



## Senior Section playing conditions

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- 1 **General.** These playing conditions will apply to all league games played in the Premier Section of the Yorkshire Cricket Southern Premier League. Unless otherwise stated below, all games will be played in accordance with the Laws of the Game (2017) code), the Spirit of Cricket, and any current ECB directives.
- 2 **Changes to these playing conditions.** Either the Premier Section cricket committee or clubs may propose changes, which will be voted upon at the AGM by clubs in membership of the Senior Section for the following season. Clubs must notify any proposals for changes to the Head of the Senior Section no later than 31<sup>st</sup> 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 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 **Start of play.**
  - i. *Divisions 1 & 2.* Unless ground or weather conditions do not permit, games will commence at 12.00 noon.
  - ii. *Divisions 3 to 8.* Unless ground or weather conditions do not permit, games will commence at 13.00 hours.
  - iii. If play has not started within two and a half hours of the scheduled start time, the match will be cancelled.
- 5 **Duration of play**
  - i. Unless reduced due to ground or weather conditions, the normal duration of play will be:

<i>Divisions 1 &amp; 2</i>	-	50 overs per side
<i>Divisions 3 to 5</i>	-	46 overs per side
<i>Divisions 6 to 8</i>	-	40 overs per side
  - 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, in accordance with 12 iii & iv below. The provisions of rule 12.i below 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 **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. 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 his players and give it to the umpires. The ages of all players under 19 covered by ECB directives on fast bowling and wearing of helmets must be stated. Parental permission must be provided for any player in the under 12 or under 13 age groups.
  - iii. *Pre-match meeting.* At the meeting:
    - the captains and umpires must agree on drinks intervals and any other issues specific to the game
    - both teams will give the umpires a match ball and spares; in Divisions 1 & 2 the red Reader *Sovereign* ball must be used, and in Divisions 3 to 8 either the Reader *Sovereign* or *League Special* ball must be used
    - 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

7 **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. The umpires have the authority to stop or not allow practice on the square if weather conditions mean it will cause damage to the surface.

## 8 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.

9 **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.

10 **Teas.** The visiting club will pay the home club 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.

## 11 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.

## 12 Time lost before and during the game

- i. *Reducing overs.* If adverse weather delays the start of a match, umpires will deduct overs on the basis of one over per side for every full seven and a half minutes' play lost. After a match has started there can be no reduction of overs, the match will continue to its conclusion so long as the umpires consider conditions are fit to do so.
- ii. *Divisions 1 & 2.* If bad weather is forecast on the day, teams may play a reduced over match of a minimum 30 overs per side. If captains cannot agree the umpires will decide. The umpire's fees will remain unchanged in a reduced over game.
- iii. *Divisions 3 to 8.* If bad weather is forecast on the day, teams may play a reduced over match, minimum 25 overs per side. If captains cannot agree the umpires will decide. The umpire's fees will remain unchanged in a reduced over game.
- iv. *Games with no appointed umpires.* Where captains cannot agree on a reduced over match, the status quo will apply.
- v. *Safeguarding.* Umpires and captains must be mindful of Safeguarding guidelines when there are ground weather and light issues, or a match continues after its normal finishing time.

### 13 Over-rates

- i. *Required rate.* Teams are expected to bowl a minimum of 16 overs per hour.
- ii. *Target times.* Teams must bowl their overs within the times shown below:

<i>Divisions 1 &amp; 2</i>	-	3 hours and 10 minutes
<i>Divisions 3 to 5</i>	-	2 hours and 55 minutes
<i>Divisions 6 to 8</i>	-	2 hours and 30 minutes
- iii. *Adjusting target times.* These 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.
- iv. *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 13.ii above. This will apply to both innings of the match. 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 match will be deemed to have been won by the side batting second.
- v. 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.

### 14 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.

### 15 Bowling restrictions

- i. *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.
- ii. *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.
- iii. *Divisions 6 to 8.* 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.
- iv. *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:

Overs in innings	Maximum overs per bowler	
	<i>Divisions 1 to 5</i>	<i>Divisions 6 to 8</i>
20-24	7	6
25-28	8	7
29-33	9	8
34-36	10	9
37-39	11	10
40-43	12	-
44-46	13	-
47-49 (Divs 1 & 2 only)	14	-

- v. *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.
- vi. *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. Any subsequent short-pitched delivery will be called a 'no ball.'
- vii. *Leg-side fielders.* A team shall field no more than five fielders on the leg-side at any time, in any division. In the event of any breach, either umpire should call and signal 'no ball'.
- viii. *Leg-side wides.* In 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.

## 16 Results and point-scoring

- i. *Result.* The result of the game will be determined in accordance with Law 21.2.
- ii. *Award of match points.* Points will be awarded as follows, irrespective of whether a full or reduced allocation of overs has been bowled:
  - nine points for a side whose opponents do not fulfil the fixture
  - nine points for the side scoring most runs
  - four points for each side when scores are level when the match is completed, plus any bonus points both sides have earned
  - three points for both sides when a match is cancelled or abandoned – abandoned matches will also attract batting and bowling bonus points after the first innings has been completed and the following targets have been achieved in the second innings;
  - *the losing team batting second* will receive the following:
    - two batting bonus points for scoring at least 90% of the opponents score
    - one batting bonus point for scoring at least 70% of the opponents score
  - *the losing team batting first* will receive the following:
    - two bowling points for taking eight wickets in second innings
    - one bowling point for taking six wickets in second innings
  - Bonus points will be awarded irrespective of whether the losing side is bowled out.

## 17 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:

- the team with the most wins
- the team with the most bonus points
- the team with the most points in the games between them

## 18 Captains' and umpires' reports.

These will be required only in Divisions 1 to 3. After all matches in which 50 overs or more have been bowled, captains and umpires must complete relevant online reports within five days of the game. In circumstances where no report is required under this rule, ie, when less than 50 overs are played, either captain or umpire may complete a report if there is any issue they wish to draw to attention.

## 19 Penalties.

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