



Yorkshire Cricket Southern Premier League

www.ycspl.co.uk

Cup Final hosting requirements

Prior to game

1. Liaise with League competition organiser who will appoint a match manager; club to nominate lead official for the day
2. Ensure good pitch to be in the middle of the cricket square.
3. Arrange for PA system and person to operate.
4. Arrange for adequate car parking, including specific area for players and officials. Arrange car park stewarding.
5. Arrange for adequate roped-off viewing area for players, officials and guests.
6. Arrange for tea area for players and officials separate from spectators.
7. The hosting club can use any method of fundraising they wish – maximum admission charge, if charged, £2 or £1 for juniors and OAP.
8. Ensure sufficient volunteer helpers will be available for all stewarding and to help with covers if needed.
9. Ensure ground staff available for rolling, brushing and remarking at the interval, and to provide adequate sawdust in case of wet weather.
10. Ensure that wifi available for electronic scoring.
11. Liaise with League about match programme for the day.
12. Host club to provide teas as follows:
 - i *Cup Finals*
 - a. 26 players, two umpires, two scorers and match manager (31)
 - b. Two sponsors, eight League officials, two guests each from competing clubs and host club (16)
 - c. Total teas 47 @ £5 per tea - £235 to be paid to the host club by the YCSPL 2 weeks prior to the final
 - ii *T20 finals day*
 - a. 52 players, four umpires, four scorers and match manager (61)
 - b. Two sponsors, eight League officials, two guests each from competing clubs and host club (20)
 - c. Total teas 81 @ £5 per tea - £405 to be paid to the host club by the YCSPL 2 weeks prior to the final

Day of game

1. Ground to be open 1½ hours before the official start time.
2. Nominated lead club official to meet and liaise with the match manager.
3. Balls will be provided and officials fees paid by YCSPL.
4. Start times will be:
 - i. Cup finals 12 noon
 - ii. T20 Plate 11.00; T20 Blast 15.00