



Playing Conditions for Y&DSCL Divisions

(Updated March 2020)

1	Conduct of matches
1.1	All matches will be conducted in accordance with the Laws of Cricket the Spirit of Cricket and any current ECB directives, except as provided for in these playing conditions.
1.2	All Penalty Runs, as contained within the Laws of Cricket, will apply throughout the League.
1.3	If a fielder leaves the field during play, he will not incur Penalty time for the first 15 minutes of any absence. (Law 24)
1.4	Wide ball (Premier and First Divisions only)
1.4.1	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.
1.4.2	As a guideline to the umpires for the calling of wides on the offside, crease markings will be drawn from the bowling crease to the popping crease and 17 inches from the return creases at each end of the pitch.
1.5	Fielding Restrictions (Premier and First Divisions only)
1.5.1	Throughout the match, the fielding team will have, at the instant of delivery, six fielders (including the bowler and wicket keeper) 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 will be joined to the other by a straight line drawn on the field on the same side of the pitch.
1.5.2	Either umpire will call and signal 'No Ball' at the instant of delivery if this rule is not observed.
1.5.3	White plastic discs must be used to mark out the designated area.
1.6	Short Pitched Bowling (Premier and First Divisions only)
1.6.1	No bowler will bowl more than two 'short pitched' deliveries per over irrespective of which batsman is on strike.
1.6.2	'Short pitched' is defined as above shoulder height of the batsman standing upright at the crease.
1.6.3	The bowler's end umpire will inform the bowler and batsmen when a delivery has been deemed 'short pitched' by tapping his shoulder with 'one' or 'two' fingers, as appropriate.
1.6.4	A third or subsequent 'short pitched' delivery in an over will be called 'No ball'.
2	Cancellations
2.1	Any club wishing to cancel a match due to weather or ground conditions must obtain prior agreement from the visiting team and must not present their opponents with a 'fait accompli'. The visiting team will have the right to reject the cancellation and insist on travelling, in which case the home team must make every effort to stage the match. A club failing to comply with this requirement may be regarded as conceding the match and suffer the appropriate penalty.
2.2	No club will cancel a senior team fixture because of non-availability of players, without first cancelling its second team fixture.
2.3	Any club that has a 'lower' team in another league must not cancel their Y&DSCL team fixture in order to meet commitments of their lower team without obtaining the prior approval of both Leagues.

	<p>2.4 Any club cancelling a fixture for reasons other than ground or weather conditions will be deemed to have conceded the match and must take the following action:</p> <p>2.4.1 Personal contact must be made with the person listed as the opponents' cancellation contact and acknowledgement of the cancellation obtained. (Note – The leaving of a message on an answer-phone or by text message, fax or e-mail is not acceptable).</p> <p>2.4.2 In Divisions where neutral umpires operate, the two appointed umpires and the Umpires Appointment's Secretary must be personally informed of the cancellation and their acknowledgements obtained.</p> <p>2.4.3 The Secretary or Deputy must be advised of the concession, and the reason, at the earliest opportunity.</p> <p>2.4.4 The offending club will suffer a financial penalty and will be required to pay compensation to their opponents in accordance with the League's 'Schedule of Penalties'.</p>
3	Grounds
	3.1 It is left to Umpires and Captains to mutually agree, before each match, what will constitute 4 or 6 hits.
	3.2 All boundaries must be clearly defined by a continuous white line or an adequate alternative at ground level.
	3.3 Creases must be fully remarked between innings.
	3.4 Suitable sightscreens must be provided at both ends of the ground. Where a sight screen is located within the field of play a rope must be placed in a crescent shape in front of the screen to define the boundary. The roped off area must be adequate to allow the screen to be moved from team to team without adjusting the rope.
4	Duration of matches
	4.1 Matches will consist of 100 overs in the Premier and First Divisions and 90 overs in all other Divisions with the team taking first innings batting a maximum of 50% of the allocated overs.
	4.2 Where the first innings is closed before the allocated number of overs has been completed, the remaining uncompleted overs will be added to the second innings.
	4.3 Matches in the Premier and First Divisions will commence at 1.00pm except matches scheduled to be played in April or after 20th August which will commence at 12.30pm. Matches to be played after 7th September in the Premier and First Divisions will commence at 12.00 noon.
	4.4 Matches in the Second Divisions and below will commence at 1.00pm unless otherwise agreed by both clubs without involving the Management Board. The League Fixture Secretary must be informed by email of any change in start time by the home team once agreement has been reached.
	4.5 Umpires are required to ensure that matches commence promptly and that the tea interval of 30 minutes is strictly enforced.
5	Late arrival of players
	5.1 In the event of the late arrival of a team, or major part of a team, the following will apply:
	5.1.1 No match can commence without a minimum of 7 players per team present.
	5.1.2 Any team not available to make the toss 15 minutes prior to the scheduled, or re-scheduled (in the event of inclement weather), start will forfeit the choice of innings.
	5.1.3 Any team not having a minimum of 7 players present and ready to commence play at the scheduled, or re-scheduled (in the event of inclement weather) start time will forfeit the choice of innings.
	5.1.4 In the case of late arrival of players, overs will not be deducted for a late start.
	5.1.5 Where a team is unable to start the match within 30 minutes of the schedule start time, they will be required to submit a written explanation to the Management Board, who will consider the facts and may levy penalties in accordance with the League's Schedule of Penalties.

	<p>5.2 When a player arrives after the official starting time, the following will apply:</p> <p>5.2.1 Fielding Team 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>5.2.2 Batting Team 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 the player.</p> <p>5.2.3 'Equivalent number of overs' will be counted from the commencement of the match.</p>
6	<p>Matches affected by weather or ground conditions</p> <p>6.1 Where it is impossible to commence a match due to adverse weather or the state of the pitch, light or ground, the match will be regarded as drawn. However, both teams must be prepared to begin, and continue the match until such time as the umpires agree the state of the weather, pitch, light or ground makes play impossible. Any club failing to attend will forfeit the match in accordance with Rule 9.3.</p> <p>6.2 If play does not commence at the appointed time:</p> <p>6.2.1 For every complete 7.5 minutes lost, one over will be deducted from each innings.</p> <p>6.2.2 The match must be abandoned as a draw if the over reductions due to a delayed start prevent a minimum of 40 overs in the match. This rule must be implemented by the umpires who have no authority of flexibility.</p> <p>6.2.3 At the discretion of the umpires, tea may be taken during a period when play is suspended or delayed because of the weather. In this event, overs will not be deducted for a period of 30 minutes and, upon subsequent resumption or start of play, there will be an interval of 10 minutes between innings.</p> <p>6.2.4 If the tea interval has not been brought forward and the match has been prevented from starting for 3 hours 14 minutes (3 hours 52 minutes in the Premier and First Divisions), the tea interval can then be taken, thus allowing the match to commence no later than 3 hours 44 minutes after the appointed time (4 hours 22 minutes in the Premier and First Divisions). In such circumstances, there will be no tea interval between the innings and any further stoppages during the first innings due to weather, and totalling three and three quarter minutes or more, will cause the match to be abandoned as a draw.</p> <p>6.3 Once play has commenced:</p> <p>6.3.1 Overs will be deducted from the total match overs at the rate of one over for every complete three and three quarter minutes lost.</p> <p>6.3.2 The team batting first will be allowed a maximum of 55% of the total match overs as calculated at the end of each interruption. If this number has already been exceeded, the innings will be deemed to have been completed and the total number of overs in the second innings will be as per the table in Appendix A.</p> <p>6.3.3 The match must be abandoned as a draw if the over reductions due to stoppages prevent a minimum of 40 overs in the match. This rule must be implemented by the umpires who have no authority of flexibility.</p> <p>6.3.4 At the discretion of the umpires, tea may be taken during a period when play is suspended. In this event, overs will not be deducted for a period of 30 minutes and, upon subsequent resumption or start of play, there will be an interval of 10 minutes between innings.</p> <p>6.3.5 If the first innings of the match has been delayed for 3 hours 42 minutes (4 hours 19 minutes in the Premier and First Divisions), and tea has been taken during this time, the match will be abandoned.</p> <p>6.3.6 Once the appropriate overs have been completed during the first innings, stoppages during the second innings do not affect the number of overs to be played and the match will continue as long as the Umpires consider the conditions playable.</p>

	<p>6.3.7 During the first innings where weather interrupts play in the course of an over and no further play is possible in the innings, it will be regarded as complete to the end of the uncompleted over.</p> <p>6.3.8 Where the first innings of a match ends during the course of an over, it will be regarded as complete to the end of that over.</p> <p>6.4 Once the toss has been carried out, the Umpires are the sole judges with regard to ground and weather conditions. They have sole authority in deciding whether a match continues or is abandoned and will make their decision in line with their responsibilities under “Duty of Care”. In arriving at their decision, they will have considered the safety of the players and, where appropriate, consulted with both captains and ground staff. Any inappropriate attempts to influence their decision will be regarded as a disciplinary issue and may result in penalties being imposed on the offending person or club.</p>
7	<p>Bowling restrictions</p> <p>7.1 In the Premier and First Divisions, bowlers will be restricted to a maximum of three-tenths of the total overs scheduled for the innings. In all other Divisions, bowlers will be restricted to a maximum of one-quarter of the total overs scheduled for the innings, except that, where the total number of overs is not divisible by four, an additional one over will be added to the minimum number of overs. (e.g. in a 45 over innings, 25% of 45 is 11.25, 11+1 = 12 overs maximum per bowler)</p> <p>7.2 If, in the first innings, a team gets bowled out before the completion of their allocated overs then, when bowling in the second innings, bowling restrictions will not be increased. If the team batting first declares, then the bowling restrictions will be increased as per 7.1 above.</p>
8	<p>Over rates</p> <p>8.1 Teams in all Divisions should (attempt to) bowl their overs at a minimum rate of 16 overs per hour which equates to 188 minutes for a 50 over match and 169 minutes for a 45 over match.</p> <p>8.2 Over rate penalties will only be applied in matches covered by panel umpires.</p> <p>8.3 The ‘cut-off time’ for an innings will be calculated by adding the duration of the innings to the start time. For example, for a 50 over innings starting at 1.00pm, it will be 4.08pm.</p> <p>8.4 The cut off time for an innings may be extended by the umpires in the case of unavoidable delays such as a lost ball, an injury, time wasting by the batting team or a second drinks break.</p> <p>8.5 Penalties will be applied, as per below, if the fielding team have not started the last scheduled over by the designated cut off time.</p> <p>8.6 If the team fielding first infringes, it will complete the allotted overs, but only be permitted to bat for the number of overs that had been completed at the cut off time (including the over in progress) unless the fielding team in the second innings claims the deducted overs – see below.</p> <p>8.7 If the number of overs that the team batting second has been reduced as in 8.6, once those overs have been completed, the umpires will ask the captain of the fielding team if he wishes to claim the overs that were deducted from the original maximum number. If he accepts, the match will continue until the completion of those overs when the umpires will call ‘Time’ and the result declared a draw, unless a result has been achieved earlier or the fielding team offend as per below. If he declines, the umpires will call ‘Time’ and the result declared a draw.</p> <p>8.8 If the team fielding second infringes, once the over in progress has been completed, the umpires will ask the captain of the batting team if he wishes to claim the remaining overs. If he accepts, the fielding team will be required to bowl the remaining overs and, on completion, the umpires will call ‘Time’ and the result will be declared a draw unless a result has been achieved earlier. If he declines, the umpires will call ‘Time’ and the result declared a draw.</p>

	8.9	If, during the second innings, either the captain of the batting or fielding team accepts the uncompleted overs, then the match will continue to a result or to the call of time by the umpires. If, however during this time, the match is abandoned owing to adverse weather, light or ground conditions, the innings and match will be regarded as complete and the result be declared a draw.
	8.10	The umpires are required to advise the fielding captain of the over-rate position at the drinks interval in each innings.
9	Distribution of points	
	9.1	<p>Completed Matches</p> <p>When a match is played to a conclusion or where, in an interrupted match, at least 45% of the total match overs have been completed in the second innings, points will be awarded in the following manner:</p> <p>WIN - 30 points no bonus points added</p> <p>TIE - 15 points plus batting & bowling bonus points as earned</p> <p>WINNING DRAW - 18 points plus batting & bowling bonus points as earned</p> <p>LOSING DRAW - 1 point plus batting & bowling bonus points as earned</p> <p>LOSING DRAW – 75%** 5 points plus batting & bowling bonus points as earned</p> <p>LOSING DRAW – 90%** 10 points plus batting & bowling bonus points as earned</p> <p>DEFEAT - 0 points plus batting & bowling bonus points as earned</p> <p>** The 75% and 90% relate to the winning target (i.e. the first innings total plus one).</p>
	9.2	<p>Non-Completed Matches</p> <p>Where weather conditions prevent the start of a match or the completion of at least 45% of the total match overs in the second innings, each team will be awarded 5 points plus a minimum of 2 batting points and 2 bowling points.</p>
	9.3	<p>Conceded Matches</p> <p>The failure to fulfil a match due to any reason other than adverse weather or ground conditions will be regarded as 'conceding the match'. The offending club will be subject to penalties in accordance with Rule 15.i. Where a team is handed victory via a conceded match they will receive 30 points providing at least two other matches in the same Division has been completed on the same day, otherwise they will only receive the points relating to an abandoned match. The conceding team will receive no points.</p>
	9.4	<p>Bonus Points</p> <p>During the course of the match, bonus points will be awarded as shown below. These will be retained whatever the result apart from a team recording a WIN who will be awarded 30 points as described in section 9.1 above.</p> <p>The batting team will be awarded one point for attaining 100 runs and one point for each additional completed 25 runs. No team will gain more than five batting bonus points.</p> <p>The bowling team will be awarded one point for taking two wickets with an additional one point at the fall of the 4th, 6th, 8th and 10th wicket. In the event of a team being dismissed when batting with less than a full team, the bowling team will be awarded full bonus points.</p>
10	Covering of pitches	
	10.1	All clubs with teams in the Premier and First Divisions must have adequate covers which must be utilised whenever rain interrupts play. The covers must be capable of covering the whole of the pitch and should cover a minimum of 81' x 15' (24.69m x 4.57m).
	10.2	Clubs with teams below the First Divisions must inform the League if they do not have or do not intend to use covers during matches.
11	Entry on to the field of play	
	11.1	The incoming batsman should enter the field of play from the pavilion area and cross on the field with the outgoing batsman.
	11.2	Players should not enter the field of play at the commencement of an innings or following a break in play, in advance of the umpires.

12	Dress code
12.1	No player will be allowed to take part in a league match unless his/her clothing is of a predominantly white appearance. Umpires are required to enforce this rule and report any breach of the rule to the secretary.
12.2	All umpires (including club umpires & players standing in), when on the field, must wear a white umpire jacket or white shirt and dark coloured trousers.
13	Cricket balls
13.1	The League will negotiate for the bulk buying of balls of approved standard on an annual basis and present their recommendations to the Annual General Meeting. All clubs must purchase a minimum of 6 cricket balls per team.
13.2	Clubs will agree, by a vote, which specific ball is to be regarded as the official league ball for use in the Premier and First Divisions.
13.3	In the Premier and First Divisions, each team must use an official League approved new ball as in Rule 13.2 or alternatively, they may use the ball adopted for use in YPLN. In all other Divisions each team must provide a ball, which need not be new, but must be a quartered leather ball, conforming in all aspects, to the M.C.C. Laws of Cricket and must be a Grade 'A' ball of British manufacture, as approved by the Management Board.
13.4	Each team must provide a spare ball which conforms to the specification operative within that Division.
13.5	Umpires and Captains will be held responsible for seeing that this rule is enforced.
14	Match teas
14.1	Host clubs are required to provide adequate teas for two full teams plus umpires and scorers at a maximum charge to be set the Management Board each year.
15	Umpires and scorers
15.1	Two umpires will be appointed from the Y&DSCL Umpires' Panel to matches in Y&DSCL Premier Division and wherever possible below that level. Y&DSCL Umpires' expenses will be collected and paid at the end of the season. In the case of a duly appointed umpire being absent, the captains of the respective teams will mutually agree the appointment of an umpire during such absence, and they will be recognised by the League as official umpires.
15.2	Where umpires are not appointed from the Y&DSCL Umpires' Panel, clubs will be responsible for providing umpires for their teams and must satisfy themselves as to the ability of such umpires. Where a specific player is required to umpire whilst his team is fielding, he may stand as a normal umpire with the agreement of the opposition captain. Player umpires operating during their team's innings will be required to stand at the striker's end only.
15.3	Teams in Divisions not covered by Panel Umpires who do not have a non-playing umpire may designate a specific team member to umpire. This person must be competent and will be required to umpire throughout the innings as a normal umpire and will be permitted to bat. No substitute fielder will be allowed. Clubs exercising this option will not be penalised for the lack of an Umpire but will receive only a mark of 1/10 in the Merit Table. In these circumstances the umpire should be marked as normal by the visitors with a note to the effect that the player option had been implemented. Any club found to be guilty of falsifying, or helping to falsify, details of the presence, or absence, of an umpire or scorer will suffer a penalty in accordance with the League's 'Schedule of Disciplinary Offences'
15.4	Each team is required to provide a competent scorer who must ensure that the match details are recorded accurately.
15.5	Scorers must agree details of the first innings prior to the commencement of the second innings and ensure that the correct first innings total is correctly displayed on the scoreboard, and agree details at the end of the match.
15.6	Any discrepancies evident at the end of either innings must be resolved in conjunction with the umpires.
15.7	In all Y&DSCL league and cup matches, the scoreboard must display the over in progress.

	15.8	Scorers in all Divisions must be in an enclosed area away from the public. Portable scoreboards and tables in public areas for scorers are not acceptable unless dispensation is approved due to work on improvements etc.
	15.9	All umpires and scorers officiating regularly under the auspices of the League must hold a current DBS certificate.
16	Submission of results and reports	
	16.1	Home teams must submit summary match details on the day of the match in accordance with the procedures published on the League Website.
	16.2	Home teams are responsible for submitting full detailed results in accordance with the procedures published on the League Website.
	16.3	All teams must submit Captain's Reports in accordance with the procedures published on the League Website.
	16.4	Failure to meet the above requirements will attract a penalty.
17	Junior Players	
	17.1	The regulations issued by the England & Wales Cricket Board relating to junior players in respect of the wearing of helmets, fielding distances and bowling restrictions will apply in all matches played under the League's jurisdiction. The Umpires will be the sole judges, after consultation with the captain, as to whether a junior bowler is deemed to be 'fast' from a bowling restriction viewpoint.
18	First Division Play Off	
	18.1	As per League Management Rule 10.1.2 the runners up in the two First Divisions will contest a play-off to determine which team will be promoted to the Premier Division for the following season
	18.2	The play-off will take place on the Saturday following the last league matches of the season at a neutral venue with an 11.00am start.
	18.3	Umpires will be provided by the Y&DSCL Umpires' Panel
	18.4	The match will be played under the current playing conditions for the First Divisions with the following exceptions (i) Playing conditions 6.2.4 (latest start time) and 6.3.5 will not apply. (ii) In the event an interruption once play has commenced, playing conditions 6.3.1 and 6.3.2 will not apply and one over will be deducted from each innings for each complete 7.5 minutes lost. (iii) The reference to 'a minimum of 40 overs in the match' in playing conditions 6.2.2 and 6.3.3 will be replaced by 'a minimum of 20 overs in the match'. The team scoring the most runs in a completed match (each team having had the opportunity to bat for at least 10 overs) will be declared the winner.
	18.5	In the event of the score being level at the end of the match, the team losing the fewest wickets will be declared the winner.
	18.6	In the event of the scores and wickets lost being equal a bowl-out will take place; (i) The bowl out will be supervised by the umpires (ii) Five bowlers from each nominated team will each bowl two consecutive overarm deliveries at a wicket (conforming to Law 8) from a wicket pitched at a distance of 22 yds with, if practicable, bowling, popping and return creases marked (conforming to Law 7) (iii) The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the umpires' approval (iv) Bowlers from each team will alternate. (v) No extra delivery will be granted in the case of a wide or no-ball – there is no requirement for the ball to 'pitch' (vi) Each team will provide a wicket-keeper who must stand back (vii) The team which bowls down the wicket (as defined in Law 29.1.1) the most times from fair deliveries, will be declared the winner

	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
18.7	In the event of conditions preventing the match being completed or it not being possible to commence a match once all players and officials are present, a bowl-out using the above rules will, if conditions allow, take place. The umpires will be the sole judges of whether conditions are suitable for a bowl out to take place.
18.8	In the event of it not being possible to determine a winner by any of the above methods, the winner will be determined by the toss of a coin under circumstances to be arranged by the league secretary.