



# Hunters Premier Cup

## Rules & Playing Conditions

(Updated January 2022)

### Rules

<b>1 Title</b>	The competition will be organised by the Yorkshire Premier League North and be called The Premier Cup which may be preceded by a sponsor's name if appropriate.
<b>2 Member Clubs</b>	Participation will be restricted to member clubs of the Hunters YPLN and no club will be allowed to enter more than one team into the competition. Entry will be mandatory for the 12 Championship teams plus the top two teams from each First Division at the end of the previous season. If these criteria lead to a club having more than one team in the competition, then they will only be allowed one entry and the extra place will go to the 3 <sup>rd</sup> placed team from the First Division at the end of the previous season with the most league points.
<b>3 Draw</b>	The draw for the competition will be made at the Annual General Meeting or on a date determined by the Management Board.
<b>4 Fixture Dates</b>	Fixture dates will be determined by the Cup Secretary. The Final will take place at a venue to be determined by the Management Board. Dates may be varied only by approval, in advance, of the Cup Secretary.
<b>5 Postponed Games</b>	Games not played on the fixed, or mutually agreed, date or not completed due to adverse weather, will be played/re-played on the following Sunday where possible. The clubs concerned are responsible for agreeing a suitable date which should, unless there are exceptional circumstances, be before the date of the next round. In the event of it proving impossible to agree a suitable date for the fixture, the tie will be decided by a bowl-out at a mutually agreed venue which may be an indoor location in the event of inclement weather. Any club which instigates a change to either the date or venue of a match is responsible for ensuring that all involved parties are fully advised of the change and must ensure that the message is both received and implemented. (NOTE – a message left on an answer-phone or via e-mail is not deemed to be adequate until an acknowledgement is obtained). a. Obtain agreement in advance from the Cup Secretary b. Agree the new arrangements with the opposing club. c. Advise the Umpire Appointments Secretary.
<b>6 Trophies</b>	Winners - The York Premier Knock-Out Trophy Man of the Match - The Ian Reed Memorial Award
<b>7 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>	<p><b>Eligibility of Players</b></p> <ul style="list-style-type: none"> <li>i. In order to be eligible a player must have been properly registered by his club and been available for selection for a minimum of two Saturdays prior to the scheduled date of the match.</li> <li>ii. Unless a player's last 3 appearances have been for the team involved in the cup tie, he/she must not have played a league fixture for any of the club's higher teams more than twice before the 1st round, 3 times before the 2nd round and 4 times before subsequent rounds.</li> <li>iii. 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.</li> <li>iv. ECB Regulations relating to Junior Players will apply in all matches.</li> <li>v. 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.</li> </ul>
<b>9</b>	<p><b>Umpires</b></p> <p>Panel Umpires will be appointed for all matches.</p>
<b>10</b>	<p><b>Submission of Results</b></p> <p>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.</p> <p>All teams must submit Captain's Reports in accordance with the procedures published on the League Website. Failure to meet these requirements will attract a penalty.</p>
<b>11</b>	<p><b>Discipline</b></p> <p>The League's Disciplinary Rules and Procedures apply in all Cup matches.</p>

## Playing Conditions

<b>1</b>	<p><b>Duration of Matches</b></p> <ul style="list-style-type: none"> <li>i. Matches will consist of one innings per team, each innings limited to 40 overs, unless a team is all out.</li> <li>ii. Matches are due to commence at 1.00 p.m.</li> <li>iii. Any delay of more than 15 minutes to the start of the match will result in the deduction of two overs per innings for every complete 15 minutes lost.</li> <li>iv. All time lost after the start of the match will be aggregated. The first 30 minutes lost will be ignored. Any time lost due to ground, weather or light conditions in excess of 30 minutes will result in the deduction of four overs for every further complete 15 minutes lost. For example:</li> </ul> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">Time lost in total</th> <th style="text-align: left;">Net loss over 30 minutes</th> <th style="text-align: left;">Deduction</th> </tr> </thead> <tbody> <tr> <td>20 mins</td> <td>Nil</td> <td>Nil</td> </tr> <tr> <td>1 hr 15 mins</td> <td>45 mins</td> <td>12</td> </tr> <tr> <td>2 hr 25 mins</td> <td>1 hr 55 min</td> <td>28 (10 min ignored)</td> </tr> </tbody> </table> <ul style="list-style-type: none"> <li>v. Where overs are reduced after the start of the match, the result will be determined by the DLS method.</li> <li>vi. A tea interval of 30 minutes will normally be taken between innings. However, at the discretion of the umpires, tea may be taken during a period when play is suspended or delayed due to weather or ground conditions. In this event, overs will not be deducted for a period of 30 minutes.</li> <li>vii. Where tea has been taken before the completion of the first innings, there will be an interval of fifteen minutes between innings.</li> </ul>	Time lost in total	Net loss over 30 minutes	Deduction	20 mins	Nil	Nil	1 hr 15 mins	45 mins	12	2 hr 25 mins	1 hr 55 min	28 (10 min ignored)
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<b>2</b>	<p><b>Limitation of Overs</b></p> <ul style="list-style-type: none"> <li>i. No bowler may bowl more than eight 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 quota had been exceeded prior to the interruption.</li> </ul>												

<b>3</b>	<p><b>Limitation of Fielders</b></p> <ul style="list-style-type: none"> <li>i. A fielding 'oval' will be clearly marked at a distance of 30 yards from each middle stump. Four fielders, together with the wicket keeper and bowler must be within the circle at the point of delivery.</li> <li>ii. Umpires will call 'No-ball' if limitations are breached at the point of delivery.</li> </ul>
<b>4</b>	<p><b>Unlawful Bowling</b></p> <ul style="list-style-type: none"> <li>i. No Ball – as per Laws of Cricket.</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 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</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 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.'</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 has been on the field of play for an equivalent number of overs to that which had been bowled prior to him appearing on the field of play.</p> <p><u>Batting Team</u></p> <p>A player arriving late will not be permitted to bat until he has been present at the ground for an equivalent number of overs to that which had been bowled prior to his 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 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> <p>Each team will provide its own balls for matches prior to the Final. This need not be new but must be quartered leather, grade A or grade 1, of British manufacture, which conforms with the League's requirements, is in good condition, and be approved by the umpires.</p> <p>A new ball will be provided for each team for the Final, but teams must provide their own spare balls.</p>
<b>7</b>	<p><b>Bowl Out Rules</b></p> <ul style="list-style-type: none"> <li>i. Five bowlers from each team will each bowl two consecutive deliveries at a full set of stumps.</li> <li>ii. Bowlers from each team will alternate.</li> <li>iii. No extra delivery will be granted in the case of a wide or no-ball (Normal definitions apply – there is no requirement for the ball to 'pitch').</li> <li>iv. Bowl-outs must be supervised by an umpire.</li> <li>v. Each team will provide a wicket-keeper who must stand 'back'.</li> <li>vi. The team scoring the most direct hits will be the winners.</li> <li>vii. In the event of a tie after each team has bowled ten deliveries a sudden death bowl-out will take place with the same bowlers each bowling one delivery in the same order.</li> </ul>

<b>8</b>	<p><b>Result</b></p> <ul style="list-style-type: none"> <li>i. A result can be achieved only if both teams have batted for at least 20 overs, unless a team is all out in less than 20 overs or the team batting second reaches the target in less than 20 overs.</li> <li>ii. In matches in which both teams have had the opportunity to bat for the agreed number of overs, (i.e., 40 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 ten 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 20 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> </ul>
<b>9</b>	<p><b>Conceded Games</b></p> <p>The Cup Secretary has full power to penalise clubs for failing to fulfil scheduled fixtures, in accordance to the League's Schedule of Penalties.</p>
<b>10</b>	<p><b>Match Teas</b></p> <p>The host club is required to provide teas for the visiting team which need to be available between innings. Visiting clubs are required to make payment for refreshments on the same footing as Saturday teas.</p>