



Rules and Guidelines

Indoor League

Participation

All clubs that are full members of the association are eligible to play in the Indoor League competition. Clubs that are affiliate members of the association may be invited to enter teams in the Indoor League subject to there being sufficient “Dummer slots” available to accommodate them.

The NHCDA may also enter some District girls’ teams made up of county and district players.

League Subscription and Match Fees

There is an entry fee of **£10 per team**.

There is a **£22.50 match fee per team per match** to cover the cost of hiring the Dummer arena.

Every club that enters the Indoor League shall be required to pay a deposit. The deposit amount is based on the following criteria:

For affiliate member clubs

- The deposit will be determined by the NHCDA Committee at their sole discretion

For full member clubs:

- A club with **3 teams or less** will be asked for a deposit of **£60**
- A club with **4 to 6 teams** will be asked for a deposit of **£80**
- A club with **more than 6 teams** will be asked for a deposit of **£100**

Note: for clubs who played in the indoor leagues in the previous winter:

- A club whose team numbers have gone up to a higher band will be asked to “top up” their deposit by the appropriate incremental amount.
- A club whose team numbers have gone down to a lower band will receive a refund of the appropriate incremental amount.

Also, for clubs who incurred cancellation penalty fees during the previous season:

- The club will be asked to “top up” their deposit to the appropriate level at the start of the season.

During the season any team responsible for individual match cancellations will have the cancellation amount of **£45** recorded against their deposit value, and be asked to top up that deposit to the required level at the start of the next season.

The NHCDA treasurer shall invoice all clubs for the full amount due (incorporating deposits, cancellations, entry fees and match fees).

Venue

All league matches will be played at the Dummer Cricket Centre.
Cup competitions may be played at Eversley Cricket Centre.

Each team must provide a manager, an umpire and a scorer (the umpire or scorer may also be the manager).

Teams must endeavour to arrive no later than **10 mins** before their match is due to commence. The toss must be made **at least 5 mins** prior to the scheduled starting time.

A match must be started if there are a minimum of 4 players from either or both teams present.

To ensure that delays to subsequent matches are kept to a minimum at all times, failure to start a match on time will lead to a deduction of the match overs as follows:

- Up to and including 10 minutes delay, **2 overs** should be deducted from both innings.
- Between 10-15 mins delay, **3 overs** should be deducted from both innings.
- Between 15-20 mins delay, **4 overs** should be deducted from both innings.
- A delay of more than 20 mins will result in the game being **cancelled**. See below for penalties to be applied.

Although the decision to reduce the number of overs must be agreed upon mutually by both the team managers, it is the responsibility of both managers to ensure that the match should not overrun its scheduled finish time.

In the event that a team fails to turn up on the night, or gives the opposition manager advanced notice that they are unable to fulfill the fixture for whatever reason (at least 3 days notice should be given as standard), or turns up after 20 mins of the scheduled start time, that team will be deemed to have lost the game and have **4 penalty points** deducted. The other team will be declared the winner and be awarded **4 points**.

If a game is called off for any reason then it CANNOT be re-arranged unless the NHCDA Committee, at their sole discretion, decide otherwise.

This ruling has been put in place as a result of the limited availability of time slots and the cost of re-arranging the games.

Player Eligibility

Each team will consist of six age eligible players. Players must be eligible for the age group as at the **31st August** prior to the indoor winter season (eg to be eligible for the under 11 indoor league a boy (see below for girls) must be under 11 on the last 31st August). Players of either gender are invited to participate, and girls can play for an age group up to 2 years below (eg a girl who was still 12 on the last 31st August can play in the under 11 league).

No player may play for more than one team in the same league unless otherwise permitted in writing by the Competitions Secretary

If a club has more than one team in the same age group, the following restrictions apply with regard to County or District players. For the purposes of defining the representative status of a player:

- i) Any boy who is in a “Hawks & Royals” squad on the first day of the preceding NHYCL summer season shall be deemed to be a “District Squad Player” (even if he is moved after the start of the NHYCL summer season to another pathway squad), until such time as the relevant new RPC Pathway winter training squads are announced, at which point the accredited players will only be deemed County or District players according to the new squads.
- ii) Any boy who is in a Primary County or Shadow County squad on the first day of the preceding NHYCL summer season shall be deemed to be a “County Squad Player” (even if he is moved after the start of the NHYCL summer season to another pathway squad), until such time as the relevant new RPC Pathway winter training squads are announced, at which point the accredited players will only be deemed County or District players according to the new squads.
- iii) Any girl included in any County squad the preceding NHYCL summer season shall be deemed to be a “County Girls’ Squad Player” until such time as the relevant new winter county training squads are announced, at which point the accredited players will only be deemed County players according to the new squads.

NB District RPC girls are not subject to any NHYCL eligibility restrictions other than the age criteria rules

For the avoidance of doubt, if a boy is selected for a county squad in a higher age group, the restrictions set out below will only apply in their actual age group for NHYCL cricket eg if an U11 boy is selected for the U12 county squad, he can play in any U13 team for his club as well as for their U11A team.

1. County accredited boys

- U12’s should only play in an under 13 A team (they can play up for any U15 team)
- U13’s should only play in an under 13 A team (they can play up for any U15 team)
- U14’s should only play in an under 15 A team
- U15’s should only play in an under 15 A team

2. District Squad accredited boys

- U10’s can play in either under 11 A or B teams (they can play up for any U13 team)
- U11’s should only play in an under 11 A team unless otherwise permitted in writing by the NHCDA Chairman or Competitions Secretary (they can play up for any U13 team)
- U12’s can play in either under 13 A or B teams (they can play up for any U15 team)
- U13’s should only play in an under 13 A team unless otherwise permitted in writing by the NHCDA Chairman or Competitions Secretary (they can play up for any U15 team)
- U14’s can play in either under 15 A or B teams
- U15’s should only play in an under 15 A team unless otherwise permitted in writing by the NHCDA Chairman or Competitions Secretary

3. County accredited girls

- Members of the U13 girls' county squad who wish to play in an under 11 league should only play in an under 11 A team unless otherwise permitted in writing by the NHCDA Competitions Secretary (but they can play for any U13 or U15 team).
- Members of the U15 girls' county squad who wish to play in an under 13 league should only play in an under 13 A team unless otherwise permitted in writing by the NHCDA Competitions Secretary (they can play for any U15 team).
- Members of the U17 girls' county squad should only play in an under 15 A team unless otherwise permitted in writing by the NHCDA Competitions Secretary.

4. All other players

B or C team players can only play for A or B teams if they are competing in separate leagues at the same age group. Likewise A or B team players who are not affected by the county/district player rules above, can play down in B or C teams under the same conditions.

There is no limit to the number of times a player can play up or down within the above rules.

Girls may play for NH Girls as well as for their club, as long as they represent them in different leagues.

5. Squad management

Clubs entering two or more teams in one age group do so on the understanding that the squads for each team are clearly identified; a player must be identified with only one team squad – though this does not mean that player cannot play up or down as the system allows the selection from a different squad.

In exceptional circumstances, the NHCDA Committee may permit a club to have two teams in the same league as long as they can field two full teams when they play against each other, and the first-choice players of each team are those officially identified as primarily being in that team.

6. Guest players

Teams must be made up of players who are *bona fide* paid-up members of the club unless they have received written permission in advance from the NHCDA Chairman or Competitions Secretary to include a guest player (ie a non club member). Any request to include a guest player in a team must be made in writing to the NHCDA Chairman or Competitions Secretary, and should not involve a player who represents another club competing in the indoor leagues. If permission is granted, it will always be subject to the club taking full responsibility for ensuring that the guest player is appropriately covered by the club's insurance policy and safeguarding responsibilities.

Equipment and Dress Code

- Appropriate uniform coloured cricket clothing may be worn. For clubs that do not adopt a uniform coloured kit, players should wear shirts and trousers which are predominantly white, though girls may wear dark trousers if they wish.

- At all age groups full protective equipment must be worn, including helmets for all batsman and wicketkeepers (there are no exceptions to this rule).

It is the responsibility of the team manager to ensure that these rules are adhered to at all times.

Playing Regulations

- Matches will be of 12 overs per side (see **Venue** section for exceptions due to late starts)
- No bowler may bowl more than 3 overs (this will be reduced *pro rata* for matches that are reduced in overs)
- U15's will bowl from alternate ends. U11's and U13's will bowl all overs from the same end. For U13 and U15 matches the committee, for safety reasons, suggests that the square leg umpire stands outside the netted area, alternating with the other umpire after every 3 overs. This is a suggestion only and is at the discretion of each umpire on the day.
- No Ball rules should be adhered to as indicated in the **ECB regulations and guidelines**. NB *In addition to front foot transgressions*, a No Ball must be called when a full toss reaches a batsman in his normal stance above waist height, irrespective of the type of bowler.
- The **No Ball line** will be in play for the U13's & U15's, **but not for the U11's**. For U13's and U15's, any delivery that pitches short of the No Ball line shall be called No Ball. It is recommended that the square leg umpire should make this call. For the avoidance of doubt, a delivery that pitches on the No Ball line is NOT a No Ball.
- All fielders must field at least **11 yards** from the bat, except behind the striker's wicket on the off side. This minimum distance applies even if a fielder is wearing a helmet. For the avoidance of doubt, no fielder can be positioned behind the striker's wicket on the leg side. If a player comes within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.
- **Off-side Wides** should be called in the event that a batsman cannot perform a valid off-side batting stroke to a delivery. **Leg side Wides** should be given for deliveries that pitch on or outside the leg stump and pass outside the stance of the batsman. These are guidelines only but the committee regards **consistency** as the key factor in the calling of Wides. Umpires should agree parameters before the start of a game, but at all age groups and standards there must be much less leeway on the leg-side than the off-side.
- In all matches the final over in each innings will consist of six valid balls with Wides and No Balls counting as **1 run** (ie rather than 3) to be recorded against Extras in addition to any other extras or any runs scored by the batsman. An extra delivery must be bowled for any Wide or No Ball called in the final over of either innings (but not in any other over).
- U11's will play on a 17 yard pitch, U13's on a 19 yard pitch, and the U15's on a 22 yard pitch.

- **Batting retirements are as follows:**
 - U11's retire at **15 or after 4 overs**, whichever is soonest
 - U13's retire at **20**
 - U15's retire at **25**
- Batsmen return to the crease in the order that they retire, once the appropriate number of wickets have fallen.
- Last man stands – ie when all but one of the players in a team are out, the not out player can continue to bat with a runner until he/she is out, or the innings is complete, or the match is over.
- If a ball gets lodged in netting, or exits the arena other than from a direct hit to the boundary wall (ie behind the bowler), then the delivery will be deemed VOID and re-bowled.
- All dismissals are the same as stated in the Laws of Cricket. For the avoidance of doubt, a batsman can be caught off a side wall, or off the back wall (ie behind the wicketkeeper), or off the roof netting. **NB In all these instances the batsman does not score a run for the shot.**
- The NHYCL Codes of Conduct and the Spirit of Cricket (both of which are appended to these rules) apply to all member clubs in all Indoor League games. All coaches must reinforce guidelines to all their players and parents that wrong /poor behaviour is not acceptable in any form.
- As stated in the NHYCL Code of Conduct, for all U15, U13 and U11 Division 1 indoor matches, all coaches, team managers or any other adult shall refrain from providing direct support to a fielding team on field placement. Clubs should encourage players to learn about captaincy and for bowlers to understand their own field placements.

Scoring Values

- **Valid Deliveries – Runs scored by the batsman**
 - **1 run** to the batsman if a delivery is hit, and subsequently strikes (direct or by deflection) a side wall, or the back wall (ie behind the wicketkeeper), or the roof netting.
 - **2 runs** to the batsman if a delivery is hit, and the batsmen complete a run without the ball hitting the roof netting or any wall.
 - **3 runs** to the batsman if a delivery is hit, and subsequently strikes (direct or by deflection) a side wall, or the back wall (ie behind the wicketkeeper), or the roof netting, and the batsmen complete a run.
 - **4 runs** to the batsman if a delivery is hit and strikes the boundary wall (ie behind the bowler) on the full (ie without having first hit the ground or been deflected onto the ground) without having previously hit a side wall or the roof netting.

- **6 runs** to the batsman if a delivery is hit into or along the ground (or is deflected onto the ground by the non-striker, or the wickets, or an umpire, or any fielder) and subsequently strikes the boundary wall (ie behind the bowler) without having previously hit a side wall or the roof netting.
- **Valid Deliveries – Runs scored against Extras**
 - **1 run** to Extras if a Leg bye strikes (or is deflected onto) a side wall, or the back wall (ie behind the wicketkeeper), or the roof netting.
 - **2 runs** to Extras if a legitimate delivery, which does not touch the batsman or the bat, strikes (or is deflected onto) a side wall, or the back wall (ie behind the wicketkeeper), or the roof netting.
 - **2 runs** to Extras if the batsmen complete a run for a Leg Bye or a Bye without the ball hitting the roof netting or any wall.
 - **3 runs** to Extras if a Leg bye strikes (or is deflected onto) a side wall, or the back wall (ie behind the wicketkeeper), or the roof netting, and the batsmen complete a run.
 - **4 runs** to Extras if a legitimate delivery, which does not touch the batsman or the bat, strikes (or is deflected onto) a side wall, or the back wall (ie behind the wicketkeeper), or the roof netting, and the batsmen complete a run.
- **Wides**
 - **3 runs** to Extras if a Wide ball does not go on to hit a wall or the roof netting, and the batsmen do not complete a run. No extra ball will be bowled except in the final over in either innings when only **1 run** will be credited to Extras, plus an extra ball will be bowled.
 - **4 runs** to Extras if a Wide ball hits the back wall (ie behind the wicketkeeper), or a side wall, or the roof netting. No extra ball will be bowled except in the final over in either innings when only **2 runs** will be credited to Extras, plus an extra ball will be bowled.
 - **6 runs** to Extras if a Wide ball hits the back wall (ie behind the wicketkeeper), or a side wall, or the roof netting and the batsmen complete a run. No extra ball will be bowled except in the final over in either innings when only **4 runs** will be credited to Extras, plus an extra ball will be bowled.

NB The only way a batsman can be dismissed from a Wide delivery is **Stumped** or **Run Out**

- **No Balls**
 - **3 runs** to Extras if a No Ball does not go on to strike a wall and the batsmen do not complete a run. No extra ball will be bowled except in the final over in either innings when only **1 run** will be credited to Extras, plus an extra ball will be bowled.

- **3 runs** to Extras plus **1 run** to the batsman (ie 4 runs in total) if a No Ball hit by the batsman strikes (direct or by deflection) the back wall (ie behind the wicketkeeper), or a side wall, or the roof netting. No extra ball will be bowled except in the final over in either innings when only **1 run** will be credited to Extras plus **1 run** to the batsman (ie 2 runs in total), plus an extra ball will be bowled.
- **3 runs** to Extras plus **3 runs** to the batsman (ie 6 runs in total) if a No Ball hit by the batsman strikes (direct or by deflection) the back wall (ie behind the wicketkeeper), or a side wall or the roof netting, and the batsmen subsequently complete a run. No extra ball will be bowled except in the final over in either innings when only **1 run** will be credited to Extras plus **3 runs** to the batsman (ie 4 runs in total), plus an extra ball will be bowled.
- **3 runs** to Extras plus **4 runs** to the batsman (ie 7 runs in total) if a No Ball hit by the batsman strikes the boundary wall (ie behind the bowler) on the full (ie without having first hit the ground or been deflected onto the ground) without having previously hit a side wall or the roof netting. No extra ball will be bowled except in the final over in either innings when only **1 run** will be credited to Extras, plus **4 runs** to the batsman (ie 5 runs in total), plus an extra ball will be bowled.
- **3 runs** to Extras and **6 runs** to the batsman (ie 9 runs in total) if a No Ball is hit by the batsman into or along the ground (or is deflected onto the ground by the non-striker, or the wickets, or an umpire, or any fielder) and subsequently strikes the boundary wall (ie behind the bowler) without having previously hit a side wall or the roof netting. No extra ball will be bowled except in the final over in either innings when only **1 run** will be credited to Extras plus **6 runs** to the batsman (ie 7 runs in total), plus an extra ball will be bowled.
- **4 runs** to Extras if a No Ball results in a Bye or a Leg Bye striking (or being deflected onto) a side wall, or the back wall (ie behind the wicketkeeper), or the roof netting. No extra ball will be bowled except in the final over in either innings when only **2 runs** will be credited to Extras, plus an extra ball will be bowled.
- **5 runs** to Extras if a No Ball results in the batsmen completing a run for a Bye or a Leg Bye without the ball hitting the roof netting or any wall. No extra ball will be bowled except in the final over in either innings when only **3 runs** will be credited to Extras, plus an extra ball will be bowled.
- **6 runs** to Extras if a No Ball results in a Bye or a Leg Bye striking (or being deflected onto) a side wall, or the back wall (ie behind the wicketkeeper), or the roof netting, and the batsmen complete a run. No extra ball will be bowled except in the final over in either innings when only **4 runs** will be credited to Extras, plus an extra ball will be bowled.

NB The only way a batsman can only be dismissed from a No Ball is **Run Out**

- **Overthrows**

1 extra run for an overthrow will be added as appropriate to the batsman's score or to Extras whenever the ball strikes any wall(s) and/or the roof netting (whether direct or by deflection) as a result of any fielder's deliberate attempt to try to run a batsman out.

For the avoidance of doubt, any overthrow which hits the boundary wall (ie behind the bowler) shall not count as a boundary (i.e. it shall count as one extra run, same as any other ball, rather than 4 or 6 runs).

Match Result – Points Scoring Criteria (for all age groups)

- **A Win = 3 points**
- **A Tie = 1 point to each team**
NB A tie is where the runs scored by each team is the same (the number of wickets lost is irrelevant)
- **1 Batting Bonus point**
 - **FOR UNDER 11 MATCHES:** Awarded when either team scores 100 or more, or if the team batting second, and chasing less than 100, wins while losing no more than two wickets.
 - **FOR UNDER 13 and UNDER 15 MATCHES:** Awarded when either team scores 120 or more, or if the team batting second, and chasing less than 120, wins while losing no more than two wickets.
- **1 Bowling Point**
Awarded when either team takes 5 or more wickets, or takes 4 wickets if the batting team only has 4 players.
- **For matches in which a team fails to fulfil the fixture, the defaulting team shall have 4 points deducted, while the other team (if they were able to fulfil the fixture) shall be awarded 4 points (see Venue section).**

NB The maximum points to be gained in any match is 5

League Winners

The winner of each league will be the team with the highest number of points achieved throughout the season.

In the event of a tie, then the winner will be determined from those teams as follows:

1. The team (of those tied on points) which won the most games (including wins by concession).

If they are still tied then:

2. If only two teams are tied on points, the winner will be the team which won the most points in the match or matches between the two sides.

In the event that the games won are equal, and points in the match or matches between two tied teams are equal, or if there are three or more teams tied on total points and matches won, then the winner will be determined from those teams as follows:

3. The team which has taken the highest **average** number of wickets per match in the season, such calculation to **exclude any matches they WON by concession** (eg if a team took 24 wickets in 9 games, one of which was won by concession and another was lost by concession, their average is 3 wickets (ie 24 divided by 8 games)).

If they are still tied then:

4. The team with the highest **average** number of batting bonus points per match in the season, such calculation to **exclude any matches they WON by concession** (eg if a team gained 4 batting bonus points in 9 games, one of which was won by concession and another was lost by concession, their average is 0.5 batting bonus points (ie 4 divided by 8 games)).

If they are still tied then:

5. The team with the best batting run rate (ie average runs scored per over faced) in the season. (NB when a team is bowled out in less than its full allotted overs then, for the purposes of its run rate calculation, it shall be deemed to have batted for the full number of allotted overs.)

Indoor Balls to be used

- **U15 (all divisions):** Red Reader Indoor league balls (same as senior competitions)
- **U13 and U11 (all divisions):** Yellow Kookaburra PUC seamed ball

Match Results

Immediately after a match has been completed the winning team manager is responsible for completing the result sheet (with appropriate scores and points) and getting it signed by both managers. He/she should then hand it to a member of staff behind the bar, or post it in the postbox at the entrance to the arena.

Results and tables will be posted regularly on the NHYCL website.

When a match is to be called off for any reason the Manager responsible for the cancellation must do the following as soon as possible (ideally at least 3 days prior to the match):

- Contact the opposition team manager to inform him of the cancellation.
- Contact the Indoor Competitions Secretary, Jeff Bennett (contact details below)
- Contact Dummer Cricket Centre by phone or Email informing them that the match has been cancelled, and quoting the league and age group, the scheduled date and time of the match, and the teams involved

Match Confirmation

As a matter of best practice all team managers should, wherever possible, contact their opponents at least one week in advance of the scheduled match date to confirming the date and time of the match. This is to avoid no shows and late cancellations (which will lead to penalty costs allocated to the team responsible).

Disputes, Complaints, Rule Breaches and Disciplinary Measures

The NHCDA Committee can only deal with complaints relating to Indoor League matches if they are notified to the NHCDA Chairman or the Competitions Secretary in writing or by email from the club's nominated youth section head within five days of the match in question. A decision will be conveyed to the clubs concerned at the earliest opportunity.

The NHCDA Committee wish to make it clear that there is a “zero tolerance policy” adopted relating to any disciplinary matters covering all aspects of the playing environment. This includes players, managers, coaches, parents, spectators and any other associated parties directly or indirectly involved in any match. All of these people are expected to abide by the Laws of Cricket and the Spirit of Cricket, as well as ECB guidelines and the NHYCL Codes of Conduct. Any matters relating to disciplinary matters must be notified to the NHCDA Committee in writing or via e-mail to the Competitions Secretary as soon as possible after the alleged offence.

The NHCDA Committee is responsible for dealing with any disciplinary matters arising from the conduct of matches played under its auspices, and its disciplinary processes shall follow exactly the procedures set out in the England & Wales Cricket Board's Discipline Regulations and Guidelines.

In the event of a reported matter, the NHCDA Committee strongly endorses and expects that clubs administer their own disciplinary measures in respect of their players.

Appropriate action by the NHCDA Committee could include any of the following:

- Player suspension
- Player or club fine
- Points deduction from a specific team or from multiple teams within a club
- Suspension of team or club from the Indoor League and/or the NHYCL Outdoor League.

The NHCDA Committee reserves the right to pass to the county administrators for further action, if seen fit, any serious breaches by a player, manager or supporter.

Clubs shall not distribute any electronic-based discussion or complaint to anyone other than the respective team manager / coach, their youth section head or other nominated committee members and the NHCDA Committee.

Jeff Bennett
NHYCL Indoor Competitions Secretary
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NHYCL CODES OF CONDUCT

NHCDA is fully committed to safeguarding and promoting the wellbeing of all its players. We believe that it is important that players, coaches, administrators and parents associated with the NHCDA should, at all times, show respect and understanding for the safety and welfare of others. Therefore, members are encouraged to be open at all times and to share any concerns or complaints that they may have about any aspect with their club.

All Cricket Clubs in the NHYCL are expected to ensure that their players, coaches, managers, and officials, and the parents or guardians of their players, all abide by the following code of conduct:

CODE OF CONDUCT FOR PLAYERS

Players must play within the rules and spirit of cricket and respect officials and their decisions.

Players must not swear on the pitch and must not make any comments to any batsman, directly or indirectly, which could be construed as unfair, demeaning, insulting or calculated to put the batsman off.

Encouragement of fellow team-mates must be measured and not be a constant 'wall of sound' which could constitute an intimidating atmosphere. Players in doubt should take their guidance from any first class match.

All players must respect the rights, dignity and worth of all participants regardless of gender, ability, cultural background or religion.

Players should keep to agreed timings for training and competitions or inform their coach or team manager if they are going to be late.

Players must wear suitable kit for training and match sessions, as agreed with the coach/team manager.

Junior players are not allowed to smoke on club premises or whilst representing their club.

Junior players are not allowed to consume alcohol or drugs of any kind whilst representing their club.

CODE OF CONDUCT FOR PARENTS / GUARDIANS

Encourage your child to learn the rules and spirit of cricket and play within them.

Discourage unfair play and arguing with officials.

Publicly accept officials' judgements and never contest officials' decisions.

When acting as an official, act in a neutral fashion specifically avoiding any partisan actions or behaviour.

Do not shout comments or instructions from the boundary.

Help your child to recognise good performance, not just results.

Never force your child to take part in sport.

Set a good example by recognising fair play and applauding good performances of all. Avoid blatantly partisan support for your team.

Never punish, criticise or belittle a child for losing or making mistakes.

Support your child's involvement and help them to enjoy their sport.

Use correct and proper language at all times.

Encourage and guide participants to accept responsibility for their own performance and behaviour.

Promptly pay any fees for training, matches, membership or events.

CODE OF CONDUCT FOR CLUB OFFICIALS, COACHES, CAPTAINS AND MANAGERS

Consider the well-being and safety of participants before the development of performance.

Develop an appropriate working relationship with performers, based on mutual trust and respect.

Make sure all activities are appropriate to the age, ability and experience of those taking part.

Promote the positive aspects of the sport (e.g. fair play).

Display consistently high standards of behaviour and appearance.

Follow all guidelines laid down by the national governing body and the NHYCL.

Hold the appropriate valid qualifications and insurance cover including CRB requirements.

Never exert undue influence over performers to obtain personal benefit or reward.

Never condone rule violations, rough play or the use of prohibitive substances.

Support, encourage and praise players.

Discuss team matters in private.

Refrain from coaching an on-field player and/or from providing advice to a fielding team on field placement, or tactical advice to batsmen or bowlers, when outside the boundary in any game and, if umpiring, only in Age Group matches for which such assistance is permitted (see the *Match Officiating* section in these Rules).

Encourage players to learn about captaincy and for bowlers to understand their own field placements.

Never promote or undertake actions considered to be both demeaning to an individual player and contrary to the spirit of the game; for example forcing a player to run themselves out so a better player can return to the crease, instructing a player to deliberately drop a catch.

THE SPIRIT OF CRICKET (extract from the ECB Code of Conduct)

Cricket is a game that owes much of its unique appeal to the fact that it is played not only within its Laws, but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The responsibility for ensuring the spirit of fair play rests with Coaches, Managers and Captains of all junior teams playing in these competitions.

Player's Conduct

In the event of any player failing to comply with the instructions of an umpire, criticising a decision by word or action, showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's Captain and Manager, requesting the latter to take action.

Fair and Unfair Play

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain (or Manager, if more appropriate) to take action where required.

The umpires are authorised to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair.

The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance
 - a) Appeal knowing the batter is not out
 - b) Advance towards an umpire in an aggressive manner when appealing
 - c) Seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

Violence

There is no place for any act of violence on the field of play.

Players

Captains, managers, coaches and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

Disciplinary action

Failure to respect any or all of the spirit of cricket, the NHYCL Code of Conduct and ECB Code of Conduct may lead to disciplinary action.

LAWS OF CRICKET – VARIATIONS

In October 2017 MCC significantly revised the Laws of Cricket. New Laws to note include:

- A helmet is now deemed as being part of the fielder's (or wicketkeeper's) person, meaning that a catch (or stumping) can be taken after the ball has struck the helmet, or become lodged in it. In addition, a batsman can now be run out or stumped if the ball rebounds directly from a fielder's (or wicketkeeper's) helmet onto the stumps.
- A runner should be someone who has already batted, but if that is not possible, then the runner should be changed as soon as it does become possible. This means that, if one of the opening batsmen had a runner and his/her partner was dismissed first, the outgoing batsman would need to become the runner.
- If the batsman grounds his/her bat (held by the hand) beyond the popping crease or another part of his/her person within his/her ground (the elbow when diving, for example), and provided that the batsman has continued forward momentum, and subsequently inadvertently loses this contact with the ground when the wicket is put down (eg the bat bounces up or both feet are in the air), then the batsman will be protected from being run out or stumped.

FOR ALL NHYCL MATCHES, THE FOLLOWING LAWS ARE WAIVED:

1. Law 41.16 states that a non-striker leaves the crease at his/her peril, and if he/she leaves it early, the bowler is entitled to run him/her out. For Under 15, Under 16 and Under 18 matches in the NHYCL, Law 41.16 will apply.

However, in all NHYCL matches up to and including Under 13s, a non-striker can only be given run out when backing up if he/she has previously been given an official warning by the umpires in the innings after a bowler had aborted his/her delivery and pointed out that the non-striker had already left his/her crease.

The NHCDA Committee believes that, though backing-up as a non-striker is very important, players in the NHYCL need to be trained not to leave the crease until the ball leaves the bowlers hand. Therefore umpires in NHYCL matches up to and including Under 13s should have a discrete word with non-strikers who they see are leaving the crease early, regardless of whether the fielding team have noticed. Similarly, umpires should discourage bowlers from repeatedly aborting their run-ups in the hope of catching the non-striker out of their crease (bowlers should consider doing so when they are certain that the non-striker is taking an unfair advantage). Umpires in Under 15, Under 16 and Under 18 matches are expected to remind players before the start of each innings that a non-striker leaves the crease at his/her peril, and if he/she leaves it early, the bowler is entitled to run him/her out without warning.

Umpires, coaches and players in Under 15, Under 16 and Under 18 matches should also be reminded that an umpire can only give a batsman out if the fielding side appeals. So the bowling team may consider that, in cases where the batsman has only marginally or innocently left the crease early, it might be in keeping with the Spirit of Cricket to warn the batsman rather than appeal.

2. Law 24.2 states that a member of the fielding team is not allowed to bowl for a defined period following any time they are absent from the field. However, in all NHYCL matches, the umpires will consider that any absence of any fielder will always be for "wholly acceptable reasons" in terms of Law 24.3.2 which states that of a player is absent for wholly acceptable reasons, he/she

will not incur “Penalty time” when coming onto the field. Thus, even if a player has been absent, in NHYCL matches he/she will be permitted to bowl at any time once he/she take the field.

3. The imposition of penalty runs shall not apply in NHYCL matches, with the exception of Law 28.2 (illegally fielding the ball) and Law 28.3 (ball striking a protective helmet belonging to the fielding side) which shall apply throughout. The processes set out in Law 42 for dealing with offences shall apply other than the imposition of penalty runs. For Laws 42.2 – 42.7, in addition to the warnings provided to the captain, the umpires must advise the team coach/ manager and request that the behaviour improves. In the event of any breach that results in a sanction at Level 3 or Level 4, a report to the Competitions Secretary must be provided within 48 hours.