



Yorkshire Cricket Southern Premier League

www.ycspl.co.uk

The structure of League rules is:

- Matters concerning the conduct of the game itself are contained in '[League playing conditions](#)', '[Cup playing conditions](#)' and '[T20 Playing conditions](#)'
- Matters concerning the competition in which the game is being played are contained in 'Competition Rules'
- All other matters, including administration and player eligibility, are contained in 'Administrative Rules'

Competition rules 2025

General

- 1 **Scope.** These rules govern all YCSPL league and cup competitions.
- 2 **Changes to these rules.** Either the relevant cricket committee or clubs may propose changes to these rules. Significant material changes will need to 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 **Complaints and disputes.** Any dispute or complaint that may arise, between clubs or between clubs and league officials, must in the first instance be referred to the Head of the relevant section by email within 14 days of the incident arising. All disputes will be dealt with in accordance with Administrative Rule 72.
- 4 **Grounds and facilities.** Clubs must comply with YCSPL Ground & Facilities requirements as follows:
 - i. Premier Section clubs are required to adhere to the requirements of the *Premier Section Ground & Facility Standards*.
 - ii. Senior Section clubs must comply with the relevant [Ground & facilities criteria](#).
 - iii. In Senior Section Divisions 7 to 9, ECB-approved artificial pitches may be used, with advance permission of the Senior Section committee, provided that there are adequate dressing rooms, scoring facilities, and sightscreens.
 - iv. In the Premier Section, 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. If this area is not already part of the design of the ground, it should be roped off with appropriate signage.
- 5 **Live-Streaming.** All clubs must comply with the YCSPL Filming and Live-Streaming Policy – see *appendix*.
- 6 **Spectators.** Both clubs are responsible for the behaviour of spectators on match-days. In the event of unacceptable behaviour by the followers of a particular club, that club will be expected to investigate and take action as necessary. Any reports to the League of unacceptable behaviour by spectators will be dealt with as a disciplinary matter.
- 7 **Arrangement of fixtures.** All fixtures will be arranged by the competitions manager. Changes to the fixture list will be permitted only in accordance with Administrative Rule 41.

8 Getting the game on

- i. Clubs must take all possible action to ensure that games are played, covering the pitch, repairing used wicket ends, covering run-ups and any vulnerable areas in the days before the game, and using drying equipment where necessary.
- ii. If, having taken all possible action to prepare and protect the pitch and surrounding areas, and taking into account the ground conditions and weather forecast, the home club believes that the prospect of play is remote, they should make verbal contact with the visitors and umpires (it is not acceptable to just leave or send a message), no less than three hours before the scheduled start time. At that stage:
 - a. the clubs may agree on whether to cancel the game; *or*
 - b. agreement may be reached to delay a decision for up to three hours; *or*
 - c. where there is no agreement;
 - the home side may insist that the fixture is not cancelled and that the visitors must travel; should they do so and there is subsequently no play, the home side will be liable to pay a maximum of £250 to cover the cost of umpires' fees and visitors' travel expenses; *or*
 - 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, the visitors will be liable to pay a maximum of £250 to cover the cost of umpires' fees and all teas (except where, after subsequent investigation by the league, the pitch, surrounding areas or run-ups were found to have not been adequately covered; in which case, the home side will be liable to pay a maximum of £250 to cover the cost of umpires' fees and visitors' travel expenses);
 - in all cases, when the umpires are on the ground and there is any potential dispute about whether the game should be, or have been, cancelled, the umpire(s) should make a full report on the state of the ground on their WhosTheUmpire (WTU) match report.
- iii. Where the visiting club believe that the home club have not taken all reasonable steps to get the game on, they should report the circumstances to the relevant Section Head. This report should be accompanied by all available evidence. Prior to reporting, a member of the visiting club should visit the ground to assess the state of the playing area. The home club will be asked to provide evidence of whatever action they had taken to get the game on.
- iv. The relevant Section Head will request the umpires' WTU match report from the Umpires' Appointments Officer and will arrange for representatives of their section committee to consider and rule on the matter. Where they believe that, on the balance of probability, the home club have not made adequate efforts to get the game on, the game may be awarded to the opposition, and/or penalties applied under administrative rule 29.
- v. When a game is in doubt, it is the responsibility of the home club to keep the match umpires apprised of any decisions made under ii above. If a game is cancelled, the home club is responsible for verbally notifying both umpires and the relevant umpires appointments officer without delay.
- vi. In the Premier Section, clubs must have:
 - a. adequate covering to protect the pitch, run-ups and any vulnerable areas on the square;
 - b. at least one squeegee, waterhog, or similar machine for removing surface water;
 - c. suitable matting to be used to cover any small unplayable areas on the square during play; *and*
 - d. adequate brushes, towels and sawdust

9 **Cancellations.** When a game is cancelled before the scheduled start time, it will be the responsibility of the home team to contact the visitors, umpires and umpires' appointments officer to let them know that the game will not take place. They should make verbal contact with them – it is not acceptable to just leave or send a message).

10 Teams

- i. Clubs playing less than 11 players in games in the Premier Section, Senior Section Divisions 1 & 2, Whitworth Cup, Mick Savage Trophy and T20 competitions will be liable to penalties under Administrative Rule 29.
- ii. 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.

- 11 **Player eligibility.** All players must be registered on Play-Cricket in accordance with Administrative Rules 44-49.
- 12 **Overseas players.** In addition to 11 above, all overseas players in the YCSPL must be approved for registration by the Compliance Manager and registered by 30 June in accordance with Administrative Rules 47 and 53-56.
- 13 **Player transfers.** Transfers of players must be conducted in accordance with the transfer procedure set out in Administrative Rules 57-59.
- 14 **Loan players**
- i. Loans are permitted in accordance with the loan procedure set out in Administrative Rules 60-62. They are intended only to assist shorthanded clubs, and must be sanctioned by the YCSPL Play-Cricket administrator in advance. Loan players will only be allowed to play in the lowest team in any club.
 - ii. No loan players will be allowed in the Premier Section, above Division 3 in the Senior Section, or in cup games, with the exception that junior players signed under Administrative Rule 61.iv will be allowed to play in the President's Cup and Billy Oates Memorial Cup.
 - iii. Other than juniors, no loan players will be allowed after the last Saturday in August.
 - iv. Junior players under 16 may be loaned out either;
 - for a complete season, subject to the written consent of the lending club, *or*
 - on a week-to-week basis only
 - v. Any club using this system to strengthen their team will be deemed to have breached rule 16 below.
- 15 **Dual registration of students.** Category 1 registration students whose home and their higher education establishment are in different parts of the UK may be allowed to dual register with two clubs, subject to the agreement of both clubs, and verification of their student status, in accordance with administrative rule 50.
- 16 **Player selection.** All clubs are expected to play their strongest possible team that is eligible to play in that division in all games, in line with the Spirit of Cricket. It is not acceptable for clubs to select players from a higher division team to play in a lower division team and thus strengthen that team. This does not prevent players recovering from injury or loss of form from being selected for a lower division team. Breaches of this rule will be dealt with as in Administrative Rule 29. In addition:
- i. Where a club believe that an opposing side has breached this rule, they should report the matter to the relevant Section Head within seven days of the date of the game in question, giving all relevant details of the complaint. Complaints must be accompanied by a £50 deposit, which will be refunded if the complaint has merit; otherwise it will be donated to junior cricket. Complaints under this rule may be accepted up to ten days after the game where there is demonstrably good reason for the delay.
 - ii. Irrespective of whether a complaint is made, the relevant Section committee may investigate any instance where they believe a breach of this rule may have taken place. The club concerned must be notified of the intent to investigate within ten days of the game taking place.
 - iii. Where a breach of this rule is deemed to have taken place:
 - a. the result of the game will be declared a win for the non-offending team;
 - b. in league games, maximum points will be awarded to the non-offending side; no points will be awarded to the offending side, upon whom a penalty of maximum win points will also be imposed;
 - c. in cup matches, the non-offending side will go through to the next round; the offending team will be deemed to have lost the match, and may be suspended from that competition in the following season.
 - iv. In deciding whether the rule has been breached, the following factors will be taken into account.
 - a. At the time of the game, a player must have made at least 50% of their Saturday league appearances for the lower team, unless:
 - they have been dropped due to loss of form – note that; in the case of Sunday or Bank Holiday games, they must not have played in the higher team on the previous day, and in determining eligibility for the lower team under this criteria, previous performances in the higher team will be considered;

- they are returning to playing action after an absence of more than two weeks, due to injury, holiday, ban or other genuine unavailability.
- b. Rearranged league games that have taken place on a Saturday will count for the purposes of (a) above, only where their original date was before the game in which the alleged breach occurred.
 - c. If a game is replayed or rearranged for any reason, only those players registered and eligible on the original date can play; in the case of a player who had a suspension covering the date of the original game, they will be eligible to play if their full suspension term is served before the new date.
 - d. This rule will not apply to players in age groups under 15 and below.
 - e. Any player who is not eligible to play for a lower team according to the above criteria may only do so with the advance permission of the Senior Section head. This permission will be granted only where there is considered to be good reason, not covered by the above, and where permission is requested by email at least 72 hours before the game takes place.
- v. Clubs will have the right of appeal against any decisions made under this rule. Appeals must be made to the relevant Section Head within seven days of the notification of the decision, along with the grounds for the appeal, and accompanied by a £50 deposit. The appeal will be heard by a panel, nominated on behalf of the LEB, of up to three members not involved in the previous decision or connected with clubs with an interest in the decision.

17 Players' attire

- i. *White clothing.* 'Whites' must be worn on the field for all league games and cup games where specified. Shirts, jumpers, trousers and shoes must be either white or cream. The only areas where colour will be permitted are:
 - shirts – collar, cuffs, under-arm panels
 - jumpers – in a lined pattern around the border to the V-neck, the cuff, or around the bottom of the garment; as traditionally worn for cricket games
 - trousers - no coloured stripes or patterns are allowed on trousers
 - shoes – shoes may have coloured trim but must be predominantly white or cream
 - headgear – caps or hats may be coloured, but beanies or bobble hats are not permitted.
- ii. *Coloured clothing.* Coloured clothing should be worn for cup competitions where so specified, and for all T20 games. The restrictions detailed above for white clothing do not apply, but the provisions of *iii* to *vii* below must be followed.
- iii. *Club logos and names.* These may be displayed on shirts, jumpers and/or trousers.
- iv. *Sponsors.* Logos and names of club sponsors may be worn on players' shirts and/or sweaters. They can be either on the collar, sleeve, chest, chest pockets or across the back. The name of one sponsor may be displayed in lettering across the chest.
- v. *Charity endorsements.* Clubs may decide to support a bona fide charity by putting the name and logo of that charity on all their club shirts.
- vi. *Names and numbers.* The name and number of the players may be displayed on the back of shirt and jumpers; a number and/or initials may be displayed on trousers.
- vii. *Slogans.* No slogans of any nature may be displayed on clothing worn by players playing in a game or at any time during the course of the game.
- viii. *General.* Clubs are reminded that the appearance of players reflects on the club and the League. Clothing worn by players at all times during the course of a game should be smart and conform to the above. If any doubt exists as to whether proposed clothing meets these rules, a formal approach must be made to the Head of the relevant cricket section. The decision of the League Executive Board on permissible attire will be final and binding.

18 **Match balls.** Each side will be responsible for the provision of the match ball and at least one suitable spare of the make and type specified in the playing conditions. In the Whitworth Cup and T20 competitions, the League will purchase and distribute balls before games, and invoice clubs on the basis of the number of balls they play in these competitions. The League will provide balls for the finals' day in all cup and T20 competitions.

19 Umpires

- i. Umpires will be appointed to games by the Premier Leagues Umpires Association or the South Yorkshire Association Appointments' Officer, except where a club's own umpires are used (Senior Section Divisions 3-9 only).
- ii. Where no umpires are appointed by the League, it shall be the responsibility of the batting side to provide umpires for that innings, and the club captains will be jointly responsible for ensuring that the game is conducted within the Spirit of Cricket and that League safeguarding policies are followed.
- iii. Should only one umpire be appointed by the League, it will be the responsibility of the batting team to provide the striker's end umpire.
- iv. All persons standing as umpires must be suitably dressed in an umpire's coat, not in casual dress or shorts. Clubs must have two clean umpires' jackets available for all matches. No player under the age of 19 who is not a qualified umpire must be asked to stand as an umpire.
- v. Umpires' expenses will include travelling costs, will be reviewed annually and will be published in the matchday handbook and on the website. They 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 expenses will be payable, irrespective of whether or not play takes place. Where only one appointed umpire stands in a game, one and a half times the normal expenses will be payable.

20 **Scorers – use of juniors.** Clubs must ensure that they meet their safeguarding responsibilities in terms of junior scorers, paying particular attention to the following:

- i. there is no lower age limit for scorers, but clubs must be completely satisfied about the ability and concentration span of junior scorers, particularly if under 13,
- ii. where there is a junior scorer at a game, it is recommended that scoring should take place outside, but, where this is not practicable, the door to the scoreboard must remain open, and a welfare check should be made at least twice in each innings, *and*
- iii. it is strongly recommended that juniors score on a laptop or tablet rather than a mobile phone.

21 Scoring

- i. All Premier Section teams must have a scorer of, or working towards, ACO level 2 standard. Senior Section scorers should be on the ACO scorers' pathway and or working towards, ACO level 1 standard.
- ii. Provided that scorers meet the criteria in i above, the League strongly recommends that payments to scorers are a minimum of two-thirds of the expenses payable to umpires for the game in question.
- 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 and Senior Section Divisions 1 & 2, the Whitworth Cup and T20 competitions, matches shall be scored utilising Play-Cricket Scorer Pro and Live Scores. In all other competitions, matches shall be scored where possible utilising electronic methods with live scoring, to promote the competition.
- v. Both clubs should check that the scorecard is correctly uploaded after the game, and that any queries in their P-C Action Centre are promptly resolved as in Administrative Rule 37.ii.
- vi. A full summary result and full detailed scorecard of the game, (referring to the club's P-C 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 22.30 hrs on the day of all games.
- vii. 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.

- viii. 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 be liable incur a team penalty under Administrative Rule 29.
- 22 **Teas.** In all cup and league games teas must be provided at the interval for teams, umpires and scorers. In T20 games, teas will be provided at the end of the game. Visiting clubs will be required to pay for a minimum of 11 teas and the maximum charge per tea will be £5. In all cases, teas must be provided for match officials free of charge.
- 23 **Captains' reports.** Captains must complete online reports after all games in the Premier Section, Divisions 1 to 3, the Whitworth Cup and Mick Savage Trophy in which 25 overs or more have been bowled. Reports must be personally completed by either the team captain or vice-captain on the day after the game or the two days thereafter. Failure to complete reports within this timescale may result in penalties being applied as in Administrative Rule 29. Where no report is required under this rule, either captain may complete a report if there is any issue they wish to draw to attention.
- 24 **Umpires' reports.** Umpires must complete online reports after all games in the Premier Section, Divisions 1 to 3, the Whitworth Cup and Mick Savage Trophy in which 25 overs or more have been bowled. Reports must be completed by either umpire on the day after the game or the two days thereafter. Where no report is required under this rule, umpires may complete a report if there is any issue they wish to draw to attention.

League games

- 25 **Rearrangement of fixtures**
- i. When a game is re-arranged for any reason, if there is no result in 75% or more games in that division on the original date, then the re-arranged match will also be regarded as an abandoned game.
 - ii. Where a full rearranged programme is agreed for the Premier Section, Senior Section teams may be allowed the option of rearrangement, at the discretion of the Senior Section committee.
- 26 **County players.** Any county player who has played first class or list A cricket for any county or a Hundred franchise in that season, may play for a club in the YCSPL in a league game provided that they:
- i. were registered for that club at the start of the season,
 - ii. have not in the same season played Saturday league cricket for any other club, *and*
 - iii. make their first such appearance in the YCSPL by 31 July.
- 27 **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:
- i. 12 points for the winning side
 - ii. Eight points for both sides in a tied game
 - iii. Four points for both sides in any game where a result cannot be achieved
 - iv. Bonus points for the losing side based on their second innings performance as follows:
 - a. batting
 - six points for scoring 90% of the total of the side batting first
 - four points for scoring 75%
 - two points for scoring 60%
 - b. bowling
 - six points for taking nine wickets
 - four points for taking seven wickets
 - two points for taking five wickets
 - v. Bonus points in games affected by the weather will be awarded to the losing side irrespective of whether they are bowled out or whether the allotted overs are bowled.

- a. In games where DLS has been used to obtain a result, the batting percentages will be based on the DLS par score at the conclusion of the game; bowling points will be based on the actual number of wickets taken as in 19.v below.
- b. where DLS is not used, the batting percentages will be based on the countback score (League Playing Condition 13.ii), and bowling points will be based on the actual number of wickets taken
- vi Where the allocated overs are not bowled, bowling bonus points for the losing side will be calculated as follows:

Minimum wickets taken	Minimum overs bowled 50 over games			Minimum overs bowled 46 over games			Minimum overs bowled 40 over games		
	20	30	40	20	29	37	20	27	33
9	6 pts	6 pts	6 pts	6 pts	6 pts	6 pts	6 pts	6 pts	6 pts
7	6 pts	5 pts	4 pts	6 pts	5 pts	4 pts	6 pts	5 pts	4 pts
5	4 pts	3 pts	2 pts	4 pts	3 pts	2 pts	4 pts	3 pts	2 pts
3	2 pts	1 pt	0 pts	2 pts	1 pt	0 pts	2 pts	1 pt	0 pts

28 **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
- points won in the games between them
- net run rate

29 Promotion and relegation

- i. Promotion and relegation between divisions will normally take place in accordance with the following:

<i>Division</i>	<i>Promotion</i>	<i>Relegation</i>
Premier	None	2 teams to Championship
Championship	2 teams to Premier	2 teams to Division 1
Division 1	2 teams to Championship	2 teams to Division 2
Division 2	2 teams to Division 1	2/3 teams to Division 3
Divisions 3-9	2/3 teams to the division above	2/3 teams to the division below (except from Division 9)

- ii. Where, for any reason, a team in a promotion position will not take their place in the higher division, they will only be replaced by the next-placed team where that team is no more than 12 points of the team in the second promotion position in any division.
- iii. Teams must satisfy the ground and facilities conditions in respect of the division into which they are to be promoted, and should they fail to do so, the team that finishes highest of the teams that would otherwise be relegated, will not be relegated.
- v. To be eligible for promotion to the Premier division, clubs must meet the requirements of the [Premier Section Ground & Facility Standards](#) and comply with current ECB Premier League accreditation criteria.
- vi. Clubs promoted to the Championship division will be expected to work towards the requirements of Administrative Rules Appendix 6 *Premier Section Ground & Facility Standards* and current ECB Premier League accreditation criteria.
- iv. Where a team from a club qualifies for promotion into a division in which that club already has a team, the lower division team cannot be promoted, and, subject to ii above, the next eligible team in the lower division may be promoted instead.
- v. Where a team from a club is to be relegated into a division in which that club already has a team, the team in the lower division will also be relegated, in place of the highest team in the relegation places in that division. This process will be repeated in the club also has a team in the lower division into which any of their teams is to be relegated, except where the lower team in in the bottom division, when neither team will be relegated.
- vi. To be eligible to play in Division 2 or above, a club must have a minimum of two Saturday teams.

- vii. The Senior Section cricket committee will have the right to adjust promotion and relegation, as necessary, to take into account new clubs into the League, resignations from the League and clubs admitted to the YCSPL under the pyramid agreement with the Pontefract & District. Promotion and relegation arrangements will be announced at the pre-season clubs meeting before the start of the season.

Cup & T20 competitions

30 Club entry to cup competitions. Eligibility for the different cup competitions is as follows:

- i. Whitworth Cup – All 12 Championship Division clubs, the two clubs relegated from the Championship at the end of the previous season, plus the third- and fourth-placed clubs in Division 1 at the end of the previous season (entry is mandatory).
- ii. Mick Savage Trophy. The eight remaining Division 1 teams plus all 12 Division 2 teams (entry is mandatory).
- iii. President's Trophy. Will be open to all teams in Divisions 3 to 5, subject to a maximum of one team per club (entry is optional).
- iv. Billy Oates Memorial Cup. Will be open to all teams in Divisions 6 to 9, subject to a maximum of one team per club (entry is optional).

Where it is necessary to vary the competition into which clubs in Division 1 and below are entered, this will be at the discretion of the Senior Section cricket committee.

31 Fixtures. Games will normally be played on Sundays or Bank Holidays. Where there is a clash with ECB National Club Championship, the latter will take precedence; in the event of a clash with any other cup competition, including the National Village knock-out cup, the YCSPL cup game must take precedence. Otherwise, these dates may only be changed in exceptional circumstances, where agreed by both clubs and the head of the relevant YCSPL Section.

32 Concessions and failure to field a team. A club entered in any League cup or T20 competition that concedes or fails to field a team with less than eight days' notice, will be liable to disqualification from future cup and T20 competitions and a penalty under Administrative Rule 29.

33 Whitworth Cup draw arrangements

- i. All 16 teams enter the competition in Round 1. Eight seeds kept apart in the draw for Round 1. Four seeds play home matches, four seeds play away matches.
- ii. The eight seeds are made up of the teams finishing first to eighth in the Championship Division in the previous season
- iii. Round 1 to be drawn before the start of the season. Each subsequent round an 'open draw' made on the day of the previous round.

34 Mick Savage, Presidents & Billy Oates cup draw arrangements

- i. The number of entrants to each competition varies, but Round 1 must involve enough teams to reduce Round 2 to 16 teams. The number of seeds which receive a bye to Round 2 will vary by the number of entrants.
- ii. Round 2 will follow the principle of Round 1 of the Whitworth Cup, with eight seeds kept apart in the draw for Round 2. Four seeds play home matches, four seeds play away matches. The eight seeds are those entering each competition which finished in the highest positions in the previous season.
- iii. All rounds to be created via an 'open draw' format and the full draw is made before the start of the season, so clubs can see their full pathway.

35 T20 Blast & T20 Plate – Group stage arrangements

- i. Each competition is limited to 12 teams. Four seeds in each competition will be placed in Groups A-D. The other eight teams in each competition will be randomly drawn.
- ii. The four seeds are made up as follows;

- a. T20 Blast – teams reaching the semi-finals of the T20 Blast in the previous season. Where a team in the previous season is not eligible to compete, the seeding place(s) will be taken by the team(s) finishing highest in YCSPL ECB Premier Division in the previous season.
 - b. T20 Plate – the two teams that played in the previous season's T20 Blast and the two teams reaching the final of the T20 Plate in the previous season. Where a team in the previous season is not eligible to compete or does not enter, the seeding place(s) will be taken by the team(s) finishing highest in YCSPL Championship Division in the previous season.
- iii In both the T20 Blast and Plate, the seeded club will be offered the first opportunity to host the Group Stage.
 - iv Semi-finals of both competitions will be drawn before the start of the season.
- 36 **Reserve dates.** Reserve dates are allocated for cup semi-finals and finals, and the T20 finals day. In the event of a reserve date being required, the organising committee may, in exceptional circumstances, allow that date to be adjusted as long as the game is completed at least seven days before the scheduled date for the next round, where appropriate. Any rearrangement must be authorised by the relevant Section committee by email.
- 37 **Sightscreens.** In the Whitworth Cup and T20 competitions, sightscreens may be back or white.
- 38 **Player eligibility**
- i. Players will only be eligible to play in the cup competitions if, as bona fide registered members of their club, they were eligible to play in the YCSPL by 30 June in that season.
 - ii. A player may only play for one club in any cup competition in a given season.
 - iii. Overseas players and contracted county staff are eligible to play in the competition, provided that they comply with the above and have already appeared in at least one league game for their club before playing in the cup competition.
 - iv. The provisions of rule 16 above must be followed in relation to team selection for all cup games.
- 39 **Results.** Cup Games cannot be entered as abandoned or cancelled, as a result must be obtained at some time. Summary results, scorecards or other details must not be entered if the game was abandoned, cancelled, or requires a replay. The competition administrator must instead be advised of the date of the re-scheduled game.
- 40 **Finals.** Costs of the finals for the cup and T20 competitions, including balls, teas and umpires, will be met by the League.

Filming and live-Streaming of YCSPL games

Principles

The introduction of proportionate controls on the use of live-streaming (including video footage on cameras or mobile phones) and its use on social media is part of general data protection and safeguarding good practice. This guidance should be read in conjunction with the [ECB Live-Streaming guidance](#).

Photographs and videos are considered 'personal data' in terms of the Data Protection Act and GDPR. As with all personal data, it should be processed in accordance with the principles laid out in the Data Protection Act, and other relevant legislation and guidance.

The YCSPL is committed to safeguarding children and helping clubs collect, store and share data appropriately. The ECB Safeguarding policy 'Safe Hands' is available at www.ecb.co.uk/safeguarding/safeguarding-resources. The ECB club GDPR guidance is available at www.ecb.co.uk/news/672545.

Action

Before the game

- Ensure that your club is shown on the Live-Streaming list (accessed via the front page of the League website) as live-streaming games
- If it is not, advise the [website manager](#) and ask for your club to be shown as live-streaming home games
- It is the responsibility of visiting teams and officials to check the list. Any club or official who does not wish to be streamed must advise the home club at least two days before the game.
- Home clubs must respect the wishes of visiting teams or umpires, and not live-stream games when so requested.
- The written consent from the player or parent/guardian of any junior player (under 16 age group and below) who will play in the game should be held by the team captain and made available for inspection by the opposing captain and/or umpires at the pre-match meeting (see example content form attached).

At games

- Clubs should prominently display notices indicating that live-streaming is taking place. For example:

**Please be aware that this game is being filmed by (club name) and the footage
may be displayed publicly on websites and social media
Please contact (*insert club contact*) if you have any questions or concerns**

- The League's Electronic Media Policy must be observed.
- Live-streaming footage must not be used to criticise or vilify any player or umpire, or be used as a Decision Referral System.
- **Players, officials and spectators must not video games on head-cams, cameras or phones at any time.**
- Play-Cricket confirmation. Within Play-Cricket Scorer Pro is a pop-up box which is triggered before cameras are connected for match highlights or streaming. This pop-up asks the scorer to confirm that both captain and both umpires are happy for the game to be filmed and shared.

After the game

- Ensure that the use of any video footage is in line with ECB and League policies as above.

Breaches

- Any breaches of this policy may result in disciplinary action being taken.