

NHYCL RULES SUMMARY

OPEN UNDER 15 CUP & PLATE COMPETITIONS

Pitch	22 yards
Stumps	28 inches (above the pitch)
Outfield	40–70 yards. This guideline can be overridden by the playing conditions of individual competitions or to accommodate local ground conditions.
Format	Pairs cricket. Each pair shall bat for 4 overs.
Duration	All matches shall consist of 20 overs per innings except if a cup or plate match starts late or is interrupted by the weather, and is unlikely to be finish in safe light, umpires shall agree a sensible reduction of overs to ensure that a result is achieved.
Ball	5½ ozs. One new hardball per match to be supplied by the home team (unless both teams mutually agree, prior to the toss, that there will be a new ball for each innings). At least one decent spare ball should be available. A pink ball must be used in all evening hardball matches (ie any match starting at or after 5pm).
Number of Players	<p>10-a-side. If a team ends up with 1, 2, 3 or 4 players less than the pre-agreed number, it should still fulfil the fixture (and the opposition may still field its full quota). If a team turns up for a game with fewer players than the agreed number, the Laws of Cricket shall apply, and:</p> <ul style="list-style-type: none">• For teams with 9 players, the four batsmen with the lowest net individual scores from the first four pairs will each bat for one over with the ninth batsman (for the avoidance of doubt, the ninth batsman's partners may take strike).• For teams with 8 players, each pair shall bat for 5 overs.• For teams with 7 players, each pair shall bat for 5 overs and the four batsmen with the lowest net individual scores from the first three pairs will each bat for one over with the seventh batsman (for the avoidance of doubt, the seventh batsman's partners may take strike).• For teams with 6 players, two of the pairs shall bat for 7 overs, and one pair shall bat for 6 overs.
Batting	<p>Each team's innings will start with a total of 200 runs. Runs will then added to this total in the normal manner but 5 runs will be deducted at the fall of each wicket.</p> <p>At the fall of a wicket the batsmen will swap ends, except if the wicket falls on the last ball of an over. For the avoidance of doubt, at the fall of a wicket the 'dismissed' batsman stays in unless the wicket falls on the last ball of the pairs' allocated overs. Thus a 'dismissed' batsman must never face the next delivery.</p>
Bowling	<p>Only two bowlers may bowl a maximum of 4 overs, and no other bowler may bowl more than 3 overs, except if a team has only 6 players, then no bowler may bowl more than 4 overs.</p> <p>In any match in which less than 20 overs are allotted per innings (eg in a match with a delayed start) a minimum of 6 bowlers must be used by the fielding side if all the allotted overs are bowled (unless there are only 6 players in the team, in which case a minimum of 5 bowlers must be used).</p>
No Balls	<p>A bouncer which passes the popping crease at a height equivalent to the top of the batsman's shoulders (when standing up straight) shall be deemed a No Ball.</p> <p>A delivery can only bounce once before it reaches the popping crease. Thus a ball that bounces two or more times before the ball reaches the popping crease shall be called a No Ball.</p>

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- Run outs** In any NHYCL cup or plate game which uses spring-loaded sets of stumps, to avoid situations when the bails are off and fielders, when trying for a run out, can't lift the whole set of stumps to execute a run-out without bails, a run out will be valid if the ball is held against the stumps if the bails are already off.
- Last Over** The last over of an innings must contain 6 legal balls (Wides and No Balls still score 2 runs plus any other runs scored – see "Scoring from no balls and wides in league and cup matches for all age groups" section).

SCORING FROM NO BALLS & WIDES IN ALL NHYCL LEAGUE AND CUP/PLATE MATCHES

No Balls: score 2 runs to extras. Any runs scored from the bat from a no ball, over and above the 2 extras, will be given to the batsman (eg if a no ball is hit for 4, 6 is added to the total split as 4 to the batsman and 2 to extras), and any runs scored as byes or leg byes from a no ball, over and above the 2 extras, will be added to the relevant byes or leg byes total. No extra ball is to be allocated except in the last over of the innings.

The 2 runs for a no ball plus any runs scored from the bat, are recorded against the bowler's analysis. However any byes or leg byes scored of a no ball shall not be recorded against the bowler (e.g. a no ball which then goes for 4 byes will be recorded as 2 no balls plus 4 byes, of which only the 2 no balls are recorded against the bowler's analysis).

Wides: score 2 runs to extras. Any runs scored as byes from a wide delivery, over and above the 2 extras, will be added to the Wides total (e.g. a wide which then goes for 4 byes will be recorded as 6 wides). No extra ball is to be allocated except in the last over of the innings. All extras scored from a wide ball are recorded against the bowler's analysis.

NHCDA CUP AND PLATE REGULATIONS AND GUIDELINES

- i) All Cup and Plate matches must be played by the specified date for that round; failure to comply may lead to a team being excluded from the next round.
- ii) Cup and Plate matches cannot be postponed for any reason other than inclement weather, unsafe conditions or a clash with a Hampshire County Cup or ECB National Club Championship fixture.
- iii) If 8 or more overs of the second innings have been completed but the game is not completed due to inclement weather or unsafe conditions, then the team with the best average run rate, to three decimal places, at the exact point of the game being abandoned, will be deemed the winner. For the calculation of the average run rate, the 200 run start will NOT count. In the event that the run rate is the same, then the match will be deemed a tie, and NHCDA Cup and Plate rules on tied matches will apply.
- iv) If a match is not played due to inclement weather, unsafe conditions or a clash with a Hampshire County Cup or ECB National Club Championship fixture, or if a match has started but has been abandoned before 8 overs of the second innings have been completed, then the result will be determined, as follows:
 - Replayed on a mutually agreed date (to be before the deadline date of the round in question).
 - If there is insufficient time to replay the match (or the teams cannot mutually agree another date before the deadline), but conditions allow and both teams are available to stage a bowl out, then six players shall bowl one ball each – most hits win. If still tied after six balls, then there shall be a sudden death stump bowl out, if team A hits and team B misses, team A win. If team A Misses and team B Hits, team B win. In a sudden death stump bowl out the same six players must bowl in the same order that they bowled in the first bowl out.
 - If neither of the above two options are possible, the winner will be decided on a single toss of a coin (or equivalent) by the Competitions Secretary.
- v) No player may take part in an Open Cup or Plate semi-final or final unless they have previously played in at least two matches (league and/or cup/plate) for the club's age group team(s) that season. A club may appeal to the NHCDA Committee to consider allowing an otherwise eligible player to play in a semi-final or final if that player has missed most of the season to date for an exceptional reason e.g. injury. For the avoidance of doubt, this rule does not apply in girls' Cup competitions.
- vi) Only in the girls' U13 Cup and the Open U11 Cup and Plate competitions are umpires permitted to provide advice to a fielding team on field placement, or tactical advice to batsmen and bowlers. In all other Cup and Plate competitions the players must not have any assistance on field placement or on-field tactical advice.
- vii) Music can be played for incoming batsman.
- viii) The winner of a Cup or Plate match is team scoring most runs (when the match has been completed). A game is deemed to be tied if the scores are level, regardless of the number of wickets lost. In the event of a tie, the winner is then determined using this order of criteria:
 - Least wickets lost
 - If still tied, then there shall be a bowl out with all players bowling one ball each – most hits win. If one or both teams have less players than the other, then the number of players who bowl one ball for each team shall be equal to the number of players in the team who have the least number of players.
 - If still tied, then there shall be a sudden death stump bowl out, if team A hits and team B misses, team A win. If team A Misses and team B Hits, team B win. In a sudden death stump bowl out, all players must bowl in the same order that they bowled in the first bowl out.

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- ix) For all Cup and Plate matches, only the match result should be submitted onto the NHYCL Play-Cricket website. For the avoidance of doubt, scorecards for these matches should not be submitted.
- x) All players must be *bone fide* paid-up members of their NHCDA-affiliated club, and it is each clubs' responsibility to ensure that its players are covered by the club's insurance policy when playing in NHYCL matches.
- xi) To be eligible for a specific cup or plate competition a player must be under the declared age below as on September 1st in the previous year. For girls playing in Open cup or plate competitions, girls can be up to two school years older than the relevant age group.
- xii) In all cup and plate matches umpires should ensure that players are wearing appropriate protective kit, including helmets for all batsmen and for wicketkeepers standing up to the wicket.
- xiii) All teams are requested to ensure their scorers agree names, scores and result before leaving the match to avoid discrepancies when results are entered.
- xiv) Umpires should ensure that the ECB directives regarding close fielders are adhered to throughout all matches.
- xv) Team managers are responsible for ensuring that their fast bowlers (defined as bowlers to whom a capable wicket keeper of the same age group would in normal circumstances stand back to take the ball) are only bowled in accordance with the ECB directives for preventing injury to fast bowlers.
- xvi) An umpire in a cup or plate match should only call no-ball for an illegal bowling action if, in the umpire's reasonable opinion, the bowler deliberately throws the ball.
- xvii) The NHYCL Codes of Conduct apply to all member clubs in all NHYCL games. All coaches must reinforce guidelines to all their players and parents that wrong /poor behaviour is not acceptable in any form.
- xviii) Umpires should ensure that in all games (for any age group) there are no comments or instructions from parents or coaches to on-field players from the boundary, nor any coaching of an on-field player from the boundary.
- xix) For all Cup and Plate matches except U11 and girls' U13, there should NOT be any advice provided during an innings to a fielding team on field placement, nor any on-field tactical advice to batsmen or bowlers. This applies to umpires, coaches and team managers – indeed nobody other than the players themselves should offer tactical advice to on-field players.
- xx) It is the responsibility of the home club to prepare the ground appropriately (including a suitable wicket, a marked boundary, stumps and scoreboard). Matches can be played on properly maintained artificial pitches but the home club must advise their opponents at least 48 hours before the scheduled start time of the match that a non-turf surface will be used and advise them of any special footwear requirements.
- xxi) The home team must provide a pitch of the correct length for the match as stated in these rules. There is no margin of variance and the NHCDA Committee may take disciplinary action against any club which fails to provide pitches of the correct length.
- xxii) All mid-week evening matches in April, May and August should start no later than 18:00 prompt (17:30 – 17:45 is recommended for matches in April and early May). In June and July the games should start no later than 18:15.
- xxiii) In all matches, the interval between innings shall be a maximum of 10 minutes from the point when the umpires leave the wicket at the end of the first innings. In evening games umpires should aim for a shorter interval, encouraging players to be back on the field five minutes after the end of the first innings.

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- xxiv) If a batsman requires a runner, the runner must be the most recently dismissed (or retired) batsman and must wear pads, gloves and a helmet, and carry a bat. If no batsman has retired or been dismissed, the runner should be the next batsman in.
- xxv) The home club has the primary responsibility to upload the results of the match onto the NHYCL Play-Cricket website within 48 hours of the match (though the other club may undertake to do this). Both teams should check the accuracy of the result (and, if applicable, the scorecard). Any dispute should be notified to the Competitions Secretary.
- xxvi) For all cup and plate matches, only the match result should be submitted.

The above are the key rules and regulations, but do not cover all issues that may arise.

For all NHYCL rules, regulations and guidelines, see the full NHYCL Rules document at nhcda.co.uk

NHCDA CUP AND PLATE FINALS

The teams involved in a Cup or Plate final should arrange the final between them, exactly as they have done for all other rounds. The first-named team in the draw (as posted on the NHYCL website) will be the home team, and the teams can agree to play on any mutually agreed date up to and including the first Sunday in September. The NHCDA Committee hope that the host team will offer at least 3 dates (and preferably many more than 3), spread widely over at least 3 weeks.

If either or both teams contact the Competitions Secretary to say that they can't agree a date, then the NHCDA Committee will force a set date on them. To avoid any possibility of favouring one team over the other, the NHCDA Committee will not consider which dates may or may not suit the teams concerned. If the set date happens to suit one team and not the other, that will be by chance. So teams should do their utmost to agree a date between them as the alternative could be a forced date that may only suit one, or even neither, team.

If a set date is forced on the teams, and one team can't field a team on the set date, then they have to concede. If a set date is forced on the teams and the first-named team can't provide a pitch on the date, the other team will be offered the chance to host it on the set date. If neither team can provide a pitch on the enforced date, or if final is not played due to bad weather or unsafe conditions and not subsequently rescheduled), then the Cup (or Plate) will be shared. The NHCDA committee hope that this undesirable enforced date scenario will encourage finalists to find a mutually agreeable date prior to (or on) the first Sunday in September.

The NHCDA Committee also expects the teams involved to discuss the umpiring of their final well in advance of the final. It is hoped that each team will provide a competent and experienced (ideally qualified) umpire who is not the coach or manager of the team, nor a parent of a player in the final. If only one neutral umpire is available, then he/she should umpire at both bowling ends and the batting team should provide a competent square leg umpire. However if none of these options are possible, then the teams may have to agree on the match being umpired by the coaches, managers or parents of players involved (though such persons should be competent and experienced at umpiring age group matches). In all scenarios, the NHCDA Committee expect both teams to be responsible for upholding the spirit of cricket at all times.