

WEST SURREY YOUTH CRICKET LEAGUE

Rules and Regulations 2019

For any issues concerning the rules please e-mail Darren Talbot chairman@wsycl.co.uk

Age Group/Division Rules

Managers should read these carefully and take a copy to each game in case of uncertainty.

Junior Division 1

Players

- 11 a side
- Any players aged 13 up to those under 17 on 31 August the previous year, subject to eligibility rules for different tiers: see General Rules, Rule 2.
- For the purpose of the eligibility rules, Junior Division 1 is a Tier 1 league and, as a guideline, is for a club's best players in the U14-U17 age range.

Equipment

- 5½ oz **Pink** Ball to be used for all games
- 22-yard pitch

Match Rules

- 20 overs a side, maximum 4 overs per bowler.
- Batsmen retire at 50 and may not return.
- No coaching allowed.
- All evening matches – 50% of innings overs from one end then the remaining 50% from the other end to speed up games. Same standing umpire to do each 50% and then change.
- Wicketkeepers may only be changed at the fall of a wicket and not at all in the last 4 overs of an innings.

Result Reporting

- Full Scorecards should be added to Play-Cricket so the league can check inclusivity and player eligibility inside 7 days (see reporting rule in General Rules).

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Junior Division 2

Players

- 11 a side
- Any players aged 13 up to those under 17 on 31 August the previous year, subject to eligibility rules for different tiers: see General Rules, Rule 2.
- For the purpose of the eligibility rules, Junior Division 2 is a Tier 2 league and, as a guideline, is for teams of U15 A team standard.

Equipment

- 5½ oz **Pink** Ball to be used for all games
- 22-yard pitch

Match Rules

- 20 overs a side, maximum 3 overs per bowler
- Batsmen retire at 30 and may not return
- Those not batting in the first innings must bowl at least 2 overs and bowl before those who batted (excluding the wicketkeeper).
- Any players who didn't bowl more than one over in the first innings must bat before those who did (excluding the wicketkeeper).
- It is the responsibility of the umpires to ensure that these inclusivity rules are adhered to and the rules must not be disapplied by agreement (save where this is made necessary by injury to a player).
- No coaching allowed.
- All evening matches – 50% of innings overs from one end then the remaining 50% from the other end to speed up games. Same standing umpire to do each 50% and then change.
- Wicketkeepers may only be changed at the fall of a wicket and not at all in the last 4 overs of an innings.

Result Reporting

- Full Scorecards should be added to Play-Cricket so the league can check inclusivity and player eligibility inside 7 days (see reporting rule in General Rules).

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Junior Division 3

Players

- 11 a side
- Any players aged 13 up to those under 17 on 31 August the previous year, subject to eligibility rules for different tiers: see General Rules, Rule 2.
- For the purpose of the eligibility rules, Junior Division 3 is a Tier 3 league and, as a guideline, is for teams of U15 B team or U14 A team standard.

Equipment

- 5½ oz **Pink** Ball to be used for all games
- 22-yard pitch

Match Rules

- 20 overs a side, maximum 3 overs per bowler
- Batsmen retire at 30 and may not return
- Those not batting in the first innings must bowl at least 2 overs and bowl before those who batted (excluding the wicketkeeper).
- Any players who didn't bowl more than one over in the first innings must bat before those who did (excluding the wicketkeeper).
- It is the responsibility of the umpires to ensure that these inclusivity rules are adhered to and the rules must not be disapplied by agreement (save where this is made necessary by injury to a player).
- No coaching allowed.
- All evening matches – 50% of innings overs from one end then the remaining 50% from the other end to speed up games. Same standing umpire to do each 50% and then change.
- Wicketkeepers may only be changed at the fall of a wicket and not at all in the last 4 overs of an innings.

Result Reporting

- Full Scorecards should be added to Play-Cricket so the league can check inclusivity and player eligibility inside 7 days (see reporting rule in General Rules).

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Junior Division 4

Players

- 11 a side
- Any players aged 13 up to those under 17 on 31 August the previous year, subject to eligibility rules different tiers: see General Rules, Rule 2.
- For the purpose of the eligibility rules, Junior Division 4 is a Tier 4 league and, as a guideline, is for teams of U14 B team standard.

Equipment

- 5½ oz **Pink** Ball to be used for all games
- 21-yard pitch

Match Rules

- 20 overs a side, maximum 3 overs per bowler
- Batsmen retire at 30 and may not return
- Those not batting in the first innings must bowl at least 2 overs and bowl before those who batted (excluding the wicketkeeper).
- Any players who didn't bowl more than one over in the first innings must bat before those who did (excluding the wicketkeeper).
- It is the responsibility of the umpires to ensure that these inclusivity rules are adhered to and the rules must not be disapplied by agreement (save where this is made necessary by injury to a player).
- No coaching allowed.
- All evening matches – 50% of innings overs from one end then the remaining 50% from the other end to speed up games. Same standing umpire to do each 50% and then change.
- Wicketkeepers may only be changed at the fall of a wicket and not at all in the last 4 overs of an innings.

Result Reporting

- Full Scorecards should be added to Play-Cricket so the league can check inclusivity and player eligibility inside 7 days (see reporting rule in General Rules).

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Under 13 Leagues

Players

- 11 a side
- Any players aged under 13 on 31 August the previous year, subject to eligibility rules for all age groups: see General Rules, Rule 2.
- For the purpose of the eligibility rules, the U13 WSCYL league is a Tier 2 league; the U13 Development League is a Tier 3 league.

Equipment

- 4¾ oz Ball to be used for all games. Evening matches must use a **pink** ball – encouraged for all games.
- 19-yard pitch
- Maximum 40 metre boundaries

Match Rules

- 20 overs a side, maximum 3 overs per bowler
- Batsmen retire at 30 and may not return
- Wides & No Balls – 2 extra runs in all 20 overs and only re-bowled in the 20th over
- Coaching allowed in Development Leagues only
- All evening matches – 50% of innings overs from one end then the remaining 50% from the other end to speed up games. Same standing umpire to do each 50% and then change.
- Wicketkeepers may only be changed at the fall of a wicket and not at all in the last 4 overs of an innings.

Result Reporting

- Full Scorecards should be added to Play-Cricket so the league can check inclusivity and player eligibility inside 7 days (see reporting rule in General Rules).

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Under 12 Leagues

Players

- 11 a side Academy & WSYCL. 10 a side Development (pairs).
- Any players aged under 12 on 31 August the previous year, subject to eligibility rules for all age groups: see General Rules, Rule 2.
- For the purpose of the eligibility rules, the U12 Academy League is a Tier 1 league; the U12 WSYCL league is a Tier 2 league; the U12 Development League is a Tier 3 league.

Equipment

- 4¾ oz Ball to be used for all games. **Two pink balls** must be used for Academy matches and **one pink ball** for evening matches. Coloured clothing encouraged for Academy matches
- 18-yard pitch. Stumps 25" from the ground. Maximum 40 metre boundaries

Match Rules

- Academy League
 - 30 overs per side. Fixtures may be reduced to 25 overs a side by mutual agreement.
 - Batsmen retire at 50 and may not return.
 - Maximum 6 overs per bowler (5 overs per bowler in 25 over matches).
 - "Free Hit" after every no ball in the Academy League. If a no ball occurs off the 6th ball of an over (overs 1-29), the first ball of the very next over shall be a Free Hit.
- WSYCL League
 - 20 overs per side.
 - Maximum 3 overs per bowler
 - Batsmen retire at 30 and may not return
- Development League
 - 20 overs per side. Maximum 3 overs per bowler
 - 4 overs per pair. Teams start on 200 runs
 - Minus 4 runs for a dismissal and the dismissed batsman will not face the next ball
- All Divisions
 - Wides & No Balls – 2 extra runs and only re-bowled in the final over (still 2 extra runs)
 - No players permitted within 11 yards of the bat in front of the wicket
 - Coaching allowed in Development Leagues only
- All evening matches – 50% of innings overs from one end then the remaining 50% from the other end to speed up games. Same standing umpire to do each 50% and then change.
- Wicketkeepers may only be changed at a change of pairs or for non-pairs games at the fall of a wicket and not at all in the last 4 overs of an innings.

Result Reporting

- Full Scorecards must be added to Play-Cricket for all Academy and WSYCL matches and are encouraged for other matches.
- All results must be reported on Play-Cricket inside 7 days (see reporting rule in General Rules).

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Under 11 Leagues

Players

- 11 a side Academy & WSYCL. 10 a side Development & Softball Leagues (pairs)
- Any players aged under 11 on 31 August the previous year, subject to eligibility rules for all age groups: see General Rules, Rule 2.
- For the purpose of the eligibility rules, the U11 Academy League is a Tier 1 league; the U11 WSYCL league is a Tier 2 league; the U11 Development League is a Tier 3 league.

Equipment

- 4¾ oz Ball to be used. For the Softball League junior size non-match weight “Incredi” ball shall be used. **2 pink balls** must be used for Academy matches and **1 pink ball** for evening matches.
- Coloured clothing encouraged for Academy matches
- 17-yard pitch (15-yard pitch for Softball League). Stumps 25” from the ground. Maximum 35 metre boundaries

Match Rules

- Academy League
 - 25 overs per side. Fixtures may be reduced to 20 overs a side by mutual agreement.
 - Batsmen retire at 40 and may not return.
 - Maximum 5 overs per bowler (4 overs per bowler in 20 over matches).
 - “Free Hit” after every no ball in the Academy League. If a no ball occurs off the 6th ball of an over (overs 1-24), the first ball of the very next over shall be a Free Hit.
- WSYCL League
 - 20 overs per side. Maximum 3 overs per bowler
 - Batsmen retire at 30 and may not return
- Development/Softball Leagues
 - 20 overs per side. Maximum 3 overs per bowler
 - 4 overs per pair. Teams start on 200 runs
 - Minus 4 runs for a dismissal and the dismissed batsman will not face the next ball
- All Divisions
 - Wides & No Balls – 2 extra runs and only re-bowled in the final over (still 2 extra runs)
 - No players permitted within 11 yards of the bat in front of the wicket
 - All evening matches – 50% of innings overs from one end then the remaining 50% from the other end to speed up games. Same standing umpire to do each 50%.
 - Wicketkeepers may only be changed at a change of pairs or for non-pairs games at the fall of a wicket and not at all in the last 4 overs of an innings.

Result Reporting

- Full Scorecards must be added to Play-Cricket for all Academy and WSYCL matches and are encouraged for other matches.
- All results must be reported on Play-Cricket inside 7 days (see reporting rule in General Rules).

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Under 10 Leagues

Players

- Academy 11 a side (non-pairs), WSYCL & Development Leagues 8 a side (pairs)
- Any players aged under 10 on 31 August the previous year, subject to eligibility rules for all age groups: see General Rules, Rule 2.
- For the purpose of the eligibility rules, the U10 Academy League is a Tier 1 league; the U10 WSYCL league is a Tier 2 league; the U10 Development League is a Tier 3 league.

Equipment

- 4¾ oz Ball to be used for all games. **Pink ball** to be used for all evening matches.
- Coloured clothing encouraged for Academy matches
- 17-yard pitch. Stumps 25" from the ground. Maximum 35 metre boundaries

Match Rules

- Academy League
 - 20 overs per side non-pairs
 - Batsmen retire at 30 and may not return
 - Maximum 4 overs per bowler
 - "Free Hit" after every no ball in the Academy League. If a no ball occurs off the 6th ball of an over (overs 1-19), the first ball of the very next over shall be a Free Hit.
- WSYCL & Development League
 - 20 overs per side pairs
 - Maximum 3 overs per bowler
 - 5 overs per pair
 - Teams start on 200 runs
 - Minus 4 runs for a dismissal and the dismissed batsman will not face the next ball
- All Divisions
 - Wides & No Balls – 2 extra runs and only re-bowled in the 20th over (still 2 extra runs)
 - No players permitted within 11 yards of the bat in front of the wicket
 - All evening matches – 50% of innings overs from one end then the remaining 50% from the other end to speed up games. Same standing umpire to do each 50% and then change.
 - Wicketkeepers may only be changed at a change of pairs or for Academy games at the fall of a wicket and not at all in the last 4 overs of an innings.

Result Reporting

- Full Scorecards must be added to Play-Cricket for all Academy matches and are encouraged for other matches.
- All results must be reported on Play-Cricket inside 7 days (see reporting rule in General Rules).

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Under 9 Leagues

Players

- 8 a side (pairs)
- Any players aged under 9 on 31 August the previous year, subject to eligibility rules for all age groups: see General Rules, Rule 2. The U9 league is now for U8s as well as U9s. Clubs may mix Under 9s and Under 8s or keep them separate, entering them into the most appropriate level.
- For the purpose of the eligibility rules, the U9 Academy League is a Tier 1 league; the U9 WSYCL league is a Tier 2 league; the U9 Development League Division 1 is a Tier 3 league; the U9 Development League Division 2 is a Tier 4 league.

Equipment

- Academy league, 4¾ oz Ball to be used for all games. **Pink ball** to be used for all evening matches.
- Other leagues, non-match weight junior “Incredi” ball.
- Coloured clothing encouraged for Academy matches.
- 17-yard pitch for Academy, 15 yard pitch for WSYCL, 15 yard pitch for Development Leagues.
- Stumps 25” from the ground. Maximum 30 metre boundaries

Match Rules

- Academy, WSYCL & Development League
 - 20 overs per side
 - Maximum 3 overs per bowler
 - 5 overs per pair
 - Teams start on 200 runs
 - Minus 4 runs for a dismissal and the dismissed batsman will not face the next ball
- All Divisions
 - Wides & No Balls – 2 extra runs and only re-bowled in the 20th over (still 2 extra runs)
 - No players permitted within 11 yards of the bat in front of the wicket
 - All evening matches – 50% of innings overs from one end then the remaining 50% from the other end to speed up games. Same standing umpire to do each 50% and then change.
 - Wicketkeepers may only be changed at a change of pairs or for Academy games at the fall of a wicket and not at all in the last 4 overs of an innings.

Result Reporting

- All results must be reported on Play-Cricket inside 7 days (see reporting rule in General Rules).

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General WSYCL Rules

1. Fixtures/Matches

- a. All competitions are open to both boys and girls.
- b. No player may represent more than one club at junior level (whether or not in the League) in the same season without the agreement of the Committee.
- c. If any team plays any over-aged players the game shall be awarded to the opposing side.
- d. If both teams play one or more over age players, then NO POINTS will be awarded for the match in question.
- e. To encourage more girls to play cricket, girls may play in all WSYCL competitions up to 2 years below their age group i.e. an U13 girl could play in any age group from U11 upwards. County level girls are exempt from the Development League restrictions but may only play one year below their age group; however, clubs are encouraged to play girls at the correct level for their ability and the league reserves the right to disallow players if they are deemed to be of too high a level for the league in which they are playing.
- f. All fixtures will originally be scheduled to take place no later than Sunday 28 July 2019. Clubs may however agree to re-arrange fixtures after this date, provided that in leagues where there are play-offs fixtures are not scheduled after Sunday 11 August 2019 and in leagues where there are no play-offs fixtures are not scheduled after Sunday 1 September 2019.
- g. Subject to the previous paragraph, fixtures may be re-arranged by agreement as clubs wish up until the freeze date (Sunday 31 March 2019). Fixture changes up to this date must be notified on the Play-Cricket website. After that date fixtures can only be rearranged by mutual agreement of both clubs in accordance with the procedure set out in Rule 7e below. Though not obliged to do so, teams are encouraged to make every effort to re-organise games (especially where the match date is early in the season) so that players can get as many matches as possible.
- h. All clubs must have one fixtures coordinator responsible for all their junior fixtures.
- i. All matches may be played on non-turf pitches. Home clubs must notify opposition at least 72 hours before each game in writing any matches to be played on a non-turf pitch.
- j. Hospitality:
 - i. Home teams in all WSYCL matches should provide a minimum of water and some form of snack/biscuits for both sets of players.

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- ii. Some form of cover and toilet facilities must be available at the ground.
 - iii. A working scoreboard must also be provided for all matches.

- k. Evening matches
 - i. In the event of a late start, the number of overs to be played shall be agreed upon by the team managers before the match begins. For every 6 minutes late the start, 1 over per side should be taken off the allotted overs. The minimum number of overs constituting a match shall be 10 overs per side. Pairs matches should be reduced to no less than 3 overs a pair (12 overs). The maximum overs per bowler and number of bowlers should also be reduced.

- l. Pairs Matches
 - i. If a team fields less than 8/10 players (as appropriate for their league) then only the complete number of pairs scores shall count.
 - ii. If 1 team member is unable to bat because of injury, then the other batsman in his pair will face 2 overs (with a "runner" at the opposite end). If the player is injured while batting, the non-injured batsman will face half the number of balls remaining at the time of the injury from the original 4 overs for that pair.

- m. No Batsman will be run out while backing up at the bowler's end (sometimes referred to as a Mankad dismissal) unless s/he has been personally warned by an umpire for committing such an offence in that innings.

- n. If a batter should reach a retirement score which would end the innings, the batter shall be permitted to continue their innings.

- o. All League matches where there are finals to be played (see League Positions & Play-Offs below) to be completed by Sunday 11 August (with all results to be entered by 11.00 pm on that date).

- p. All other League matches can be played at any time up until Sunday 1 September.111

- q. "Coaching" will only be allowed up to U11 except in Development Leagues where it is permitted at all age groups. However, umpires are not allowed to coach or provide input in U12 & U13 Development Leagues. For U12 age groups and above, no manager, coach, parent supporter or umpire, either on the field of play or from the boundary should advise the fielding team's captain or any other member of the team about who or how they should bowl, or fielding positions or any other aspect of tactics. Similarly, batsmen at the crease should not be coached in how or when to play a shot or given any advice which would help them during their innings. If a team thinks their opposition is in breach of this rule they should initially draw it to the attention of the umpires. If the coaching continues the incident should be reported to Darren Talbot (chairman@wsycl.co.uk) who

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will contact the “reported” team for their response. The disciplinary sub-committee will then decide on appropriate action.

r. Umpires

- i. Each team will supply an Umpire for League Matches who shall be a competent responsible, appropriately vetted adult. The WSYCL emphasise that all teams, coaches and supporters/parents must comply with both the ECB Code of Conduct and the Spirit of Cricket, both of which are widely available online - <https://www.ecb.co.uk/search?terms=codes%20of%20conduct> is a good source. Where the Laws of Cricket place responsibilities on the Captain, these responsibilities shall be placed on the manager at U11 age group and younger. All clubs are encouraged to display the Code of Conduct and Spirit of Cricket in their Clubhouses and to ensure that everyone involved with their Club is encouraged to live up to its high standards.
- ii. The penalty runs provision is not used by the WSYCL - other than the 5 runs penalty for the ball hitting clothing/helmet etc. left on the ground by the fielding team.

2. Players

- a. The following eligibility rules will apply to all divisions in all age groups:
 - i. Save with the permission of the league, current CAG players may only play in Tier 1 games unless playing two years or more “up” (Tier 2 only).
 - ii. Save with the permission of the league, current Performance players may only play in Tier 1 games unless playing one or more year “up” (Tier 2 only).
 - iii. Save with the permission of the league, players who have played regularly in a higher tier may not thereafter play in a lower tier. For the purposes of this rule a player will be treated as having played regularly in a higher tier if either: (a) in the current season, he has played 4 or more matches in a higher tier at the same age group, or (b) in the previous season, he played 50% or more matches in a higher tier of the age group below.
 - iv. It is recognized that there will be a wide range of circumstances in which it may be appropriate for the league to give permission for a player to play in a Tier for which he would normally be ineligible under the preceding rules. Permission may be given by the league either for a single match or the season. Relevant factors might include, for example, whether the player’s club has a team in a higher tier, whether the club is or should be able to field a team without playing the ineligible player, and the ability or form of the player concerned. If the league gives

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permission for an ineligible player to play, it may impose any conditions it considers appropriate in the circumstances (e.g. as to the player's batting position or the number of overs which the player may bowl).

- v. Teams transgressing eligibility rules may be subject to a penalty of up to 25 points as well as forfeiture of the match concerned.

- b. Clubs entering more than one division (SJIL/Academy/WSYCL/Development League) at the same age group should use mostly different players in each and stronger players, other than (a) above, should not play at an inappropriate level.

- c. Clubs may enter more than one team in the same age group Development League providing they have also entered the WSYCL and providing the players are generally different in each Development League team. In exceptional circumstances, clubs may also enter more than one team at WSYCL level if that is appropriate for the strength and size of their squad.

- d. All players should shake hands at the end of every match.

3. Equipment

- a. Unless a ball is lost or, in the opinion of the umpires, unacceptably damaged, only 1 ball will be used in each match other than 25 overs or more matches where 2 balls will be used. The home team should provide new balls for use during the matches. For evening hard ball matches, these **must be pink** and we encourage pink balls for all games.

- b. In softball matches an "Incredi" ball should be used and must be of a lightweight and soft nature and not requiring protective equipment. If in doubt, please contact the league.

- c. All players in matches are to wear a helmet with a face guard when batting or standing up to the stumps when keeping wicket in accordance with the ECB's safety guidance.

4. No Balls

- a. Any ball which passes the batsman "full toss" over waistband height, will be a no ball regardless of the pace of the bowler.

The standard laws of cricket apply at U14 and above, although there is a slight difference at U13 and below where a bowler in club or school matches will be no-balled for every non-pitched delivery above waist height.

Warnings will be given after the 1st and 2nd such deliveries and, following a 3rd non-pitched delivery above waist height, the bowler shall be withdrawn immediately by the umpire for the remainder of the match.

In the event of any non-pitched delivery above waist height being deemed a deliberate

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act, the bowler shall be withdrawn from bowling immediately by the umpire for the remainder of the match.

This playing condition is not to apply to any Soft Ball cricket other than the award of a no ball.

- b. Any ball which bounces more than twice or rolls along the ground before reaching the batting crease will be a no ball.

5. LBW

- a. LBW shall only be applied in softball matches if, in the umpire's opinion, the striker deliberately covers his stumps with his legs, otherwise LBW will not be permitted.
- b. In all other matches LBW should be applied as per the laws of cricket and it is the clubs' responsibility to ensure their officials correctly understand the law. This YouTube clip may help https://www.youtube.com/watch?time_continue=6&v=Nb4w1ZYk-5o.

6. Uploading squads and reporting results on Play-Cricket

- a. All clubs must add a minimum of 11 players in each of their non-pairs squads to the correct team in Play-Cricket before the start of the season. This must include first names and surnames in full, although if a parent objects to this a pseudonym may be used. Failure to do so before the start of the season may result in a penalty of up to 25 points for each squad involved.
- b. All results must be entered on the Play-Cricket website **by either team within 7 days of the fixture date**. Failure to report a result within 7 days will result in the fixture being marked as cancelled and locked and both teams deducted one point.
- c. All non-pairs matches must have full scorecards added inside 7 days with correct full player names for both sides (subject to rule 6a above). It is each team's responsibility to ensure their full batting and bowling cards are entered on time and are correct. One point may be deducted from the defaulting team for any incomplete scorecard.
- d. Where a proposed re-arrangement under rule 7e below is being considered or negotiated, the original fixture should be marked "match in progress" on Play-Cricket until a new date has been agreed or the fixtures is deemed to have been conceded by one team or the other, when the concession should be entered.
- e. If Play Cricket Scorer is used, the home team scorer should be the primary live scorer. Teams should liaise to deal with any technical issues.

7. Results, points and re-arrangements

- a. **Wins and losses:** The team scoring the greater number of runs shall win the match. In

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a match which is completed (or deemed completed under rule 7c(i) below), the winning team shall be awarded **6 points** and the losing team shall be awarded **2 points**.

- b. **Ties:** Where the number of runs scored by each team at the conclusion of 2 completed innings is equal, the match is a tie irrespective of the number of wickets lost on each side. Where a match is tied, each team shall be awarded **4 points**.
- c. **Abandonments:** Where a match scheduled for an agreed date cannot be played or completed due to weather or pitch conditions (or, if the league agrees, other circumstances beyond both teams' control), the match shall be treated as abandoned. Where a match is abandoned, points shall be awarded as follows:
- i. Where a match is commenced but cannot be completed, then if at least half of the second innings has been completed at the time of the abandonment, the team with the higher run rate during its innings shall be deemed the winner. In this case, points shall be awarded in accordance with rule 7a above.
 - ii. Where a match is not commenced or less than half of the second innings has been completed at the time of the abandonment, the match is void. In this case, the teams may agree to rearrange the match in accordance with the procedure set out in rule 7e below, but are under no obligation to do so. Where there is no agreement to rearrange it, each team shall be awarded **3 points**.
- d. **Concessions:** Where after 31 March 2019 a team is unable or unwilling to fulfil a fixture scheduled for an agreed date, it shall notify the opposing team. The opposing team is under no obligation to re-arrange the match, but it may agree to do so in accordance with the procedure set out in rule 7e below. Where the opposing team does not agree to rearrange the match, the team unable or unwilling to fulfil the fixture shall be deemed to have conceded the match. In this case, the conceding team shall be awarded **zero points** and the team conceded to shall be awarded **6 points**.
- e. **Re-arrangements:** Where teams agree to re-arrange a match either (a) after an abandonment or (b) after one team has notified the other that it is unable or unwilling to fulfil an agreed fixture after 31 March 2019, the following procedure shall apply:
- i. Any agreement in principle to re-arrange a match must be made within 7 days of the originally scheduled fixture date and must be recorded in writing. If no such agreement is made and recorded in writing within 7 days, no re-arrangement shall be permitted and the match shall be treated as having been abandoned/conceded and points shall be awarded accordingly.
 - ii. Within 7 days of making an agreement to re-arrange a match the home team (in the case of an abandoned match) or the cancelled-on team (in the case of a

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cancellation) shall provide to the opposing team not less than 3 alternative dates for the match to be played when the opposing team does not currently have a fixture scheduled on Play-Cricket, of which at least one must be on a Sunday morning and at least one must be on a weekday evening. Within 7 days after receiving these dates, the opposing team must agree to play the match on one of the dates offered.

- iii. Where a fixture is re-arranged in accordance with the above procedure, the new agreed date shall be treated as though it had been the date originally agreed and all the provisions of Rule 7 shall apply in relation to that new date (including the rules as to concessions). The new agreed date must be recorded on the Play-Cricket website by either team within 3 days of the re-arrangement being agreed. Any re-arranged match not recorded correctly may be cancelled and both teams deducted one point.
 - iv. Where following a written agreement to re-arrange under para.(i) above, either team fails to comply with its obligations under para.(ii) above (i.e. by failing to offer 3 suitable dates, or by failing to accept one of the 3 dates offered), the defaulting team will be deemed to have conceded the fixture, even if it was not the team that originally cancelled. In that event the defaulting team will be awarded **zero points** and the other team will be awarded **6 points**.
 - f. **Cancellations:** Where a match is not played in circumstances not constituting an abandonment, and the league is satisfied that neither team has made a genuine effort either to play or re-arrange the match in accordance with the rules, the match shall be treated as cancelled and both teams will be awarded **zero points**.
 - g. If an away team notifies a home team that it is unable or unwilling to fulfil a fixture less than 48 hours before a match, the away team may be liable to pay up to £50 to the home team for any provable ground hire costs. Such costs must be proved in writing to the away team.
 - h. Should a team withdraw from the League during the season all matches played or not played by that team will be treated as having been conceded by that team regardless of any actual result of matches played. Teams withdrawing from a league after 31 March 2019 may be fined up to £100 per team, at the discretion of the league.
8. **League Positions & Play-offs**
- a. The winner of each Division in the WSYCL shall be the team with the highest number of points.
 - b. If, after the resolution of all matches, there are two or more Teams in a division with the same number of points, the winner shall be determined as follows:

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The winning team will be determined by:

- (i) if 2 teams are equal, the winner of the match between the two teams;
- (ii) if there is no winner between 2 teams or if there are more than 2 teams with the same number of points, the league will hold a draw to determine the winner of the Division unless the clubs involved agree an alternative process, such as a bowl out. Any such process would need to be completed within 1 week of the end of the leagues to permit play-off matches to be played.

- c. There are only play-offs in multi-region top tier divisions. In ALL development & WSYCL league matches, teams are encouraged to give maximum opportunities to all players to get fully involved, rather than take a win at all costs and by the biggest margin approach.

In the event of any dispute over Divisional winners or any aspects of the play-offs, the league will make the final decision. Contact will be Darren Talbot (chairman@wsycl.co.uk).

- d. The league shall be responsible for the arrangement of the play-offs which will take place on 18th and 25th August for semi-finals and finals and 18th, 25th and 26th August for 3-team leagues. The Home team must provide qualified neutral umpires for these matches and the fixture dates may not be moved. The competing clubs shall be responsible for the provision of scorers.
- e. Players must have played at least 2 matches in the WSYCL for that team to be able to take part in play-off matches. The league will consider extraneous circumstances such as long-term injury.
- f. The winner of any knockout match shall be the team scoring the highest number of runs, in the number of overs as determined. If after the prescribed number of overs have been played and the scores are level, the winners shall be the team losing fewer wickets. In 3 division age groups with a round-robin competition net run rate will be used to determine an age group winner if each team wins one of their 2 matches.
- g. The Champions of each WSYCL/Academy Age Group shall be determined as follows. These matches will be played in the second half of August:
 - i. In a Two Division Competition: The winner of each division will be at home to the second team in the other division in semi-finals and the winners shall play-off in a final.
 - ii. In a Three Division Competition, the winners of each division will play each other in a 3-team round-robin competition to determine the age group winner. If no agreement on dates is possible, the League will arbitrate, with the option to decide not to have an age group winner. Each team will have one home match and one away match. Net run rate will be used for the play-offs to determine a winner where each team wins one match.
 - iii. In a Four Division Competition: Semi-Finals will be played between each Division

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Winner. Semi-Final Winners shall playoff in a Final. There will be a draw to determine the home team for the semi-finals and final.

In the event of any dispute over Divisional winners or any aspects of the play-offs, the League will make the final decision. Contact will be Darren Talbot (chairman@wsycl.co.uk).

8. Complaints, Discipline & Rules

- a. A Discipline and Rules Sub-Committee (“the Sub-Committee”) will be appointed for each season by the Committee. They will be responsible for resolving any disputes regarding interpretation of the rules and any complaints against an individual or club for breach of the rules or for unreasonable or unsporting behaviour.
- b. Any dispute or complaint which raises an issue of child welfare should always be referred to the Sub-Committee as soon as possible.
- c. Subject to the previous paragraph, any dispute or complaint should in the first instance be referred by the Junior Chairman (or similar senior officer) of the complaining club to his opposite number, and only referred to the Sub-Committee if an amicable resolution cannot be achieved between clubs. The League Chairman should be included on any communications between clubs for information.
- d. If it is necessary to refer a dispute or complaint to the Sub-Committee, the referring club should complete a complaints form as prescribed by the Sub-Committee giving full details of the dispute or complaint and attaching any relevant communications between the clubs involved. This should be sent in the first instance to league chairman Darren Talbot (chairman@wsycl.co.uk), who will refer it to the Sub-Committee.
- e. The Sub-Committee shall take such steps as it considers necessary to establish the facts. Where a hearing is felt necessary, at least seven days’ notice of the hearing shall be given in writing to the club(s) and individual(s) concerned. In all cases, the standard of proof is the balance of probability.
- f. The Sub-Committee shall determine what action is to be taken, including any sanction against the relevant club or individual, who will be advised in writing of the outcome. These sanctions may include but are not limited to:
 - i. an order to replay a match
 - ii. a loss of points
 - iii. exclusion of a team from an age group from their Division (or League at knockout stage)
 - iv. the suspension or exclusion of an individual from future participation in league matches.
- g. In determining the appropriate action or sanction, the Sub-Committee may take into account not only the facts giving rise to the original complaint or dispute but also the subsequent conduct of the relevant clubs in dealing with the complaint or dispute.

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- h. In determining the appropriate action or sanction, the Sub-Committee may extend any time limit set out under these rules (including retrospectively) or waive any failure to comply with any other procedural requirement, if it considers it necessary to do so in the interests of fairness.
- i. Any decision of the Sub-Committee may be appealed to the Committee by sending a notice of appeal to the league chairman within 7 days of notification of the decision of the Sub-Committee, setting out the grounds of the appeal. Every notice of appeal shall be accompanied by a deposit cheque for £50 payable to the West Surrey Youth Cricket League.
- j. The appeal shall be by way of a re-hearing. Those members of the Sub-Committee who made the original decision shall present the reasons for reaching the conclusions they did, but may not vote at the appeal. The Committee shall consider the facts and determine the outcome of the appeal, which include power to confirm, vary or annul the original decision of the Sub-Committee, and where they consider the appeal to be without merit to order the deposit be forfeited.
- k. The decision of the Committee on an appeal, or where no appeal was lodged, of the Sub-Committee, shall be final and binding on all persons.