
 - 2 points for taking six wickets

Bonus points will be awarded irrespective of whether the losing side is bowled out; in games decided by DLS the percentages will be based on the DLS par score at the conclusion of the match.

- 21 Match balls.** A grade 'A' quartered ball of the type and make specified by the league will be used for all games. A new ball will be used unless both captains so agree. It will be the responsibility of the home team to provide any further necessary spare balls in both innings. In order to save time, the batting side will be responsible for searching for any lost balls. All balls used must be acceptable to the umpires.
- 22 Position of teams in the league table**
- i Where two or more teams have the same number of points in the league table, they will be differentiated by the first of the following criteria that separates them:
 - the team with the most wins
 - the team with the most wins in the games between them
 - the team with the most points from the games between them
 - the team with the most 'four point' bonus points
 - ii If two or more teams finish on level points and cannot be separated by use of the criteria above, they will be deemed to be joint champions. Where it is necessary to separate teams in the table that have finished on an equal number of points, e.g. to represent the league in the Yorkshire Premier Leagues Championship play-offs or to decide relegation, teams will be separated by the first of the following methods that can be arranged in the time available:
 - 20-over match
 - bowl out
 - coin toss
- 23 Discipline.** All disciplinary matters will be dealt with in accordance with the League's published disciplinary rules, which are in line with ECB disciplinary regulations for Premier Leagues.
- 24 Clubs failing to fulfil fixtures.** In the event of a club failing to fulfil a league fixture for other than ground or weather reasons, the MC will arrange an emergency sub-committee of members, who have no interest in the outcome of the issue, to consider the implications. The sub-committee will decide, taking into account all known circumstances at the club and the league's duty of care responsibilities, whether the failure should be viewed as a 'one-off', or whether there are genuine grounds to believe that the club cannot properly fulfil the remainder of its fixtures for the season. In the latter case, unless the club voluntarily withdraws from the league, they will be suspended from playing for the remainder of the season.
- In the case of a 'one off' failure, the fixture will be treated as conceded, the points awarded to the opposition and any expenses genuinely incurred by the opposition will be charged to the club. In the event of the failure being as a result of negligence or maladministration by the club concerned, disciplinary action may be taken.
 - In the case of a withdrawal from the league or a suspension from playing:
 - i. If the club has completed no more than 80% of its' fixtures, all fixtures involving that club will be removed from the league table; ie, all points accrued in them will be lost; however, all team and individual performances in these games will stand
 - ii. If the club has completed more than 80% of its fixtures, all league points earned in those games will be retained, and the remaining games will be treated as conceded, with points being awarded to the opposition; such points awarded in the event of a cancellation or abandonment may be restricted in the event of all other games in the locality being cancelled or abandoned
- 25 Designated players' viewing areas.** At all games, the home team must ensure that there is a designated separate viewing area for players and officials. This may be a balcony or separate area in front of the dressing rooms, but if it is not already part of the design of the ground, it should be roped off with appropriate signage.

Special regulation for 2018

Law 24 shall be amended to include, 'If a fielder leaves the field during play, he will not incur penalty time for the first 15 minutes of any absence.'