

Playing Rules for NE Championship, Division 1 and Division 2

Draft at November 2023

Black – unchanged

Blue – a tidy up of wording requiring no vote of clubs

Red – a change of conditions requiring a vote of clubs

Green – outstanding questions to address

Glossary of Abbreviations

- SPCU – Strathmore and Perthshire Cricket Union
- NEC – North East Championship
- CS – Cricket Scotland
- CSMOA – Cricket Scotland Match Official Association
- EPL – Eastern Premier League
- ELMG – East League Management Group
- ESCA – East of Scotland Cricket Association
- NESCC – North East Scotland Cricket
- NoSCA – North of Scotland Cricket Association
- WDCU – Western District Cricket Union
- MCC – Marylebone Cricket Club
- ECB – England and Wales Cricket Board
- DLS – Duckworth Lewis Stern
- AGM – Annual General Meeting

1. Administration of League

- 1.1 The league shall be administered by the Management Committee of the SPCU)Matches shall be played under the MCC Laws of Cricket and under such rules and regulations as may approved by the AGM or an EGM of the SPCU.
- 1.2 The balls used in all League matches shall be a ball approved by the SPCU Committee.
- 1.3 All matches played under the auspices of the SPCU will be conducted in accordance with the Cricket Scotland Disciplinary Code of Conduct as adopted by the SPCU.
- 1.4 All players, officials and umpires agree, by participation in the SPCU League and Competitions, to comply with and adhere to the following:-
 - 1.4.1 Laws of Cricket, (2017 Code – 2nd Edition 2019), and the preamble, The Spirit of Cricket, as otherwise provided for in SPCU Playing Rules with the following exceptions:-
 - 1.4.1.1 Law 18.5, (Deliberate Short Runs)
 - 1.4.1.2 Law 24.4, (Player Returning Without Permission)
 - 1.4.1.3 Law 26.2, (Practice on the Outfield)
 - 1.4.1.4 Law 28.2, (Fielding the Ball)
 - 1.4.1.5 Law 41, (Unfair Play)
 - 1.4.1.6 Law 42, (Players Conduct), shall only apply where an umpire appointed by the CSMOA is standing

2 Composition of League

- 2.1 The League shall be divided into divisions. The Management Committee shall determine the number of divisions and the number of teams in each division. The SPCU Committee will adopt a flexible approach to its league structures.
- 2:2 No two teams from the same club shall compete in the same division except in the lowest division.

2.2 The SPCU NEC is a feeder league for the CS EPL Any Feeder League club wishing to obtain membership of the CS EPL by participating in the end of season play-offs, (or by other means), must comply with the CS EPL Rule 4, (Regional Leagues).

2.3 Matches in the NEC and Divisions 1 and 2 shall only be played on Saturdays unless otherwise agreed by the SPCU [Competitions Committee](#)

3 Promotion and Relegation

3.1 The SPCU Committee will adopt a flexible approach to its league structure and will have the right to determine the number of teams to be relegated and promoted.

3.2 At the end of each season, promotion and relegation will normally take place as follows:-

The teams finishing first and second in Division 1 and Division 2 shall have the right to be considered for promotion to the Division above, if they so wish, subject always to the provisions of [rule 2 being met](#).

Relegation from, and further promotion to each Division shall be decided by the [SPCU Committee](#) at the conclusion of each season subject always to the rules in section 2 being met.

The Committee will make every attempt to ensure that clubs are aware at the start of the season what the promotion and relegation will be at the end of the season subject always to unforeseen circumstances, (Such as teams joining or withdrawing from leagues).

4 Non- Fulfilment of Fixtures

4.1 Any team failing to fulfil three of its fixtures during the season will be deemed to have failed to meet its obligations to the League and shall be automatically deducted 10 points for each game and must **within 48 hours of the third such instance, make a presentation by email** to the SPCU Management Committee detailing the reasons for failing to fulfil the fixtures.

4.2 Any team failing to fulfil four or more of its fixtures during the season will automatically be relegated to the Division below.

4.3 Any team in the lowest Division of the SPCU failing to fulfil six or more of its fixtures during the season shall require to apply for re-admission to the SPCU at the next AGM of the SPCU. Where appropriate, those teams seeking admission or re-admission to the SPCU shall participate in a ballot for the vacant place or places and such vacant place or places shall be allocated to the team or teams securing the highest number of votes in the ballot. Prior to the ballot, the Management Committee shall indicate how many places in the league competition are available.

5 Fixtures

5.1 The Competitions Committee shall arrange fixture for each division and shall notify clubs of such fixtures as soon as is practicable each year. No alteration to these fixtures shall be made other than with the prior agreement of both clubs concerned and notification in writing to, and consent given by the Competitions Committee. Fixtures in each division, other than the lowest, will normally be arranged on the basis of each team playing each other twice during the season, one at home and the other away, unless there are exceptional circumstances, (e.g. pandemic, unusual number of teams etc.)

5.2 Clubs may re-arrange scheduled fixtures by obtaining permission of their opponents and the Competitions Committee.

No re-arrangements may take place where a match has been cancelled or abandoned due to bad weather on the scheduled date or where the rescheduled date is after the last scheduled weekend of the SPCU season.

5.3 All NEC fixtures must be completed on or before the published date of the last set of EPL fixtures **or the scheduled date of the last NEC fixtures whichever is later**, except where the teams involved cannot be promoted. All other fixtures must be completed on or before the 19th of September.

5.4 When any fixture is postponed due to the involvement of either club in the final of a CS senior competition or the finals day of a CS junior competition, the clubs involved may rearrange the fixture. If no suitable date can be agreed, the match will be declared null and void.

5.5 In the lowest division, clubs may apply to play their home fixtures on a Sunday should there be an issue with ground availability. In this circumstance, team selection must reflect the fact that the match should have been played on [the Saturday of that weekend](#). This means that no player can play

in more than one match in a weekend in the NEC, Division 1 or Division 2. **In circumstances where this is agreed by the Management Committee, no other club may object to such rescheduling. Any club availing themselves of playing lowest division home fixtures regularly on a Sunday, should endeavour to secure facilities to play regularly on a Saturday wherever possible.**

6 Trophies and Prizes

6.1 The Management Committee may award trophies or other prizes for team or individual performance in any Division of the SPCU. No trophy or prize for an individual performance may be awarded to a paid or overseas player.

7 Playing Conditions – See Also Appendix C

7.1 Clubs participating in the SPCU shall take steps to maintain or improve the standard of their grounds in keeping with the NEC's status as a feeder league to the CS EPL.

7.2 Clubs playing in the NEC of the SPCU must recognise their responsibilities for producing a satisfactory playing surface as well as ensuring that their grounds and facilities are up to an acceptable standard as shall be determined by the **Competitions Committee** in its sole discretion. NEC clubs **must** ensure that they have facilities to protect the wicket from inclement weather, i.e. covers

7.3 (a) The home club shall be responsible for the provision of a pitch, regulation stumps and proper marking of the pitch and boundary. **Pitch markings should include clearly marked wide indicator lines, in blue or black, at both sides of each set of stumps. Field markings shall include, in all league matches, a regulation 30 yard fielding circle as per ICC regulation.** (See Appendix D).

7.3 (b) The home club must notify opponents of the venue not less than 48 hours before the fixture **where this is not the venue listed on the SPCU club information.**

7.3(c) Other than as noted in 7.3(a) above, each team shall provide its own equipment, including specified **ball or balls** as required. Each team will bowl with its own **ball or balls**.

7.3(d) **Clubs should endeavour to have a selection of replacement balls available, of different standards, to be used in the event of a ball being lost.**

7.3(e) **In the NEC, matches must be played on natural turf – this definition includes hybrid pitches**

7.3(f) In other divisions, whilst natural turf pitches are preferable, an artificial pitch can be used. In this case, the home club shall advise their opponents not less than 48 hours before the game. In the case that such notification is not given, an artificial surface may be used with the agreement of both teams

7.4 In the event of bad weather, the home team is responsible for informing the away team as soon as possible that no play is likely to be possible. The away team has the right to travel unless an independent **ground authority or CSMOA umpire declares the ground unplayable. In this instance,** the home team must then take steps to facilitate the playing of a game. Clubs should bear in mind that shortened games can take place under rule 11.3 if the weather improves.

8 Youth Policy

8.1 It is a further requirement of membership of the SPCU that all clubs **will be** committed **where possible** to providing opportunities for young players to play the game of cricket

8.2 **All clubs participating in the NEC must have in place a Junior Development Programme and, at a minimum, provide regular coaching for juniors throughout the club. Where appropriate, they should seek support and advice from the CS Regional Development Officer and should seek to offer opportunities for young players to play against others in their age group. The SPCU reserves the right to audit this provision.**

9 Player Eligibility.

In all of the following, SPCU competitions are the NEC, the Division 1 and Division 2, the SPCU t20 Cup, the SPCU t20 Trophy and the CSt20 Cup Northern Qualifying Section as administered by the SPCU.

Note: It is recognised that there are considerable changes contained in this section and clubs should contact the Competitions Committee convenor for advice or guidance as required.

9.1 Interpretation. For the purposes of this rule, the following words and phrases shall have the following meanings:-

- (a) An 'amateur' player is any player who is not a paid player.
- (b) 'Local Player' shall mean a player who is normally resident in the European Economic Area, (EEA) and who has been resident for at least 183 days before any match, but who is not a Scottish Qualified Player.
- (c) 'Overseas' shall mean outside the UK
- (d) 'Overseas Amateur' is a player who is less than 23 years of age on the 23rd of August of any season in which he plays in the League. This category provides an opportunity for young players to come to Scotland from outside the UK to develop their cricket. An 'overseas amateur' must not have played first class cricket of List A cricket in the 24 months preceding any match. Each club may register one overseas amateur however, a second overseas amateur may be registered if a club has no registered paid player, provided that at least one of the two overseas amateurs possesses a UK Level 2 coaching certificate, (or an acceptable overseas equivalent). Where the original overseas amateur is unable to play for exceptional reasons acceptable to the [Competitions Committee](#), the registration of a substitute overseas amateur may be approved by the committee.

Assistance by clubs:-

- (d) i - Clubs must **not** provide financial assistance towards air fares.
- (d) ii - Clubs may help an overseas amateur by providing accommodation with a member. the club may also help in identifying suitable rented accommodation. The club shall **not** contribute financially to either of the above.
- (d) iii – Clubs may help in obtaining part or full time employment for an overseas amateur. Work directly relating to the cricket club or paid by the cricket club shall **not** be permitted.
- (d) iv – Clubs must, within the approval registration form, disclose full details relating to arrangements and payments for accommodation, airfares and employment. The committee may request further information before considering the registration for approval.
- (e) A 'paid player' is a player who receives any of the following as a fee for playing, or as an inducement to play, or to facilitate their playing cricket:-
 - (e) i – Payment in cash or kind.
 - (e) ii – Accommodation, whether free, subsidised or otherwise assisted.
 - (e) iii – Employment, whether full time or part time.
 - (e) iv – Payment in whole or part of fares to the UK from that player's place of abode.

(f) Clubs registering a player with CS to play in the EPL, must advise the SPCU Competitions Committee of any and all such registrations. This is to ensure that the competitions committee have full cognisance of all such registered players with SPCU member clubs.

(g) 'Scottish Qualified Player' must be born in Scotland or hold a UK passport and has a parent who was born in Scotland or has been resident in Scotland for at least 183 days in each of the previous four calendar years.

9.2 Further Provisions about Paid Players

(a) For the purposes of these rules; (i) the payment of reasonable travelling expenses is permitted without any player being deemed a 'paid player' and, (ii) a physical education teacher or a coach whose work is solely educational and who is not paid directly or indirectly for playing cricket for a member club is not a 'paid player'.

(b) There shall be no residency requirements for the one permitted paid player but, if sourced from out with the UK, then the UK Border Agency regulations must be satisfied.

(c) Any payment made to a player by CS or to a player contracted by CS for playing in a match organised by CS will not render that player as a paid player for the purposes of participation in the league.

(d) A paid player must possess a minimum of a UKCC Level 2 coaching certificate, (or an acceptable overseas equivalent).

(e) Any paid player can only be registered to the midpoint of the season, i.e. **midnight on the 30th of June**. Where a paid player is unable to play for whatever reason, e.g. injury, national call-up or termination of contract, the registration of a substitute or replacement paid player may be approved by the competitions committee.

9.3 Further Provisions about Overseas Amateurs

(a) No club may field a player in any match in the league unless that player has been resident in the UK for at least 183 days prior to the match in which he is to play unless that player otherwise satisfies the criteria for being an overseas amateur, (see CS Guidelines).

(b) Consideration may be given by the committee to waive some, (or all), of the requirements for an overseas amateur in suitable cases where the player has moved to Scotland through work or study or other acceptable reason. The committee may also waive some, (or all), of the requirements for an overseas amateur where the club is able to **clearly** demonstrate that the player has a past association with the club and/or the primary reason for being here is unrelated to cricket. Such a person can only be registered until the midpoint of the season, i.e. **midnight on the 30th of June**.

(c) Sub-paragraph (a) shall not apply to a Scottish Qualified Player who is normally resident in Scotland but who has spent the winter months overseas.

(d) Consideration may be given by the committee to waive the requirements of sub-paragraph (a) in relation to a local player in suitable circumstances.

9.4 Players Reverting to Amateur Status

(a) No player who has been a paid player as a prime source of his income at any time in a calendar year may play as an amateur for the team of any club in any division within the same calendar year.

(b) No player, other than a Scottish Qualified Player or a player of any other ICC Associate of Affiliate nation within the EEA, may play as an amateur for the team of any club in any division of the league if **they** have been a paid player at any time in the last three calendar years preceding that year.

(c) The provisions of sub-paragraph (b) may be waived if the permission of the committee is obtained prior to such player playing in any league match. Such permission will however, only be granted in special circumstances.

9.5 Players Permitted to Play

9.5(a) **No player may play in any SPCU competition, (with the exception of the R and D League), for more than one club in any one season without first having his or her registration cleared by the Competition Committee.**

9.5(b) **If, during the course of a season, a member club withdraws from an SPCU competition, any players registered to that club will be free to join other clubs in the SPCU. The procedure to be followed is outlined in rule 9.6 below, although 9.6(a), (b) and (e) shall not apply in this instance. This only applies after the Competitions Committee has confirmed the withdrawal of the member club concerned.**

9.5(c) No club may register and play more than one paid player and one overseas amateur or, if no paid player is registered, a club may register and play two overseas amateurs provided that one of them complies with the requirements in 9.2(d)

9.5(d) For the last 3 league games in a season, any player who has been selected for an EPL side in more than 75% of that club's league matches already scheduled during the current season, (this shall include all games where at least one ball has been bowled or games where both teams are present at the ground but no play in possible), shall be ineligible to play for a team in a lesser league without prior permission being granted by the competitions committee. Cognisance of promotion and relegation will be taken into account when considering dispensation requests. In the event where a player who has exceeded the percentage threshold is selected for a club's 2nd xi, if the club can demonstrate that the selection has been made purely on playing ability, then the player will be granted permission to play. No such requests will be granted for playing in a club's 3rd xi

9.5(e) No player who is registered for a different CSL club to the team playing in the SPCU will be eligible to play in any SPCU match.

9.5(f) Any players under the age of 21 years of age on September 1st of the preceding season, provided they have not played in the EPL or Western Premier League, may play for any side within the SPCU division 1 or division 2. They may however, only play for their parent club in any cup competition.

Any Child Protection and playing restrictions, under which such arrangements are made, are for the relevant clubs to agree and the SPCU can accept no legal responsibility for them. Any club inviting junior players from a parent club must adhere to the current Cricket Scotland Child Protection Policy. Players' statistics will only count in the averages of matches played for the parent club.

9.6 Player Registration and Availability

In-season player movements

The following applies from midnight on the Wednesday preceding the 1st scheduled SPCU fixture in any competition until the conclusion of all scheduled SPCU fixtures.

All of the following regulations apply to players seeking to move between any CS registered club and an SPCU club during the season. This includes member clubs of ESCA, WDCU, NESCA and NoSCA, as well as other SPCU clubs.

The Player Registration System to be used by all SPCU clubs will be that as prescribed by the Management Committee.

It is the responsibility of all clubs to ensure that all playing members are accurately registered prior to their taking part in any SPCU match in any competition.

9.6(a) Player movements will only generally be allowed up until the halfway point of the season – for the avoidance of doubt, this means that the application must have been made before midnight on the 30th of June.

The Competitions Committee will consider clearance applications after this date in exceptional circumstances, (e.g. the player has moved house). Note that should the ELMG give permission for a player to move in these circumstances to play for a different club in the EPL, this should not be considered as clearance to play in the SPCU other than in the R and D League.

9.6(b) In normal circumstances, a player will only be given clearance to move clubs once during the season however, the Competitions Committee will consider applications for a second clearance in exceptional circumstances.

9.6(c) The responsibility for ensuring accurate registration of players shall lie with both the club and the player. The player is responsible for ensuring that the club they are registering with or moving to has correct and accurate details of any and all previous registrations. The club is responsible for ensuring that the

clearance is correctly carried out on the CS Live platform or on any subsequent player registration system as adopted by the SPCU.

Players who are incorrectly registered will be liable to suspension. Clubs who incorrectly register players will be subject to a warning or to the deduction of points up to the total number of points gained in matches where the player concerned took part. Each case will be decided on its merits, for example if the breach is considered inadvertent or deliberate.

9.6(d) Clubs should be aware of the correct use of the 'Player Clearance' and 'Player Transfer' options on the player movement section of CS Live. Whilst it is accepted that the terminology can be confusing, clubs should now be aware that, for all players moving clubs, 'Player Clearance' is the correct request to make. 'Player Transfer' exists to allow players legitimately to have double registrations, (e.g. to be registered for regional cricket, for Women's cricket or to play for a different club solely in the SPCU R and D League). Clubs should note that incorrect use of the 'Player Transfer' facility will be considered to be a deliberate incorrect registration of a player.

The Competitions Committee must be informed of any and all player transfer requests. There is not an issue with approval in this case, it is designed to ensure that the Competitions Committee is aware of these for administration purposes.

9.6(e) In general, the SPCU Competitions Committee will not immediately approve player clearance. Other than in exceptional circumstances, approval of player clearance during the season will have a minimum delay of 7 days.

9.6(f) It is recognised that some clearance requests will be routed through CS rather than the SPCU. Clubs should note that any such requests for a player moving between two SPCU clubs should be routed through the SPCU. This preference notwithstanding, should CS approve a player clearance to an SPCU club, it is essential for clubs to ensure clearance has also been granted, in writing, by the SPCU Competition Committee before the player concerned takes part in any match in an SPCU competition. This is to ensure that the SPCU Competitions Committee is aware of this player movement that they would not otherwise be officially notified of. Failure to comply with this will be taken to be the incorrect registration of a player.

9.6(g) In the case of players under the age of 18 on the 1st October preceding the start of the season, (in other words, players who are under 18 qualified), the sole and entire responsibility for accurate registration lies with the club and there is no suspension sanction applicable to the player.

9.7 Player Registration and Availability

Out of Season Player Movements.

These are applicable from the conclusion of the final game of the SPCU season until midnight on the Wednesday preceding the first SPCU fixture of the following season in any competition. All of rule 9.6 applies with the exception of 9.6 (a), (b) and (e).

10 Expenses

10.1A club shall be entitled to pay expenses to any player to cover the cost to that player of travelling to any League match or to a rendezvous point prior to travelling to any League match without that player being deemed to be a paid player, provided these expenses do not exceed a rate per mile of necessary travel as may be fixed by the Management Committee and intimated to clubs from time to time, or the equivalent rail or bus fare. Any club paying such expenses shall maintain a record of any expenses so paid and shall allow access to any person appointed by the Management Committee to such record and to any other books of accounts maintained by the club.

11 Start and Finish Times and Match Day Administration

11.1a All SPCU matches shall normally commence at 12 noon and shall be completed on the day of commencement. If play is not in progress, due to inclement weather, at 7.30pm, there shall be no further play in the match. If play is suspended after 7.30pm due to inclement weather, there shall be no further play.

11.1b Matches may start at 1pm at such grounds as this has been agreed by the SPCU Competitions Committee due to ground availability issues.

11.1c Other matches may start at 1pm, provided the start time is agreed by both clubs and, if appropriate, CSMOA appointed umpires, prior to the date of the fixture.

11.1d Where a match starts at 1pm, all timings mentioned in 11.1a should be advanced by 1 hour.

11.2 Matches may continue beyond 7.30pm, (12 noon start), or 8.30pm, (1pm start), where conditions allow.

11.3a The home team shall ensure that a representative is present, on the ground where the match is to take place, at least 30 minutes before the agreed start time.

11.3b Matches will start at the agreed scheduled time, (weather permitting), no matter how many players are available. Any unreasonable delay in the commencement of a match must be reported to the Competitions Committee. This committee will have the power to impose a fine, deduction of points or award the match to the opponents.

11.3c If a team does not have a player present at the toss, 15 minutes prior to the agreed start time, then that team shall automatically lose the toss.

The provisions of (a), (b) and (c) above may be waived by the Competitions Committee if it satisfied that the offending team made every effort to arrive on time, but was prevented from doing so by circumstances beyond its control. In these circumstances the team should make every effort to contact their opponents to keep them apprised of the situation.

11.4 Match Day Administration

11.4a All teams in all divisions shall have 2 copies of a team sheet for the game. These should use the template provided.

(Note this extends the need for team sheets to all divisions)

11.4b In games where neutral umpires, appointed by the CSMOA, are standing, these should be signed by the captain and handed to the umpires: this should be done not less than 30 minutes before the commencement of play.

11.4c In matches where there is no neutral umpire appointed, these should be signed by the captain and exchanged with the opposing captain. This should be done at the toss.

11.4d Captains, in all fixtures, are responsible for ensuring that all names on the team sheet are accurate and appear as per the players' registration on CS Live or any subsequent player registration system adopted by the SPCU.

12 Duration of Matches

12.1 Except as detailed in 12.3 below, each team competing in match shall be entitled to bat for 45 overs, (NEC and division 1). In division 2 a team is entitled to bat for 40 overs. The declaration of an innings is not permitted.

12.2 No points shall be awarded in matches which are not completed, and in which the provisions of rule 14.1(d) do not apply.

12.3 Where the start of a match is delayed due to weather or other exceptional circumstances, the length of the match may be shortened by 5 overs per side for each 45 minute period or part thereof. Where the weather conditions indicate that the full number of overs may not be completed, the captains may agree to

reduce the number of overs to be played by multiples of 5 overs per side. Games may not be reduced unless the weather conditions indicate that this may be necessary to complete the game. All reductions are subject to a minimum length of 20 overs per innings in all divisions. No reduction in the scheduled number of overs is permitted after the start of the match.

*Note if the time is	No of overs scheduled per innings at start	Actual start time to be between	that star
	45	12.00pm – 12.15pm *	
	40	12.16pm – 12.45pm *	
	35	12.46pm – 1.30pm *	
	30	1.31pm – 2.15pm *	
	25	2.16pm - 3.00pm *	
	20	3.01pm – 3.45pm *	

1.00pm, add 60 minutes to each time in the table.

Length of Innings (Overs)	Maximum overs per bowler	Umpires and captains are given discretion with regards to the start time of the second innings to ensure where conditions improve that
45	9	
40	8	
35	7	
30	6	
25	5	
20	4	

common sense prevails.

13. Bowling Restrictions

13.1 No bowler may bowl more overs than indicated in [the table below](#) for the length of innings scheduled. The penalty for infringing this rule is the deduction of 5 points from the team's total for the season for each infringement. Wherever possible, umpires and/or scorers should alert captains when it appears likely that this rule may be infringed.

Bowling Restrictions for a reduced match.

13.2 Captains should be aware of their responsibilities to all their players, and particularly to the directives of young fast bowlers in Appendix B. **The age group of young players should be recorded on the team sheet to allow scorers to support captains in ensuring this directive is adhered to.**

13.3 For the avoidance of doubt, any and all deliveries which, after pitching, pass or would have passed above head height of the striker standing upright at the crease, shall be called and signalled no-ball as mandated in Law 21.10

13.4 Wides – Judging a Wide

The following rule for interpretation of a wide ball is to be applied and for which the crease, **in all SPCU fixtures**, must be marked as illustrated in **Appendix D**. Umpires are instructed to strictly apply this law in order to prevent consistent negative bowling wide of the wicket.

13.4(a) Offside Wides – All Divisions

If the ball passes outside the offside wide line as it crosses the bowling crease, then the bowler's end umpire will call and signal 'wide'. It does not matter if the batter has moved across to cover the ball, provided **the batter makes no contact with the ball**, such a delivery must be called 'wide'.

Note that in division 2, some leeway may be afforded to young and/or inexperienced bowlers and this rule can be relaxed for the entire fixture if agreed by the captains beforehand. All participants are asked to apply common sense in this regard.

13.4(b) Leg-Side Wides -NEC and Division 1

If the ball is bowled down the leg side and behind the body of the striker, and the striker makes no contact with it, then the delivery will be interpreted as a form of negative bowling and bowler's end umpire will call and signal 'wide'.

There are two exceptions to this rule

- i. It is not a wide when the batter moves across to the off stump from **their** original stance and the ball just misses the leg stump. 'Just misses' is to be interpreted as the width of a bat, (approximately 4 inches **or 100mm**)
- ii. It is not a leg side wide as defined above, when the batter plays, or attempts to play or aborts playing a reverse sweep or switch hit. In these circumstances, the wide lines, (see Appendix E) shall apply both to the off side and to the leg side.

For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a wide for the purposes of this rule.

13.4(c) Leg-Side Wides – Division 2

Any ball which passes outside the leg side wide line as it crosses the bowling crease, then the bowler's end umpire shall call and signal 'wide'. It does not matter if the batter has moved across to cover the ball, provided **the batter** does not come into contact with the ball, such a delivery must be called 'wide'.

13.5 – Free Hit after No Ball, (Applicable in NEC only)

The delivery following a no ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery, (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply to a no ball, even if the delivery for free hit is called wide.

Field changes are not permitted for free hit deliveries unless there is a change of striker, **(the provisions of rule 13/Appendix C shall apply)**, or the no ball was due to a **breach of fielding restrictions**, in which case the field may be changed to the extent of correcting the breach.

The umpires will signal a free hit, (after the normal no ball signal), by extending one arm straight upwards and moving it in a circular motion.

14 Fielding Restrictions (See Appendix C) All Divisions

Throughout an innings, at the instant of delivery, there shall be not more than 5 fielders on the leg side **and not more than 2 of these fielders is permitted to be behind square on the leg side.**

From over 1 to over 10 of a normal 45 over match and over 1 to over 8 of a normal 40 over match, a maximum of 2 fielders may be placed outside of an area bounded by 2 semi-circles centred on each middle stump, each with a radius of 27.45metres – 30 yards, and joined by a parallel line each side of the pitch. See Appendix C for reduced overs calculation

All clubs, by participation in SPCU Competitions, agree to abide by ECB Directives for young players.

15 Points

15.1 Points known as ‘results points’ and ‘bonus points’ shall be awarded as follows for all divisions

15.2 Results Points

Winning team – 25 points.

Tie – 5 points per team

Except in the circumstances governed in 15.4, (below), the team scoring the greater number of runs in the match shall be the winners. If the runs scored by the teams is equal the result shall be a tie. No account shall be taken of wickets lost.

15.3 Bonus Points,

No bonus points shall be awarded to the team which wins the match. The team losing the match and both teams in a tie shall be awarded bonus points as follows:-

15.3(a) Bowling bonus points will be awarded at the fall of the 1st, 3rd, 5th, 7th and 9th wickets, with a further 2 points for taking the 10th wicket.

In the event that a team is unable to take 10 wickets through no fault of their own, they shall be awarded the full compliment of 7 bowling points should the opposition be ‘all out’. This can happen in the circumstance where the opposition has fewer than 11 players or where a batter has retired hurt and is unable to return.

15.3(b) Batting bonus points shall be awarded as per the table below. Note that the number of overs scheduled at the start dictates the scale of points awarded.

No of overs innings game scheduled for:	1 st batting point awarded at:	2 nd batting point awarded at:	3 rd batting point awarded at:	4 th batting point awarded at:	5 th batting point awarded at:	6 th batting point awarded at:	7 th batting point awarded at:
45	75	100	125	150	175	200	225
40	50	75	100	125	150	175	200
35	50	70	90	115	135	155	180
30	40	60	80	105	125	145	165
25	40	60	75	95	115	130	150
20	35	55	70	90	110	125	140

15.4

Abandoned Matches

In the event that a match is abandoned then, provided that at least the minimum number of overs of the second innings detailed on the table below have been completed, the result will be determined by the Duckworth Lewis Stern, (DLS), method. The version to be used in all cases shall be that linked on the SPCU website. Note that the number of overs scheduled at the start dictates the number of overs of the 2nd innings to be completed in order to constitute a match.

No of overs scheduled per innings at start	Minimum number of overs to be played in second innings
45 or 40	20
35 or 30	15
25 of 20	10

16 Forfeiture of Points

The management committee shall have the power to deduct points as deemed appropriate for non-compliance with the rules of the **SPCU**

16.1 If a club has not paid their subscription by the first Saturday of the league season, 5 points shall be deducted from the total points for each team that club was scheduled to field on that **match weekend** in the league. If the subscription remains outstanding on the second Saturday of the league season, a further 10 points shall be deducted **from the total points** for each team that club was scheduled to field on that **match weekend** in the league. If any club has not paid their subscription by the third Saturday of the league season, a further 20 points a further 20 points will be deducted **from the total points** for each team that club was scheduled to field on that **match weekend** in the league.

16.2 In the NEC only, a 45 over innings should be completed within 3 hours, based on 4 minutes per over, and a 40 over innings should be completed in 2 hours and 40 minutes. These times include allowances for the fall of wickets and drinks intervals, but not for delays due to injury, **looking for lost cricket balls** or other exceptional circumstances. In matches controlled by umpires appointed by the CSMOA, the umpires shall deduct 1 point from the bowling team for each complete over that is bowled after the expiry of the time listed above. All games in other divisions should make every attempt to comply with times however no penalties will be applied.

16.3 The integrity of the divisions is dependent on players of a similar ability playing against each other. Circumstances may arise whereby players from higher level teams within a club may wish to, or may have to make up the numbers for a team playing at level, or levels, below their normal standard of play. If this happens, it is essential that they do not unduly influence the result of that game. It is the responsibility of the captain to ensure that the game, and the performance of any player dropping down a level or levels, are within the Spirit of the Game.

If the Spirit of the Game is not observed, then the opposing captain or a committee member may raise this as a disciplinary issue.

The competitions committee would assess the impact made by any player dropping down a level or levels and, if they considered that this action had a detrimental effect on the game of cricket, they would have the discretion to deduct points, (generally awarding a 25-0 points result against the offending team), warn or ban the captain concerned and advise the club concerned that the player would not be permitted to drop down to that particular level again that season. To avoid any potential dispute, it is recommended that if any player is dropping down a level or levels, the captain involved should contact the opposing captain prior to the day of the game and discuss the reasons for the involvement of that player. **This is to ensure that the Spirit of the Game is not breached.**

This rule will not apply to players qualified to play as U17 cricketers.

16.4 Where a team fails to fulfil a fixture on the original date specified by the SPCU Committee or on a substitute date agreed with the SPCU Committee and their opponents, the team responsible shall be deemed to have forfeited the match and its opponents shall be awarded points as if they had won the match. Where a club cannot fulfil all of its fixtures on a given day, the first fixture to be cancelled must be that of the lowest **ranked** team. A club forfeiting a fixture on the scheduled day of the game will incur an additional 5 point penalty except in exceptional circumstances as determined by the SPCU Committee.

16.5 Where member clubs wish to appeal against any decision made by the competitions committee, they must do so within 7 days of the date of the decision. Any such appeal must be received in writing by the SPCU Honorary Secretary within this time period and must include the grounds of appeal and a £50.00 deposit, (transferred into the SPCU account), which will be returned to the appellant club if the appeal is successful. Such appeals will be heard by the management committee.

16.6 Any club desirous of further appealing a decision made by the management committee at this instance should do so to CS, following their guidelines on such matters.

17 Match Administration

17.1 Registering matchday teams on SPCU Live.

Wherever possible, clubs should ensure that teams are loaded onto CS Live or any subsequent platform adopted for use by the SPCU prior to the commencement of the match.

17.2 Short Scores

In all matches, whether completed or abandoned, a short score must be logged on SPCU Live by 9pm on the day of that match to facilitate press requirements and to allow the competition information to be up to date.

17.3 Match Returns

The home team in any SPCU match is responsible for the submission of the electronic match return form. The form must be completed fully and accurately including fielding statistics, (see 11.4 above). Hand written copies or email submission will not be accepted. Match return forms must be submitted by 6pm on the Wednesday following the match.

17.4 Captain's Report Forms

Both clubs in any SPCU match where umpire(s) are appointed are responsible for the submission of the electronic captain's report form. The form must be completed fully and accurately. Hand written copies will not be accepted. Captain's report forms must be submitted by 6pm on the Wednesday following the match.

17.5 Penalties

In the event of a failure to comply with 17.2, 17.3 or 17.4, the competitions committee will deduct 5 points for each offence from the total points earned during that season.

18 League Placings

18.1 League placings will be determined by expressing the points awarded as a percentage of the results points for a win in all completed matches. In the event that two or more teams shall have an equal percentage, the team having the greatest ratio of matches won to matches played shall be placed above the other teams. In the event that this does not separate the teams, the points gained in the matches between the sides will determine the final placings; failing which the higher overall net run rate as calculated by CS Live will apply.

19 Umpiring and Scoring

19.1 The SPCU may appoint an umpire or umpires to officiate at any match it deems appropriate. No team may object to SPCU appointed umpire(s) officiating in any match. Home clubs must contact the appointed umpires 48 hours prior to the commencement of the match.

19.2 Where no umpires are appointed under rule 19.1, each club taking part in the match shall have the right to appoint one umpire. Such umpire shall not be one of the 11 players participating in the game. A team captain should inform his counterpart that his club has appointed an umpire at the earliest opportunity.

19.3 Where only one club chooses to appoint an umpire under rule 19.2, that umpire shall normally stand at one end of the pitch throughout the match, (i.e. at square leg and the bowler's end for alternate overs).

With the agreement of both captains, a single appointed umpire may stand at the bowler's end for every over of the game.

- a. Where a team offers to provide two non-playing umpires, the agreement of the opposing captain is required.
- b. Where the two captains have agreed an umpiring format for the match, it shall pertain for the whole of the match unless exceptional circumstances create the need for unavoidable change.

19.4 Where only one umpire is appointed by the SPCU, **this umpire** shall officiate continuously from the bowler's end.

19.5 Where fewer than 2 umpires are appointed under Rules **19.1 and 19.2**, the match shall be umpired by players or other convenient people operating in shifts. When umpiring duties are undertaken by participating players, their alternating between the bowler's end and **square leg** shall be at the discretion of the batting team's captain.

19.6 No team shall have a right of objection to any umpire, no matter how they are appointed. All umpires, no matter how they were appointed, are expected to uphold the Laws and Spirit of the game and make all decisions that are required with strict impartiality.

19.7a **Wherever possible, each club shall appoint a scorer for each game who shall not be one of the 11 players participating in the game.**

19.7b There must be 2 **persons scoring** at all times. If fewer than 2 scorers are appointed under rule **19.7a**, the score shall be kept by one of the batting side not currently involved in the game. **Both scorers should sit together and, ideally, will communicate at a minimum at the end of each over to ensure consistency. At least one scorer should be using a written scorebook.**

19.7c **Scorers should look to ensure that bowling changes are accurately noted and fielding names are added when a wicket falls by means of a catch, run out or stumping. Fielding captains should normally communicate any change of bowler and fielder information to the scorers before the next ball is bowled.**

19.8 Where umpires are appointed under rules **19.1 and 19.2**, they shall agree the scores at the conclusion of each innings as mandated in Law 3.2. Where no umpires are appointed, the captains shall agree the scores at the conclusion of each innings. Each captain shall have the right to examine each scorebook **or electronic scorecard** and the captains jointly shall resolve any discrepancies within or between the two **scorecards**. **This should include confirming the total, the relevant fielders names and that all names are accurate and legible.**

19.9 A scoreboard, legible from the pitch, must be provided by the home team. The scoreboard shall show, at a minimum, runs scored, wickets fallen and the number of overs bowled. **Where possible, reference to 'Last Man' should be altered to read 'Last Batter'**. The scoreboard shall be updated at least at the end of every over.

Appendix A – Method for Determining Results in Abandoned Matches

The result of an abandoned match shall be determined using the Duckworth, Lewis Stern, (DLS), method. A link to the version of DLS to be used shall be posted on the SPCU website or can be obtained from the competitions committee convenor.

When a match is abandoned, loading the relevant details into the DLS calculator will show the DLS par score and will therefore indicate the winner. The team losing the match, or both teams in the event of a tie, shall be awarded such bonus points as have been achieved at the time that the match was abandoned. For the avoidance of doubt, this means that there is no extrapolation to projected bonus points that may have been achieved should the match have continued.

Appendix B – Restrictions for the well-being and safety of young players

Young fast bowlers

ECB Fast Bowling Match Directives

Age Maximum	Maximum Overs Per Spell	Maximum Overs Per Day
Up to 13	5 overs	10 overs
Under 14, Under 15	6 overs	12 overs
Under 16, Under 17	7 overs	18 overs
Under 18, Under 19	7 overs	18 overs

For the purpose of these directives a fast bowler should be defined as a bowler to whom a wicket keeper in the same age group would **in normal circumstances** stand back to take the ball.

Age groups are taken from 1st September the previous year.

Having completed a spell the bowler cannot bowl again, from either end, until the equivalent of overs to the length of his spell have been bowled from the same end. A bowler can change ends without ending his current spell provided that he/she bowls the next over that he/she legally can from the other end. If this does not happen, his/her spell is deemed to be concluded.

If play is interrupted for any reason, for less than 40 minutes any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption have been bowled from the same end. If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately. Once a bowler covered by these Directives has bowled in a match **they** cannot exceed the maximum number of overs per day for his age group even if **they** subsequently bowl spin. **They** can exceed the maximum overs per spell if bowling spin, but cannot then revert to bowling fast until an equivalent number of overs to the length of **their** spell have been bowled from the same end. If **they** bowls spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as **they** revert to bowling fast.

The limits on overs in a day will continue to apply across more than one game if a player plays in multiple games on the same day.

Captains, team managers and umpires are asked to ensure that these directives are followed at all times.

REGULATIONS FOR YOUNG PLAYERS (ALL DIVISIONS)

No young player in the Under 15 age group or younger shall be allowed to field closer than 7.3 metres (8 yards) from the middle stump, except behind the wicket on the off side, until the batter has played at the ball.

For players in the Under 13 age group and below the distance is 10 metres (11 yards).

These minimum distances apply even if the player is wearing a helmet.

Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.

In addition any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet and, an abdominal protector (box) when fielding within 5.5 metres (6 yards) of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

These fielding regulations are applicable to all cricket in the UK. Age groups are based on the age of the player at midnight on 31 August in the year preceding the current season.

SAFETY GUIDANCE ON THE WEARING OF CRICKET HELMETS AND FACEGUARDS BY YOUNG PLAYERS (ALL DIVISIONS)

The England and Wales Cricket Board has issued safety guidance on the wearing of cricket helmets by young players.

It is recommended that a helmet with a faceguard is worn by young players when batting and when standing up to the stumps when keeping wicket against a hard cricket ball in matches and in practice. A young player should not be allowed to bat or to stand up to the stumps when keeping wicket without a helmet with a faceguard against a hard ball except with written parental consent. Coaches, teachers, managers and umpires should always ensure that a young player wears a helmet if this written parental consent has not been received.

Players should regard a helmet with a faceguard as a normal item of protective equipment when batting against a hard ball, together with pads, gloves and an abdominal protector (box). The faceguard should be adjusted to ensure that the size of ball being used cannot pass between the peak of the helmet and the top of the faceguard.

There is a British Standard (BS7928:1998) for cricket helmets and it is in the best interests of players to ensure that their helmet and faceguard conforms to this standard. The ECB is recommending that this guidance is followed by all players up to the age of 18. It applies to young players in adult cricket as well as to all junior cricket played with a hard cricket ball.

The ECB is requesting that the guidance is communicated to the parents or guardians of all young players through clubs and schools, and that parental consent is always obtained before young players are allowed to bat or stand up to the stumps when keeping wicket against a hard ball without wearing a helmet with a faceguard.

Appendix C – Playing Conditions

The following fielding restrictions will apply to all divisions.

Fielding Circles

The fielding circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 27.45 metres, (30 yards). The semi-circles shall be linked by two parallel lines. The fielding circle shall be marked by white dots 4.5 metres, (5 yards), apart, covered circular white plastic or rubber, (but not metal), discs 180 millimetres, (7 inches), in diameter.

Fielding Restrictions

In the opening power play of any match, a maximum of 2 fielders may be placed outside of the fielding circle as described above. Thereafter, a maximum of 5 fielders may be placed outside of this area.

The table below shows the number of overs which shall constitute the opening power play dependent on the number of overs scheduled at the start of the innings

TABLE A

REDUCED INNINGS OVERS ALLOCATION	Rule (a) Max 2 fielders outside 30 yard semi- circles
45	10
40	9
35	8
30	7
25	6
20	6

Throughout an innings, at the instant of delivery, there shall not be more than 5 fielders on the leg-side. **Not more than 2 of these fielders are permitted to be behind square, (Law 41.5)**

In the event of an infringement of any of the above, the striker's end umpire shall **signal no ball which the bowler's end umpire will call when the ball is dead.**

In the event of the striker's end umpire failing to **signal** no ball when the fielding restrictions **detailed above** have been breached, immediately the ball becomes dead the striker may draw that matter to that umpire's attention. If the striker's end umpire is able to verify the breach, **they** shall call and signal 'no ball'. If the striker's end umpire is unable to verify the breach then they shall confirm that the events of the delivery shall remain unchanged.

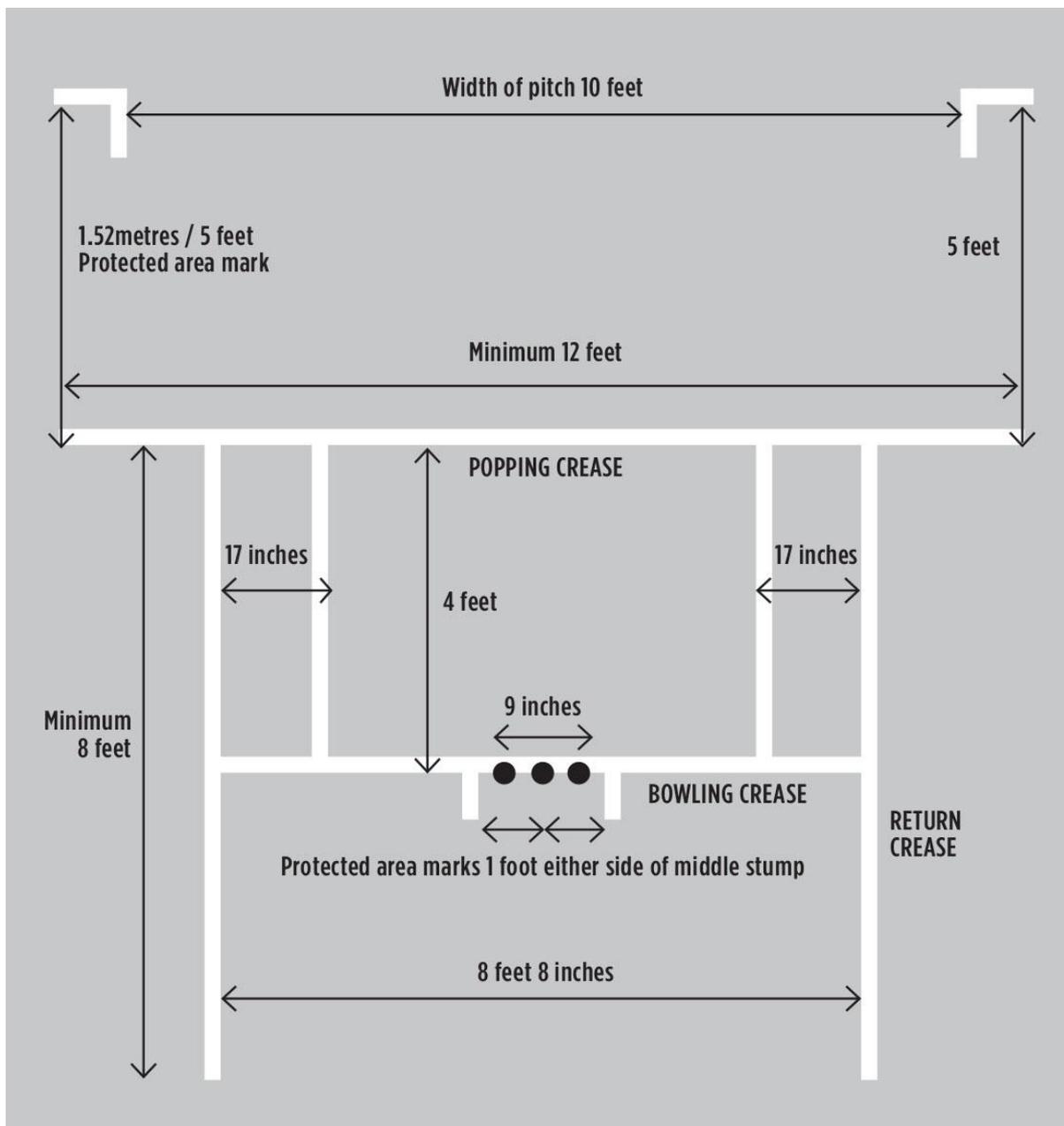
Appendix D – Pitch Markings

Additional Crease Markings

As a guideline to the umpires for the calling of wides on the offside the crease markings, as detailed below, shall be marked at each end of the pitch.

It is recommended that such lines, especially on pitches lying east/west be marked in a dark colour, e.g. dark blue or black.

This applies to all League matches in all divisions.



APPENDIX E GUIDELINES ON USE OF THE INTERNET & SOCIAL MEDIA

What this policy covers

This policy sets out the SPCU's position on all member clubs', individual club members', players', officials' and umpires' use of social networking sites and blogs, whether conducted on SPCU media, Club media and in your own private media in your own time.

Your responsibilities

Social networking sites, the internet and blogs offer a useful means of keeping in touch with friends and colleagues, and they can be used to exchange views and thoughts on shared interests, both personal and work related. SPCU does not object to you setting up personal accounts on social networking sites or blogs on the internet.

You must not link your personal social networking accounts or blogs to the SPCU or [to any club](#) website. Any such links require the SPCU and [clubs'](#) prior consent.

You must not disclose SPCU and club secrets, breach copyright, defame the SPCU or a club or its members, officials, players, umpires or employees, or disclose personal data or information about any individual that could breach the

Data Protection Act 1998 on your blog or on your social networking site.

Social networking site posts or blogs should not be insulting or abusive to the SPCU or Club or its members, officials, players, umpires or employees.

References to the SPCU, Individual Clubs & Members.

You should include a notice such as the following:

'The views expressed on this website/blog/post/tweet etc. are mine alone and do not reflect the views of my club or the SPCU'.

You should always be conscious of your duty as a member to act in good faith and in the best interests of the SPCU and club under UK law. The SPCU will not tolerate abuse posted in messages in the public domain or on blogs about the SPCU or any other person connected to the SPCU, officials, umpires an individual club or its members.

You must not bring the SPCU or [any](#) club into disrepute through the content of your website entries or blogs.

Any misuse of social networking sites or blogs as mentioned above may be regarded as a disciplinary offence and may result in disciplinary action.

You should be aware that any information contained in social networking sites may be used in evidence, if relevant, to any disciplinary or legal proceedings.

You should be aware that the account holder for any social networking site, blogs, posts and tweets will be held solely responsible for the content

Bullying and Harassment

Bullying and harassment can be experienced by a group of people as well as by individuals. This policy recognises this and where the singular is used, it is accepted that the circumstances may also be applicable to a group of people. Bullying and harassment can also be carried out by a group of people against an individual.

Bullying and harassment in any form is unacceptable behaviour and will not be permitted or condoned. Sexual, [religious](#), sectarian and racial harassment and harassment on the grounds of disability or sexual orientation constitute discrimination and are unlawful under the sex discrimination, fair employment, race relations, disability, sexual orientation and age legislation.

If communication(s) sent via social media target a specific individual or individuals, they will fall to be considered under the Protection from Harassment Act 1997 and the Malicious Communications Act 1988.

There is no excuse for Bullying and harassment within SPCU. It is inappropriate behaviour and it will be treated by the SPCU as a disciplinary offence. All clubs and members must comply with this policy.

Breach of Policy

Breaches of this policy will be dealt with under the SPCU disciplinary procedure; however, it may also be considered a criminal offence and passed on to the relevant authority for action.

You should be aware that the SPCU regards breach of any part of this policy as gross misconduct that may result in disciplinary action. This may include suspension of a player, players or club from SPCU competitions for a stated period or indefinitely, including, where warranted, suspension without notice, pending formal disciplinary proceedings.

If you become aware of information relating to the SPCU posted on the internet, you should bring this to the

attention of the committee.

Preamble to the Laws of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of the game.

Proposed