



Yorkshire Cricket Premier Leagues Management Board

Championship play-off rules 2022

Competition management

1. The competition will be 'owned' and managed by the Yorkshire Cricket Premier League Management Board (YCPLMB). All decisions relating to the interpretation of these rules or to matches played in the competition will be made by the YCPLMB and will be final and binding on all concerned.

Eligibility of Players

2. Players will be eligible to play in the competition only if:
 - i. they are a bone fide, registered members of their club and are eligible to compete in their own Premier League competition in the same season
 - ii. they have played a minimum of six league matches for any of their club teams during the same season
3. Provided that the above conditions are satisfied:
 - i. Yorkshire Academy players will be able to play for their 'parent club' even if they have already played for the Academy in league matches during the same season
 - ii. overseas players and contracted county players are eligible to play in the competition
 - iii. players who have transferred clubs by 31 July in the same season will be eligible
4. Any questions on eligibility should be addressed to the Management Board Secretary. The YCPLMB's decision will be final and binding.

Conduct of games

5. The YCPLMB will appoint a Match Commissioner for each game, to be responsible for overseeing all aspects of the running of each game.

Umpires

6. *Panel.* Each of the four Premier Leagues will nominate two umpires to form a panel from which appointments to the semi-finals and final will be made by the Management Board.
7. There will be a pre-match meeting before the toss, involving the Match Commissioner, the umpires, the captains and, if appropriate, the team managers.
8. At the pre-match meeting:
 - i. the captains and coaches will be reminded of their responsibilities under the Spirit of Cricket, the ECB Code of Conduct, and their general duty to present cricket in an appropriate way

- ii. the Match Commissioner will ensure that all participants are aware of the provisions for dealing with any conduct breaches during the game – see para 15
- iii. completed team sheets must be given to the umpires, and will be retained by them in case of disputes

Scorers

9. Clubs must provide a scorer for all matches. Matches shall be scored utilising electronic methods with live scoring, to promote the competition. Where electronic scoring is not possible, clubs should give regular score updates via social media.

Cricket Balls

10. The Oxbridge *Windsor* match balls will be provided by Yorkshire CCC and the home club will be responsible in the semi-finals for providing sufficient spares of a good quality.

Playing Conditions

11. **ECB guidance.** All ECB Guidance about helmets, faceguards and young players must be adhered to without exception.
12. **Clothing.** All teams must wear white clothing. Numbers, sponsors names and logos may be worn.
13. **Conduct of games.** The Laws of Cricket (2017 Code) will apply in all games, except where specifically provided for below. In all circumstances, the umpires will be the sole arbiters of the fitness of the conditions to start or continue play.
 - i. **Toss.** The toss will take place no earlier than 30 minutes and no later than 15 minutes before the scheduled start time. If no member of a team is available to toss during this time, the umpires will at their discretion award or delay the toss.
 - ii. **Start of play.** Unless ground or weather conditions do not permit, all semi-final games will commence at 11am. The final will normally start at 10.30am.
 - iii. **Duration of play.** The normal duration of play will be 50 overs per side, unless reduced due to ground or weather condition. The umpires alone can also reduce the length of the game before the start if they believe it will provide the best opportunity of achieving a result if adverse weather is forecast. Ie to a 45, 40, 35, 30, over contest down to the minimum of 10 overs per side. Any unused overs in the first innings shall not be carried forward into the second innings. A minimum of 10 overs per side must be played in order to achieve a result.
 - iv. **Drinks.** Two drinks intervals per session shall be permitted, each approximately one hour 10 minutes apart. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire, other than that bib may be worn.
 - v. **Intervals.** An interval of 30 minutes will be taken between innings, unless tea is taken during a stoppage due to ground or weather conditions. If the tea interval is not taken between innings a further 15-minute interval will be taken between the innings.
 - vi. **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.

- vii. **Time lost before and during the game.** All time lost after the scheduled start time due to ground, weather or light conditions will result in the deduction of four overs for every further complete 15 minutes lost. If overs are lost in the first innings these will be reduced from the length of the game with an equal reduction from each side's innings. Over lost in the second innings will lead to a reduction in the batting side's allocation.

<i>Total time lost</i>	<i>Overs deducted</i>
50min	12
1hr 15mins	20
2hr 25min	36

- viii. **Bowling restrictions.** No player may bowl more than 15 overs in a 50 over innings; if the number of overs to be bowled at the commencement of the innings is less than 50, then the allocation per bowler shall be as detailed below. In the event of a subsequent reduction in the overs allotted to the innings after its commencement, the individual bowlers' initial allocations will remain unaltered.

<i>Overs/Innings</i>	<i>Allocation</i>	<i>Overs/Innings</i>	<i>Allocation</i>	<i>Overs/Innings</i>	<i>Allocation</i>
47-49	15	31-33	10	17-20	6
44-46	14	27-30	9	14-16	5
41-43	13	24-26	8	11-13	4
37-40	12	21-23	7	10	3
34-36	11				

- ix. **Short-pitched bowling.** 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 any delivery which passes or would have passed above shoulder height of the batsman standing in his normal stance. Any subsequent short-pitched delivery will be called a 'no ball.'
- x. **Full pitches.** Any full-pitched ball that passes above waist height of the batsman standing in his normal stance, regardless of pace, will be called a 'no ball.'
- xi. **Wide balls.** 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. To assist in the application of this rule, the home team shall mark two additional straight lines on the crease between the batting crease and the popping crease, the inside edges of which will be 17" inside each return crease.
- xii. **Fielding restrictions.** Throughout the game, the fielding side shall have a minimum of six players, including the wicketkeeper 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 not sufficient.
- xiii. **Practice on the day of the game.** No practice will be allowed on the playing area in the five minutes before the scheduled time of start or the resumption of play after any interval. Other than at these times, practice will be allowed on the playing area on the day of the game whilst play is not in progress, except on the strip being used for the game and the two strips to either side of it. The host club should designate a cut strip on the square and an area on the outfield where the visitors can practice. Whilst play is in progress, there will be no practice on the playing area, except that a new bowler will be allowed a maximum of two practice deliveries on the outfield before bowling.
- xiv. **Covering pitches.** Pitches, including bowlers' run-ups and adjacent pitches, should be fully covered when there is a likelihood of rain during the week before a game, and should, wherever possible, be covered during the game whenever there is a stoppage due to rain.

xv. **Results.** Results will be determined as follows:

- Where there is no interruption in the match and when both sides have had the opportunity of batting for the same agreed number of overs, the side scoring the higher number of runs shall be the winner. If the scores are equal, the winner will be determined by the first of the following:
- the side losing the fewer number of wickets
- the side with the higher score at the end of the completed penultimate over
- the side with the higher score at the end of the previous over, etc
- If a match is abandoned before the team batting second has received its allotted number of overs (providing that it has received not less than 10 overs) the result shall be decided by the DLS method.
- In a match where DLS is in operation and the side batting second score one run less than the DLS target, the game will result in a tie. A result can be achieved only if both teams have had the opportunity to bat for a minimum of 10 overs
- If the scores are equal, the result shall be determined by the loss of wickets with the side losing the fewer number of wickets being declared the winner. If still equal, or if both sides were all out, the side with the higher score at the end of the completed penultimate over shall be the winner, and if still equal, at the end of the previous over, and so on until a winner can be decided.
- In the event of no result being obtained, a bowl-out (outdoors or indoors) will take place to achieve a result; if it is not possible to have a bowl out, the match shall be decided by the toss of a coin.

Bowl out

- A bowl out consists of 5 of the nominated players from each side bowling 2 balls each at a set of standard stumps. The team scoring the greatest number of hits is the winner. If the scores remain level, then the same players will bowl alternating balls on a sudden death basis until a winner is found.
- If a no ball is bowled during a bowl out it is not re-bowled but any hit on the stumps will not count.

14. **Covid-19 regulations.** No saliva shall be applied to the ball at any time.

15. **Discipline**

- i. All disciplinary breaches will be dealt with in accordance with the ECB General Conduct Regulations and following the procedure laid out below:
- ii. Immediately at the conclusion of the game the umpires will notify the Match Commissioner if they wish to report any disciplinary breach.
- iii. In the event of a Level 1 or Level 2 breach, such report will be made verbally to the Match Commissioner, who will record the details of the breach. The Match Commissioner and the umpires will then agree on what disciplinary sanction is appropriate. They will then advise the team manager, or equivalent, of the reported player's team. If the breach and requested sanction are accepted, the Match Commissioner will follow up by writing to the player, his club, his league and the YCPLMB to confirm the sanction imposed.
- iv. In the event of a Level 3 or Level 4 breach, or if a Level 1 or Level 2 breach or sanction are not accepted, a formal hearing will be required. This will be held on the Monday after the conclusion of the game in the case of a breach in the semi-final. In the case of a breach in the final where a result has been achieved, the hearing will be held within 14 days. The Match Commissioner will inform the team manager, or equivalent, of the reported player's team of the nature the breach and the arrangements for the hearing, which will be conducted in accordance with the ECB General Conduct Regulations. In the absence of a written report, the case may be presented by the umpire best placed to do so. The hearing will be conducted by three people from a list maintained by the YCPLMB secretary of suitable persons nominated by the four leagues, none of whom shall be connected with the player's league.
- v. After any hearing, the chairman of the panel will verbally convey the panel's decision, and any sanction applied, to the player concerned (or his representative); and will follow this up by writing to the player, his club, his league and the YCPLMB to confirm the sanction imposed.

- vi. The player will have a right of appeal against the decision made at a formal hearing. Any appeal will be heard on the Wednesday of the week of the original hearing in the case of a breach in the semi-final, or in the final where this needs to be replayed; or in the case of a breach in the final where a result has been achieved, the appeal hearing will be held within 14 days of the original hearing.
- vii. The appeal hearing will be heard by three different people from a list maintained by the YCPLMB secretary of suitable persons nominated by the four leagues, who shall not be connected with the player's league.