



# Cup Rules & Playing Conditions

(Created January 2023)

## Rules

<b>1 Competitions</b>
The ECB Premier League teams will play in a 40 over knockout tournament with the 12 teams in the YCSPL organised by a joint committee. There will be seven T20 competitions for teams in the YPLN, one for each Level, and these will be organised by the Yorkshire Premier League North Management Board. There will also be an U19 T20 competition if there is sufficient interest.
<b>2 Member Clubs</b>
Participation in the competitions will be restricted to member clubs of the Hunters YPLN and no club will normally be allowed to enter more than one team in any competition. The competition titles and eligibility for entry (which will be voluntary below the ECB Premier Division competition) will be open to teams as follows; <ol style="list-style-type: none"><li>i. The YPLN T20 Trophy – ECB Premier League teams</li><li>ii. The Hunters Cup – Championship teams</li><li>iii. The Edward Readman Memorial Trophy – First Division teams</li><li>iv. The Dave Conner Memorial Trophy – Second Division teams</li><li>v. The Wilberfoss Trophy – Third Division teams</li><li>vi. The Midgley Knockout Cup – Fourth and Fifth Division teams</li><li>vii. The East Riding Independent League Cricket Cup – Sunday Division teams</li><li>viii. The Bernard Stevens U19 T20 Cup – Open to all clubs</li></ol> The winners of the YPLN T20 Trophy will progress to represent the League in the Area Finals of the ECB National Vitality Club T20 Competition. The winners of the Hunters Cup will progress to represent the League in the Area Finals of the ECB National Vitality Club T20 Plate Competition.
<b>3 Competition Formats</b>
The format of each competition will normally be as follows; <ol style="list-style-type: none"><li>i. The YPLN T20 Trophy – The 12 teams will be split into 4 groups of 3 and each team will play matches against the other 2 teams in their group. The group matches will all be played on the same day and the 4 group winners will qualify for 'Finals Day' which will comprise 2 semi-finals followed by a final.</li><li>ii. The Hunters Cup – There will be a number of 'Preliminary Round' matches, determined by the number of entrants, in order to reduce the number of teams for the 'Group Stage' to 12. The Group Stage and Finals Day will then follow the same format as the YPLN Trophy.</li><li>iii. All other competitions will be on a straight knockout basis except for the Sunday Competition which will follow a 'round robin' pattern interwoven into the league programme with semi-finals and a final on the same day.</li></ol>
<b>4 Draw</b>
The draw for the competition will be made by the Cup Secretary with other League Officials. Early rounds may be regionalised where possible. Where there is a 'Preliminary Round', the teams who qualify automatically for the Group Stage or First Round will be those who finished in the highest positions in the previous season's league tables.
<b>5 Fixture Dates</b>
No dates will be set for knockout matches. Instead, a 'must be completed by' date will be published for each round. The responsibility for arranging fixtures (which may be played on a Sunday afternoon or mid-week evening) lies with the competing teams and should be led by the team drawn at home. If clubs cannot agree a date, the match will be played on the 'must be completed by' date. Dates and venues for the Group Stages and Finals Days (with reserve days normally being the following Sunday) will be determined by the Board.

<b>6</b>	<b>Trophies</b> The winners of each competition will receive the appropriate trophy and will be responsible for its engraving and safekeeping. Player of the Match trophies will be awarded at each Final.
<b>7</b>	<b>Laws of Cricket</b> All matches will be conducted under the Laws of Cricket currently in operation with the exception of any 'Special Conditions' imposed by the Management Board and contained herein.
<b>8</b>	<b>Umpires</b> Teams are required to provide a competent umpire for all knockout matches except for Preliminary Round matches in the Hunters Cup where the umpires will be appointed by the League. Umpires for Group Stages will be appointed by the League. Umpires for Finals Days will be appointed by, and have their fees paid by, the League.
<b>9</b>	<b>Submission of Results</b> Winning teams must submit summary match details on the day of the match in accordance with the procedures published on the League Website. Failure to meet the deadline or to provide comprehensive details will attract a penalty.
<b>10</b>	<b>Discipline</b> The League's Disciplinary Rules and Procedures apply in all Cup matches.
<b>11</b>	<b>Conceded Matches</b> The Cup Secretary has full power to penalise clubs for failing to fulfil scheduled fixtures, in accordance to the League's Schedule of Penalties. In addition, teams who concede matches will not be allowed to enter a cup competition in the following season.

### **Eligibility of Players**

<b>1</b>	In order to be eligible a player must have been properly registered by his/her club and been available for selection for a minimum of two Saturdays prior to the scheduled date of the match.
<b>2</b>	Unless a player's last 3 appearances have been for the team involved in the cup tie, he/she must not have played a Saturday League fixture for any of the club's higher teams more than twice before the 1st round (Preliminary round for the Hunters Cup), 3 times before the 2nd round (Group Stage for the Hunters Cup) and 4 times before subsequent rounds.
<b>3</b>	No player may play for more than one club in the competition, in any one year unless prior permission is granted from the Cup Secretary.
<b>4</b>	No loan players will be allowed to play in cup matches
<b>5</b>	ECB Regulations relating to Junior Players will apply in all matches.
<b>6</b>	In the event of any query regarding the eligibility of a player, the Cup Secretary should be consulted at least seven days prior to the match.
<b>7</b>	Any player who plays in the 1st round of a cup competition is eligible for all future rounds including the final.

### **Playing Conditions**

#### **YPLN T20 Trophy and Hunters Cup**

<b>1</b>	These competitions are part ECB National Competitions and, as such will be played to the ECB Generic T20 Rules which can be found on our website.
<b>2</b>	In the group stages, 2 pts will be awarded for a win and 1 pt for a tie.
<b>3</b>	If, in the group stages, two teams finish level on points, nett average run rate across both matches will be used to determine the final positions.
<b>4</b>	If a match on Finals Day ends in a tie after DLS has been used a Super Over will be used to find a winner.

## Playing Conditions All other Competitions

<b>1</b>	<b>Duration of Matches</b>	<ul style="list-style-type: none"> <li>i. Matches will consist of one innings per team, each innings limited to 20 overs, unless a team is all out.</li> <li>ii. If the start is delayed, or an interruption takes place during the first innings, the number of overs to be bowled will be reduced from forty in total by one over per team for every complete 7.5 minutes lost to a minimum of ten overs per team.</li> <li>iii. The remaining overs will be divided equally between the two teams in order that both teams have the opportunity of batting for the same number of overs.</li> <li>iv. If an interruption occurs after the completion of the first innings that score will stand. The number of overs of the team batting second will be reduced by 1 over for every complete 3.75 minutes lost. A new target score will be calculated for the team batting second to win the match by multiplying the revised total number of overs in the second innings by the average number of runs per over scored by the team batting first and then rounding up to the next highest whole number. (<b>Note:</b> if a team is dismissed in less overs than the maximum that they were allowed, that maximum number will be used in this calculation). If this calculation leads to a whole number without rounding up, then 1 run should be added to determine the target winning score.</li> <li>v. There will be no tea interval but a break of 10 minutes will be taken between innings.</li> </ul>												
<b>2</b>	<b>Limitation of Overs</b>	<ul style="list-style-type: none"> <li>i. No bowler may bowl more than four overs in an innings.</li> <li>ii. In a reduced over match, no bowler may bowl more than one fifth of the revised number of overs unless his/her quota had been exceeded prior to the interruption.</li> </ul>												
<b>3</b>	<b>Limitation of Fielders</b>	<ul style="list-style-type: none"> <li>i. At the instant of delivery, there may not be more than 5 fielders on the leg side</li> <li>ii. A fielding 'circle' will be clearly marked at a distance of 30 yards from each middle stump.</li> <li>iii. For the first 6 overs of each innings only two fielders are permitted to be outside the fielding circle at the instant of delivery.</li> <li>iv. For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery.</li> <li>v. In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.</li> </ul> <table border="1" style="margin-left: 40px; border-collapse: collapse; text-align: center;"> <thead> <tr> <th>Total Overs</th> <th>No. of overs for which fielding restrictions apply</th> </tr> </thead> <tbody> <tr> <td>5-6</td> <td>1</td> </tr> <tr> <td>7-9</td> <td>2</td> </tr> <tr> <td>10-13</td> <td>3</td> </tr> <tr> <td>14-16</td> <td>4</td> </tr> <tr> <td>17-19</td> <td>5</td> </tr> </tbody> </table> <ul style="list-style-type: none"> <li>vi. Umpires will call 'No-ball' if limitations are breached at the point of delivery.</li> </ul>	Total Overs	No. of overs for which fielding restrictions apply	5-6	1	7-9	2	10-13	3	14-16	4	17-19	5
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<b>4</b>	<b>Unlawful Bowling</b>	<ul style="list-style-type: none"> <li>i. No Ball – as per Laws of Cricket. A 'free-hit' to be awarded after a 'foot-fault' No ball (see Rule 11 for guidance).</li> <li>ii. Umpires are instructed to 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 batter and outside the line of the leg stump, which does not come into contact with the bat or any part of the batter's person, will be called and signalled 'wide ball', regardless of any movement on the batter's part</li> <li>iii. Clubs are required to introduce lines 17" from the return crease to help judging off side wides.</li> <li>iv. No bowler may bowl more than one short-pitched delivery in any over, irrespective of which batter is on strike. 'Short-pitched' is defined as above shoulder height to the batter when standing upright in his/her crease. Any subsequent short-pitched delivery will be called a 'No ball'.</li> </ul>												

<b>5</b>	<p><b>Late Arrival of Players</b></p> <p>Teams are required to exchange team cards prior to the 'toss' and notify the opposing captain and umpire of any absentee player.</p> <p>When a player arrives after the official starting time, the following will apply:</p> <p><u>Fielding Team</u></p> <p>A player arriving late will not be permitted to bowl until he/she has been on the field of play for an equivalent number of overs to that which had been bowled prior to him/her appearing on the field.</p> <p><u>Batting Team</u></p> <p>A player arriving late will not be permitted to bat until he/she has been present at the ground for an equivalent number of overs to that which had been bowled prior to his/her arrival, except upon the fall of the ninth wicket. The onus is upon the captain of the batting team to inform the umpires of the arrival of his/her player.</p> <p>'Equivalent number of overs' will be counted from the commencement of the innings.</p>
<b>6</b>	<p><b>Type of Ball</b></p> <ol style="list-style-type: none"> <li>i. Each team will provide its own <b>red</b> balls for knockout matches prior to Finals. These need not be new but must be quartered leather, grade A or grade 1, of British manufacture, which conform with the League's requirements, are in good condition, and be approved by the umpires.</li> <li>ii. A new ball will be provided for each team for the knockout Finals, but teams must provide their own spare balls.</li> <li>iii. Pink balls will be provided for all matches in the YPLN T20 Trophy and the Hunters Cup.</li> </ol>
<b>7</b>	<p><b>Clothing</b></p> <ol style="list-style-type: none"> <li>i. Coloured clothing should be worn for YPLN T20 Trophy and the Hunters Cup matches where pink balls will be used.</li> <li>ii. White clothing should be worn for all other competitions where red balls will be used.</li> </ol>
<b>8</b>	<p><b>Sightscreens</b></p> <ol style="list-style-type: none"> <li>i. White sightscreens should be used in matches where red balls are being used.</li> <li>ii. Black sightscreens <b>may</b> be used in matches where pink balls are being used.</li> </ol>
<b>9</b>	<p><b>Result</b></p> <ol style="list-style-type: none"> <li>i. A result can be achieved only if both teams have batted for at least 10 overs, unless a team is all out in less than 10 overs or the team batting second reaches the target in less than 10 overs.</li> <li>ii. In matches in which both teams have had the opportunity to bat for the agreed number of overs, (i.e., 20 overs in an uninterrupted match), the team scoring the highest number of runs will be the winner.</li> <li>iii. If the scores are equal, the team losing the fewer wickets will be the winner. If each team has lost the same number of wickets the winner will be the team with the highest scoring rate in the first five overs, if necessary, reducing by one over until a result is obtained.</li> <li>iv. If the match is abandoned before the team batting second has had the opportunity to complete the agreed number of overs and has neither been all out nor has passed its opponents score, then, provided that they have had the opportunity to bat 10 overs, the result will be decided on run rate and the team scoring the highest average of runs per over across their whole innings will be the winner. (<b>Note:</b> if the team batting first has been dismissed in less overs than the maximum that they were allowed, that maximum number will be used in this calculation).</li> </ol>
<b>11</b>	<p><b>No ball – Free Hit</b></p> <ol style="list-style-type: none"> <li>i. The delivery following a foot fault No ball will be a free hit for whichever batter is facing it.</li> <li>ii. The umpire will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.</li> <li>iii. If the delivery for the free hit is not a legitimated delivery (any kind of No ball or a Wide ball), then the next delivery will become a free hit for whichever batter is facing it.</li> <li>iv. For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called a Wide ball.</li> <li>v. Field changes are permitted for free hit deliveries providing all fielding restrictions are adhered to.</li> <li>vi. One run will be awarded for the foot fault No ball.</li> </ol>