



# Yorkshire Cricket Southern Premier League

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## League playing conditions 2022

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- 1 **General.** These playing conditions will apply to all league games played in the Yorkshire Cricket Southern Premier League. Unless otherwise stated below, all games will be played in accordance with the Laws of the Game, the Spirit of Cricket, and any current ECB directives.
- 2 **Changes to these playing conditions.** Either the relevant cricket committee or clubs may propose changes, which will be voted upon at the AGM by clubs in membership of the appropriate section for the following season. Clubs must notify any proposals for changes to the head of the relevant section no later than 31 August, in order to ensure that they can be properly considered and notice given to clubs.
- 3 **Teams.** All clubs shall play their strongest possible team that is eligible to play in that competition in all games. Teams must be selected in line with the Spirit of Cricket and players from a higher division must not be selected to play in a lower division team to strengthen that team. No game will start unless a minimum of seven nominated players from each side are present on the ground.
- 4 **Start of play**
  - i. *Premier Section.* Unless ground or weather conditions do not permit, all games will commence at 12.00 noon. If play has not started by 15.00 hours, an early tea should be taken at that point. An early tea can be taken at any time if both captains so agree. No game will start after 16.35.
  - ii. *Divisions 1 & 2.* Unless ground or weather conditions do not permit, games will commence at 12.00 noon.
  - iii. *Divisions 3 to 9.* Unless ground or weather conditions do not permit, games will commence at 13.00 hours.
  - iv. In addition, *in Divisions 1 to 9*, if play has not started within two and a half hours of the scheduled start time, the game will be cancelled.
- 5 **Duration of play**

*Premier Section*

  - i. The normal duration of play will be 50 overs per side, unless reduced due to ground or weather conditions under paras 5.ii or 13.i. 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 game 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 20. The provisions of rule 13 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.

*Senior section*

  - iii. Unless reduced due to ground or weather conditions, the normal duration of play will be:
    - *Divisions 1 & 2* - 50 overs per side
    - *Divisions 3 to 5* - 46 overs per side
    - *Divisions 6 to 9* - 40 overs per side
  - iv. Any unused overs in the first innings will not be carried over into the second innings.

- v. Where bad weather is anticipated later in the day, duration of the game 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, in accordance with 13 iv & v. The provisions of rule 12.i will also 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.

## 6 Teams

- i *Minimum number of players*
  - a. A minimum of seven players shall be required to constitute a team. If a side has less than seven players, they will be deemed to have conceded the fixture.
  - b. Clubs playing less than 11 players in games in the Premier Section and Divisions 1 and 2 may incur the maximum permitted fine and a points deduction.
  - c. In the event that a club cannot field 11 players in all of its fixtures on a particular day, then a lower team must not field more than or equal to the number of players in the higher team (for example, if the club has 19 players available, they may play 11 in the first team and eight in the second team, or 10 in the first team and nine in the second team; if there are 30 players available for a club that has three teams, then they may play 11 in the first team and 11 in the Second team, and eight in the third team; or 11 in the first team, 10 in the second team, and nine in the third team).
- ii *Late arrival of players.* The provisions of the Laws of the Game (24 and 25) will apply in the Premier Section and Divisions 1 and 2. In Divisions 3 to 9, any player arriving late may take a full part in the game. Immediately on the arrival of the late player, the captain must inform the umpire of their arrival.

## 7 Toss, nomination of players and pre-match meeting

- i. *Toss.* The toss will take place at a pre-match meeting between captains and umpires, no later than 30 minutes before the scheduled start time in the Premier Section, or between 15 and 30 minutes before the start time in the Senior Section. If a team does not provide a suitable representative for this meeting, the umpires will at their discretion award or delay the toss.
- ii. *Team cards.* Before the toss for innings, the captain of each side must complete a team card nominating their players and give it to the umpires. This must specify the dates of birth of all players aged under 19 on 31 August in the year before the game.
- iii. *Under-12/13s.* Parental permission must be provided for any player in the under-12 or under-13 age groups.
- iv. *Pre-match meeting.* At the meeting:
  - a. the captains and umpires must agree on drinks intervals and any other issues specific to the game
  - b. both teams will give the umpires a match ball and spares; in the Premier Section the Oxbridge *Windsor* ball must be used, in Divisions 1 & 2 the red Reader *Sovereign* ball must be used, and in Divisions 3 to 9 either the Reader *Sovereign* or *League Special* ball must be used
  - c. the umpires will advise on behaviour standards expected in relation to the Spirit of Cricket, after which captains will be expected to advise their players accordingly

## 8 Practice on the day of the game

- i. 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.
- ii. 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. The umpires have the authority to stop or not allow practice on the square if weather conditions mean it may cause damage to the surface.

## 9 Intervals

- i. *Tea.* A tea interval of 30 minutes will normally be taken between innings. When tea is taken during a stoppage due to ground or weather conditions, a further 15-minute interval will be taken between the innings.
- ii. *Drinks.* 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.
- iii. *Rolling the pitch.* The pitch may be rolled for a maximum of seven minutes during the interval between innings. The home side must ensure that a roller is available for this purpose. No other rolling of the pitch will be permitted after the toss.

10 **Designated players' viewing areas.** At all games, the home club must provide a designated separate viewing area for players and officials. This may be a balcony or separate area in front of the dressing rooms. In the Premier Section, if this area is not already part of the design of the ground, it should be roped off with appropriate signage.

11 **Teas.** Where the home club provides teas, the visiting club will pay them for a minimum of 11 teas, at a maximum charge of £4 per tea. In addition, the home club shall provide teas free of charge for scorers and umpires at all games.

## 12 Weather conditions

- i. *Rain.* No play will start or restart in rain.
- ii. *Protecting pitches.* Clubs are responsible for taking all possible action to ensure that play can start and restart promptly. Action must be taken to cover the pitch and necessary surrounding areas, where necessary, whenever rain is forecast in the days immediately before the game and on the morning of the game itself.
- iii. *Covering the pitch.* Pitches, including where possible bowlers' run-ups and wicket-ends, should be covered during the game whenever there is a stoppage due to rain.
- iv. *Drying equipment.* Drying equipment, including a soaking machine, forks, and materials to help dry wicket ends, must be available and used on the day of the game whenever necessary.

## 13 Time lost before and during the game

### *Premier Section*

- i. *Calculating overs lost.* All time lost after the scheduled start time will be aggregated. The first 30 minutes lost will be ignored. The 30 minutes allowed for tea will not count as lost playing time for the purposes of calculating the number of overs to be played, but the additional 15 minutes for the change of innings when tea is taken before the end of the first innings will be counted. Any time lost due to ground, weather or light conditions in excess of 30 minutes (except as in 13.iii) 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 30 mins</i>	<i>Overs deducted</i>
20 mins	Nil	nil
1 hr	30 mins	8
2hrs 25 min	1 hr 55 min	24 (10 min ignored)
4 hrs 10 min	3 hrs 40 min	52 (10 min ignored)

- ii. *Use of DLS.* Where overs are reduced after the start of the game, the result will be determined by the DLS method. DLS version 4 is to be used in all cases.
- iii. *Carrying forward time saved.* Where, for whatever reason, the first innings lasts for less than 3 hours 10 minutes, or a proportionately reduced time, the balance of unused time will be added to the 30 minutes that is allowed before overs are reduced in the second innings. For example, when the first innings lasts for 2 hours 30 minutes and no time has been lost, there is an unused balance of 40 minutes, which means that in the second innings, 1 hour 10 minutes will be allowed before overs are deducted as above.

### Senior Section

- iv. *Reducing overs.* If adverse weather delays the start of a game, umpires will deduct overs on the basis of one over per side for every full seven and a half minutes' play lost. After a game has started there can be no reduction of overs, and the game will continue as long as the umpires consider conditions are fit to do so.
- v. *Reducing overs before the start.* If bad weather is forecast on the day, teams may play a reduced-over game. A minimum 30 overs per side (Divisions 1 & 2) or 25 overs per side (Divisions 3 to 9). If captains cannot agree the umpires will decide. The umpire's fees will remain unchanged in a reduced-over game.
- vi. *Games with no appointed umpires.* Where captains cannot agree on a reduced-over game, the status quo will apply.
- vii. *Safeguarding.* Umpires and captains must be mindful of Safeguarding guidelines when there are ground weather and light issues, or a game continues after normal finishing time.

14 **Over-rates.** Teams are expected to bowl a minimum of 16 overs per hour.

### Premier Section

- i. *Target time.* The target time for the completion of a 50-over innings is three hours 10 minutes. This target will be adjusted pro rata in the event of the scheduled number of overs in an innings being less than 50. The umpires may also at their discretion extend the target time allowed for the innings to compensate for unscheduled stoppages.
- ii. *Penalty runs.* Penalty runs will be awarded in the event of an innings not being completed within the target time. The batting side will be awarded five penalty runs for each full over remaining to be bowled at the target time. The over in progress at this time will not count. Penalty runs awarded under this rule will be applied immediately the ball becomes dead after the target time has passed.

### Senior Section

- iii. *Target times.* Teams must bowl their overs within the times shown below:
  - *Divisions 1 & 2* - 3 hours and 10 minutes
  - *Divisions 3 to 5* - 2 hours and 55 minutes
  - *Divisions 6 to 9* - 2 hours and 30 minutes
- iv. *Adjusting target times.* These targets will be adjusted pro-rata in the event of the scheduled number of overs in an innings being less than 50. The umpires may also at their discretion extend the target time allowed for the innings to compensate for unscheduled stoppages.
- v. *Penalty runs.* All sides are expected to be in a position to bowl the first ball of the last over within the allocated playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with five runs for every over that has not been started within the times in 14.iii. This will apply to both innings of the game. If the side batting second is credited with runs in this way, and this consequently takes the score to or past their victory target, then the game will be deemed to have been won by the side batting second.
- vi. All penalties under this rule will be imposed immediately once the ball becomes dead. Play must not continue until the umpires and scorers are satisfied that the score is displayed on the scoreboard. If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

## 15 **Fielding restrictions**

- i. *Fielding circles.* 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. Clubs must use white plastic discs to mark out the designated area; white lines alone are insufficient.
- ii. *No ball penalties.* Either umpire will call and signal a 'no ball' at the instant of delivery if a fielder infringes this rule.

- iii. *Fielder leaving the field of play.* If a fielder leaves the field during play, or is absent at the start of an innings, they will not incur penalty time under law 24.2 for the first 15 minutes of any absence.
- iv. *Leg-side fielders.* In the Senior Section, no team shall field no more than five fielders on the leg-side at any time. In the event of any breach, either umpire should call and signal 'no ball'.

## 16 Bowling restrictions

- i. *Short-pitched deliveries.* 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, and will be indicated as such by the bowlers' end umpire. Any subsequent short-pitched delivery will be called a 'no ball.'
- ii. *Full-pitched deliveries.* Any full pitched ball (regardless of pace) which passes or would have passed above waist height of the striker standing upright at the crease shall be called a 'no ball'. The umpire will implement the procedures set out in Law 41.7.1 to Law 41.7.6.
- iii. *Leg-side wides.* In the Premier Section and Divisions 1 and 2, 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.
- iv. *Premier Section and Divisions 1 & 2.* 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.
- v. *Divisions 3 to 5.* 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 13 overs.
- vi. *Divisions 6 to 9.* 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 10 overs.
- vii. *Reductions to bowlers' overs limits.* The maximum number of overs that a bowler may bowl will be reduced pro-rata if the number of overs in the innings is reduced before the start of the innings. The maximum number of overs permitted per bowler will be as follows:

<b>Premier Section</b>		<b>Senior Section</b>		
		Overs in innings	Divisions 1 to 5	Divisions 6 to 9
Overs in innings	Max overs per bowler		Max overs per bowler	Max overs per bowler
20	6	20-24	7	6
21-23	7	25-28	8	7
24-26	8	29-33	9	8
27-29	9	34-36	10	9
30-32	10	37-39	11	10
33-35	11	40-43	12	-
36-38	12	44-46	13	-
39-41	13	47-49*	14	-
42-44	14	* Divisions 1 & 2		
45-49	15			

## 17 Scoring

- i. Each team will provide a scorer for the game. All Premier Section teams must have a scorer working towards ACO level 2 standard.
- ii. 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.

- iii. 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.
- iv. In the Premier Section, both clubs should check that the scorecard is correctly downloaded after the game, and that any queries, for example, 'unknowns' or registration issues are promptly resolved.
- v. In the Senior Section:
  - a. A full summary result and full detailed scorecard of the game, (referring to the club's Play-Cricket (P-C) administration Action Centre to clear any outstanding issues) together with the leading performances, must be posted by the home team on their clubs P-C website by 22.30hrs on the day of all games.
  - b. The home team must confirm the full summary result and full detailed scorecard of the game on their club's P-C website by 22.30hrs on the day of the game. The away team must confirm the full summary result and full detailed scorecard of the game by midday on the day following the game, on their club's P-C website, referring to the club's P-C administration Action Centre to clear any outstanding issues.
- vi. Both the home and away clubs must ensure that all players are registered to the YCSPL and identified correctly in all aspects of the administration scorecard within 48 hours following the game start time for games played on the Saturday, Sunday or Bank Holiday Monday. Any player not identified correctly in all aspects of the scorecard on the administration scorecard will incur a team penalty under League Administrative Rule 13.
- vii. In the Premier Section, all teams must use the P-C *Scorer Pro* and the Live Scores service.

**18 Results and point-scoring.** The results of all games will be determined in accordance with Law 21.2.

- i. *DLS operation.* In the Premier Section, the DLS system will be used to determine results in the event of inclement weather. A printer must be provided by the home side to enable DLS printouts to be given to captains and umpires. The DLS par score must be displayed on the scoreboard at the end of each over in the second innings.
- ii. *Award of match points.* Points will be awarded in both Sections as follows, irrespective of whether the game has been played over 100 overs, overs are reduced, or whether the DLS method has been used:
  - 12 points for the winning side
  - eight points for both sides in a tied game
  - four 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;
    - for scoring 90% of the total of the side batting first (four points) or 70% (two points) or
    - for taking eight wickets (four points) or for taking six wickets (two points)

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 game. In the Senior Section, as DLS is not used, any bonus points gained in incomplete games will be awarded.

**19 Position of teams in the league table.** 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:

- i. points won in the games between them
- ii. net run rate

**20 Captains' and umpires' reports.** These will be required only in the Premier Section and Divisions 1 to 3. After all games in which 25 overs or more have been bowled, captains and umpires must complete relevant online reports. These reports cannot be completed until the following day but must be personally completed by either the team captain or vice-captain and the umpires within three days. In circumstances where no report is required under this rule, ie, when less than 25 overs are played, either captain or umpire may complete a report if there is any issue they wish to draw to attention.

**21 Penalties.** Breaches of these rules may result in penalties being imposed in accordance with League Administrative Rule 13.