

# ECB Yorkshire South Premier League



## League championship rules

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- 1 **Changes to championship rules.** Either the MC or clubs may propose changes to these rules, which will be debated and voted upon at the AGM. Clubs must notify any proposals for rule changes to the League Secretary no later than 31<sup>st</sup> August, in order to ensure that proper notice can be given to clubs.
- 2 **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.
- 3 **Start of play.** Unless ground or weather conditions do not permit, all games will commence at 12.00pm. If play has not started by 3pm, an early tea should be taken at that point but an early tea can be taken at any time if both captains so agree. No game will start after 5pm.
- 4 **Duration of play**
  - i. The normal duration of play will be 50 overs per side, unless reduced due to ground or weather conditions – see paragraph 6.ii and 9 below. Any unused overs in the first innings will not be carried forward into the second innings. In order to achieve a result, both sides must have had the opportunity of batting for a minimum of 20 overs.
  - 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, which shall not be less than 30. The provisions of rule 9 below will 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.
- 5 **Intervals.** A tea interval of 30 minutes will normally be taken between innings. Otherwise, when tea is taken during a stoppage due to ground or weather conditions, a further 15-minute interval will be taken between the innings. 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.
- 6 **Teas.** The home team will provide 13 teas for the visiting side plus two for the umpires. The visiting team may be charged a maximum amount for teas, to be determined by the MC annually.
- 7 **Time lost before and during the game**
  - i. All time lost after the scheduled start time will be aggregated. The first hour lost will be ignored. The 30 minutes allowed for tea will not count as lost playing time for the purposes of calculating the number of overs to be played but the additional 15 minutes for the change of innings when tea is taken before the end of the first innings will be counted. Any time lost due to ground, weather or light conditions in excess of one hour (except as in 9.ii below) will result in the deduction of four overs for every further complete 15 minutes lost. For example:

<i>Time lost in total</i>	<i>Net loss over one hour</i>	<i>Overs deducted</i>
50 mins	nil	nil
1 hr 15 mins	15 mins	4
2 hr 25 min	1 hr 25 min	20 (10 min ignored)
4 hr 10 min	3 hr 10 min	48 (10 min ignored)

- ii. Where overs are reduced after the start of the match, the result will be determined by the DLS method.
- iii. Where, for whatever reason, the first innings lasts for less than 3 hours 10 minutes, or proportionally reduced time, the balance of unused time will be added to the one hour that is allowed before overs are reduced in the second innings. For example; when the first innings lasts for 2 hours 30 minutes, there is an unused balance of 40 minutes, which means that in the second innings, 1 hour 40 minutes will be allowed before overs are deducted as above.

### Time lost due to weather/pitch conditions

**Table of overs to be played and notional timings where the start is delayed and tea is not taken before start**

Start Time	Overs per side	Duration of Innings	Tea	Approx start time 2 <sup>nd</sup> inns	Approx finish time
12.00	50	3.10	3.10 - 3.40	3.40	6.50
12.15	50	3.10	3.25 - 3.55	3.55	7.05
12.30	50	3.10	3.40 - 4.10	4.10	7.20
12.45	50	3.10	3.55 - 4.25	4.25	7.35
1.00	50	3.10	4.10 - 4.40	4.40	7.50
1.15	48	3.00	4.15 - 4.45	4.45	7.45
1.30	46	2.53	4.23 - 4.53	4.53	7.46
1.45	44	2.45	4.30 - 5.00	5.00	7.45
2.00	42	2.38	4.38 - 5.08	5.08	7.46
2.15	40	2.30	4.45 - 5.15	5.15	7.45
2.30	38	2.23	4.53 - 5.23	5.23	7.46
2.45	36	2.15	5.00 - 5.30	5.30	7.45

*Example*

Play starts at 2.45. 1hr 45 mins of playing time lost, which equates to 28 overs. 72 overs are left and a 36-overs per side game will be played. The notional time of tea will be 5.00pm with a second innings resumption at 5.30pm and a notional close of play time of 7.45pm.

**Table of overs to be played and notional timings where the start is delayed and tea is taken before start**

Start Time	Overs per side	Duration of Innings	Change of innings	Approx start time 2 <sup>nd</sup> inns	Approx finish time
1.30	48	3.00	4.30 - 4.45	4.45	7.45
1.45	46	2.53	4.38 - 4.53	4.53	7.46
2.00	44	2:45	4.45 - 5.00	5:00	7:45
2.15	42	2:38	4.53 - 5.08	5:08	7:46
2.30	40	2:30	5.00 - 5.15	5:15	7:45
2.45	38	2:23	5.08 - 5.23	5:23	7:46
3.00	36	2:15	5.15 - 5.30	5:30	7:45
3.15	34	2:08	5.23 - 5.38	5:38	7:46
3.30	32	2:00	5.30 - 5.45	5:45	7:45
3.45	30	1:53	5.38 - 5.53	5:53	7:46
4.00	28	1:45	5.45 - 6.00	6:00	7:45
4.15	26	1:38	5.53 - 6.08	6:08	7:46
4.30	24	1:30	6.00 - 6.15	6:15	7:45
4.45	22	1:23	6.08 - 6.23	6.23	7.46
5.00	20	1.15	6.15 - 6.30	6.30	7.45

*Example*

Play starts at 2.45 with tea having been taken. 1hr 15 of playing time is lost, plus 15 mins for the change of innings, making 1hr 30 mins which equates to 24 overs. The game will now be of 38 overs per side with a notional end time for the first innings being 5.08, with a restart at 5.23 and a notional finish time of 7.46pm.

*Note that these tables do not take into account any additional allowances for time lost made by the umpires*

- 8 **Over-rates.** Teams are expected to bowl a minimum of 16 overs per hour. In the event of a 50-over innings not being completed within 3 hours and 10 minutes, the batting side will be awarded five penalty runs for each full over remaining to be bowled at this time. The over in progress at this time will not count. These targets will be adjusted pro rata in the event of the scheduled innings being less than 50 overs. The umpires may at their discretion extend the time allowed for the innings to compensate for unscheduled stoppages.

## 9 **Fielding restrictions**

- i. 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. Either umpire will call and signal 'No Ball' at the instant of delivery if this rule is not observed. Clubs must use white plastic discs to mark out the designated area; white lines alone are insufficient.
- ii. If a fielder leaves the field during play, or is absent at the start of an innings, he will not incur penalty time for the first 15 minutes of any absence.

## 10 **Bowling restrictions**

- i. 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. The maximum number of bowlers' overs will be reduced pro-rata if the number of overs in the innings is reduced before the start of the innings.
- ii. 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.'
- iii. 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.

## 11 **Results and point-scoring.** The result of the game will be determined in accordance with Law 21.2. Points will be awarded as follows, irrespective of whether the game has been played over 100 overs, a reduced number of overs, or whether the DLS method has been used:

- 12 points for the winning side
- eight points for both sides in a tied game
- four points for both sides in any game where a result cannot be achieved
- bonus points for the losing side based on their second innings performance:
  - for scoring 90% of the total of the side batting first (four points) or for scoring 70% (two points) *or*
  - for taking eight wickets (four points) or for taking six wickets (two points)

Bonus points will be awarded irrespective of whether the losing side is bowled out; in games decided by DLS the percentages will be based on the DLS par score at the conclusion of the match.

## 12 **Position of teams in the league table**

- i. 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 wins in the games between them
  - the team with the most points from the games between them
  - the team with the most 'four point' bonus points
- ii. If two or more teams finish on level points and cannot be separated by use of the criteria above, they will be deemed to be joint champions. Otherwise, where it is necessary to separate teams in the table that have finished on an equal number of points, e.g, for the Championship play-offs or to decide relegation, teams will be separated by the first of the following methods that can be arranged in the time available:
  - 20-over match
  - bowl out
  - coin toss