

WEST SURREY YOUTH CRICKET LEAGUE

Rules and Regulations 2018

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

Age Group/Division Rules

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

Senior Division 1

Players

- 11 a side
- Minimum 6 under 17s, other players may be adults
- No Surrey Championship 1st XI or 2nd XI Premier to Division 2 players may be selected

Equipment

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

Match Rules

- 30 overs a side, maximum 5 overs per bowler
- Batsmen retire at 50 and may not return
- Those not batting in the first innings must bowl at least 2 overs and bowl before those who batted (excluding wicketkeeper)
- Any players who didn't bowl in the first innings must bat before those who did (excluding the wicketkeeper).
- Teams not applying these inclusivity rules will forfeit the match.
- No coaching allowed.
- All evening matches – 50% of innings overs from one end then the remaining 50% from the other end to speed up games. Same standing umpire to do each 50% and then change.
- Wicketkeepers may only be changed at the fall of a wicket and not at all in the last 4 overs of an innings.

Result Reporting

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

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Junior Division 1

Players

- 11 a side
- Any players age 13 up to those under 17 on 1st September the previous year

Equipment

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

Match Rules

- 25 overs a side, maximum 4 overs per bowler
- Batsmen retire at 40 and may not return
- Those not batting in the first innings must bowl at least 2 overs and bowl before those who batted (excluding wicketkeeper)
- Any players who didn't bowl in the first innings must bat before those who did (excluding the wicketkeeper).
- Teams not applying these inclusivity rules will forfeit the match.
- No coaching allowed
- All evening matches – 50% of innings overs from one end then the remaining 50% from the other end to speed up games. Same standing umpire to do each 50% and then change.
- Wicketkeepers may only be changed at the fall of a wicket and not at all in the last 4 overs of an innings.

Result Reporting

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

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Junior Division 2

Players

- 11 a side
- Maximum 5 “weaker” under 16 players are permitted but none older (as at 1st September the previous year). No under 16 players who have been selected through County Cricket Assessments may play.
- No players who have played 50% or more Junior Division 1 matches that season at the date of the match

Equipment

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

Match Rules

- 20 overs a side, maximum 3 overs per bowler
- Batsmen retire at 30 and may not return
- Those not batting in the first innings must bowl at least 2 overs and bowl before those who batted (excluding wicketkeeper)
- Any players who didn't bowl in the first innings must bat before those who did (excluding the wicketkeeper).
- Teams not applying these inclusivity rules will forfeit the match.
- No coaching allowed
- All evening matches – 50% of innings overs from one end then the remaining 50% from the other end to speed up games. Same standing umpire to do each 50% and then change.
- Wicketkeepers may only be changed at the fall of a wicket and not at all in the last 4 overs of an innings.

Result Reporting

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

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Junior Division 3

Players

- 11 a side
- No under 16 players are permitted (as at 1st September the previous year). No players who have played 50% or more Junior Division 1/2 matches that season at the date of the match
- No County Performance players under 14 or above permitted

Equipment

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

Match Rules

- 20 overs a side, maximum 3 overs per bowler
- Batsmen retire at 30 and may not return
- Those not batting in the first innings must bowl at least 2 overs and bowl before those who batted (excluding wicketkeeper)
- Any players who didn't bowl in the first innings must bat before those who did (excluding the wicketkeeper).
- Teams not applying these inclusivity rules will forfeit the match.
- No coaching allowed
- All evening matches – 50% of innings overs from one end then the remaining 50% from the other end to speed up games. Same standing umpire to do each 50% and then change.
- Wicketkeepers may only be changed at the fall of a wicket and not at all in the last 4 overs of an innings.

Result Reporting

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

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Junior Division 4

Players

- 11 a side
- No under 15 players are permitted (as at 1st September the previous year). No players who have played 50% or more Junior Division 1/2/3 matches that season at the date of the match
- No County Performance players under 14 or above permitted

Equipment

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

Match Rules

- 20 overs a side, maximum 3 overs per bowler
- Batsmen retire at 30 and may not return
- Those not batting in the first innings must bowl at least 2 overs and bowl before those who batted (excluding wicketkeeper)
- Any players who didn't bowl in the first innings must bat before those who did (excluding the wicketkeeper).
- Teams not applying these inclusivity rules will forfeit the match.
- No coaching allowed
- All evening matches – 50% of innings overs from one end then the remaining 50% from the other end to speed up games. Same standing umpire to do each 50% and then change.
- Wicketkeepers may only be changed at the fall of a wicket and not at all in the last 4 overs of an innings.

Result Reporting

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

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Under 13 Leagues

Players

- 11 a side
- WSYCL – No players who have played 50% or more Surrey Junior Invitational League (SJIL) matches that season at the date of the match.
- Development League – No Academy players are permitted. No County Performance players unless the team has not SJIL or WSYCL team at that age group in which case one non-county player is permitted in each match.

Equipment

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

Match Rules

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

Result Reporting

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

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Under 13 Cup

Players

- 8 a side, non-pairs
- Group matches to be played from 30th July to 25th August with finals to be played on the Bank Holiday Monday in August (immovable date)
- No regular (50% + of season games) top tier players permitted unless playing at least 2 years “up”

Equipment

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

Match Rules

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

Result Reporting

- Full Scorecards are encouraged to be added to Play-Cricket.
- All results must be reported on Play-Cricket inside 48 hours.

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Under 12 Leagues

Players

- 11 a side Academy & WSYCL. 10 a side Development (pairs)
- Academy – No player restrictions
- WSYCL – No players who have played 50% or more Academy League matches that season at the date of the match.
- Development League – No Academy players are permitted. No County Performance players unless the team has not SJIL or WSYCL team at that age group in which case one non-county player is permitted in each match.

Equipment

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

Match Rules

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

Result Reporting

- Full Scorecards must be added to Play-Cricket for all Academy matches and are encouraged for other matches.
- All results must be reported on Play-Cricket inside 7 days (see reporting rule in General Rules) as well as an umpire's report for each game.

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Under 11 Leagues

Players

- 11 a side Academy & WSYCL. 10 a side Development & Softball Leagues (pairs)
- Academy – No player restrictions
- WSYCL – No players who have played 50% or more Academy League matches that season at the date of the match.
- Development/Softball League – No Academy players are permitted. No County Performance players unless the team has not SJIL or WSYCL team at that age group in which case one non-county player is permitted in each match.

Equipment

- 4¾ oz Ball to be used. Softball League junior size non-match weight “Incred” ball shall be used. **Two pink balls** must be used for Academy matches and **one pink ball** for evening matches.
- Coloured clothing encouraged for Academy matches
- 20-yard pitch. Stumps 25” from the ground. Maximum 35 metre boundaries

Match Rules

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

Result Reporting

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

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Under 11 Cup

Players

- 8 a side, non-pairs
- Group matches to be played from 30th July to 25th August with finals to be played on the Bank Holiday Monday in August (immovable date)
- No regular (50% + of season games) top tier players permitted unless playing at least 2 years “up”

Equipment

- 4¾ oz Ball to be used for all games. Evening matches must use a **pink** ball – encouraged for all games.
- 20-yard pitch
- Maximum 35 metre boundaries

Match Rules

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

Result Reporting

- Full Scorecards are encouraged to be added to Play-Cricket.
- All results must be reported on Play-Cricket inside 48 hours.

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Under 10 Leagues

Players

- Academy 11 a side (non-pairs), WSYCL & Development Leagues 8 a side (pairs)
- Academy – No player restrictions
- WSYCL – No players who have played 50% or more Academy League matches that season at the date of the match.
- Development League – No Academy players are permitted. No County Performance players unless the team has not SJIL or WSYCL team at that age group in which case one non-county player is permitted in each match.

Equipment

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

Match Rules

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

Result Reporting

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

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Under 9 Leagues

Players

- 8 a side (pairs)
- Development League – No County Performance players unless the team has not SJIL or WSYCL team at that age group in which case one non-county player is permitted in each match.

Equipment

- Non-match weight junior “Incredi” ball.
- 17-yard pitch. Stumps 25” from the ground. Maximum 30 metre boundaries

Match Rules

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

Result Reporting

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

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Under 9 Cup

Players

- 8 a side, pairs
- Group matches to be played from 30th July to 25th August with finals to be played on the Bank Holiday Monday in August (immovable date)
- No regular (50% + of season games) top tier players permitted unless playing at least 2 years “up”

Equipment

- Junior non-match weight “Incredi” ball to be used
- 17-yard pitch
- Maximum 30 metre boundaries

Match Rules

- 20 overs per side
- Maximum 3 overs per bowler
- 5 overs per pair
- Teams start on 200 runs
- Minus 4 runs for a dismissal and the dismissed batsman will not face the next ball
- Wides & No Balls – 2 extra runs in all 20 overs and only re-bowled in the 20th over
- Coaching allowed
- All evening matches – 50% of innings overs from one end then the remaining 50% from the other end to speed up games. Same standing umpire to do each 50% and then change.
- Wicketkeepers may only be changed at the fall of a wicket and not at all in the last 4 overs of an innings.

Result Reporting

- Full Scorecards are encouraged to be added to Play-Cricket.
- All results must be reported on Play-Cricket inside 48 hours.

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Under 8 Leagues

Players

- 8 a side (pairs)

Equipment

- Non-match weight junior "Incredi" ball.
- 15-yard pitch. Stumps 25" from the ground. Maximum 30 metre boundaries

Match Rules

- 20 overs per side with all bowling from the same end. The standing umpire may change each over for morning games but for evening matches should only change after 10 overs
- **All** players to rotate clockwise in the field and to stay in the same order throughout the innings to ensure 2 or 3 overs per bowler maximum and to ensure each player is wicketkeeper for 2 overs
- 5 overs per pair
- Teams start on 200 runs
- Minus 4 runs for a dismissal and the dismissed batsman will not face the next ball

- Wides & No Balls – 2 extra runs and only re-bowled in the 20th over (still 2 extra runs)
- No players permitted within 11 yards of the bat in front of the wicket

Result Reporting

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

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General WSYCL Rules

1. Fixtures/Matches

- a. All competitions are open to both boys and girls.
- b. No player may represent more than one club in the League in the same season without the agreement of the Committee.
- c. If any team plays any over-aged players the game shall be awarded to the opposing side.
- d. If both teams play one or more over age players, then NO POINTS will be awarded for the match in question.
- e. To encourage more girls to play cricket, girls may play in all WSYCL competitions up to 2 years below their age group i.e. an U13 girl could play in any age group from U11 upwards. County level girls are exempt from the Development League restrictions but may only play one year below their age group; however, clubs are encouraged to play girls at the correct level for their ability and the league reserves the right to disallow players if they are deemed to be of too high a level for the league in which they are playing.
- f. A team may request a re-organisation of a fixture up until the freeze date (Sunday 15th April 2018). Fixture changes up to this date must be notified on the Play-Cricket website. After that date fixtures should normally only be re-arranged because of bad weather (as determined by the home team). Although it is not encouraged, and either team has an absolute right to refuse, dates can also be changed if it genuinely suits the needs of both teams. Changes of fixture dates for these reasons should be notified on the Play-Cricket website by the home team. Teams are encouraged to make every effort to re-organise games (especially where the match date is early in the season) so that players can get as many matches as possible. See rule 6 on conceded matches.
- g. Under 8 matches
 - i. must be held as daytime matches or on Friday evenings.
- h. All matches may be played on non-turf pitches. Home clubs must notify opposition at least 72 hours before each game in writing any matches to be played on a non-turf pitch.
- i. Hospitality
 - i. Home teams in all WSYCL matches should provide a minimum of water and some form of snack/biscuits for both sets of players.

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

- j. Evening matches
 - i. In the event of a late start, the number of overs to be played shall be agreed upon by the team managers before the match begins but the minimum number of overs constituting a match shall be 14 overs per side. Pairs matches should be reduced to no less than 3 overs a pair (15 overs). The maximum overs per bowler and number of bowlers should also be reduced.

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

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

- m. All League matches where there are finals to be played (see League Positions & Play-Offs below) to be completed by Sunday 12th August (with all results to be entered by 11.00 pm on that date).

- n. All other League matches can be played at any time up until Sunday 2nd September.

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

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p. Umpires

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

2. Players

- a. See Individual Age Group/Division rules above
- b. Clubs entering more than one division (SJIL/Academy/WSYCL/Development League) at the same age group should use mostly different players in each and stronger players, other than (a) above, should not play at an inappropriate level.
- c. Clubs may enter more than one team in the same age group Development League providing they have also entered the WSYCL and providing the players are generally different in each Development League team. In exceptional circumstances, clubs may also enter more than one team at WSYCL level if that is appropriate for the strength and size of their squad.
- d. All players should shake hands at the end of every match.

3. Equipment

- a. Unless a ball is lost or, in the opinion of the umpires, unacceptably damaged, only 1 ball will be used in each match other than 25 overs or more matches where 2 balls will be used. The home team should provide new balls for use during the matches. For evening hard ball matches, these **must be pink** and we encourage pink balls for all games.
- b. In softball matches an "Incredi" ball should be used and must be of a lightweight and soft nature and not requiring protective equipment. If in doubt, please contact the league.
- c. All players in matches are to wear a helmet with a face guard when batting or standing

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up to the stumps when keeping wicket in accordance with the ECB's safety guidance.

4. No Balls

- a. Any ball which passes the batsman "full toss" over waist height will be a no ball regardless of the pace of the bowler. (Waist height is defined as the bottom of the rib cage) and, in hard ball games, a warning. The second such instance by the same bowler, in a hard ball game, shall result in their removal from the attack for at least the next 5 overs from the end in which the offence was committed.
- b. Any ball which bounces more than twice or rolls along the ground before reaching the batting crease will be a no ball.

5. LBW

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

6. Result Reporting, League Tables & Points

- a. All results must be entered on the Play-Cricket website **by either team (within 7 days of the fixture date)**. Failure to report a result will result in the fixture being marked as Cancelled and locked and both teams deducted one point. If a fixture is re-arranged for any reason (including weather), this must be recorded on the Play-Cricket website by either team within 3 days of the original match date. Any re-arranged match not record correctly may be Cancelled and both teams deducted one point.
- b. When games need to be re-arranged, the cancelled-on team **MUST** offer their opponents 3 dates, which may not include any dates where their opponents have a published match on Play-Cricket. One of those 3 dates **MUST** be accepted. If not, a 1-point deduction shall be applied to the cancelling team. Cancelled-on teams not offering 3 dates may also be subject to a 1-point deduction unless there are exceptional circumstances.
- c. Cancellation by an away team, less than 48 hours before a match, may be liable to pay up to £50 to the home team for any provable ground hire costs. Such costs must be proved in writing to the away team.
- d. The team scoring the greater number of runs shall win the match and points shall be awarded as follows: 6 points for a win, 3 points for a tie, 2 points for an abandoned match, 1 point for a lost match that has taken place. 0 points are scored for a match

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conceded.

- i. Any matches which are abandoned or cancelled due to rain/bad weather and not re-organised shall always be 2 points for each team. No concessions will be permitted unless another date is agreed in writing by both teams.
- ii. The initial team to cancel/re-arrange a match may not subsequently claim a concession unless rule 6.b.i. applies.
- iii. Matches can only be conceded with the agreement of the League. **BOTH TEAMS** must e-mail Darren Talbot with the reason why the match is being conceded – chairman@wsycl.co.uk. The League's decision on whether the concession is acceptable will be final. The League will notify the team claiming the points that they may enter the result as a concession.
- iv. Should a team withdraw from the League during the season all matches played or not played by that team will be allocated as a Lost Concession regardless of any actual result of matches played.
- v. To enter results, you need to be registered as a "Fixtures and Results Administrator" on your club's Play-Cricket website. This is done by your own club's Play-Cricket administrator. Their name can be found on the "about us" page of your club's Play-Cricket website.

7. League Positions & Play-offs

- a. The winner of each Division in the WSYCL shall be the team with the highest number of points.
- b. If, after the resolution of all matches, there are two or more Teams in a division with the same number of points, the winner shall be determined as follows:

The winning team will be determined by:

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

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

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

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- d. The league shall be responsible for the arrangement of the play-offs which will take place on 19th and 26th August for semi-finals and finals and 19th, 26th and 28th August for 3-team leagues. The Home team must provide qualified neutral umpires for these matches and the fixture dates may not be moved. The competing clubs shall be responsible for the provision of scorers.
- e. Players must have played at least 2 matches in the WSYCL for that team to be able to take part in play-off matches. The league will consider extraneous circumstances such as long-term injury.
- f. The winner of any knockout match shall be the team scoring the highest number of runs, in the number of overs as determined. If after the prescribed number of overs have been played and the scores are level, the winners shall be the team losing fewer wickets. In 3 division age groups with a round-robin competition net run rate will be used to determine an age group winner if each team wins one of their 2 matches.
- g. The Champions of each WSYCL/Academy Age Group shall be determined as follows. These matches will be played in the second half of August:
 - i. In a Two Division Competition: The winner of each division will be at home to the second team in the other division in semi-finals and the winners shall play off in a final.
 - ii. In a Three Division Competition, the winners of each division will play each other in a 3-team round-robin competition to determine the age group winner. If no agreement on dates is possible, the League will arbitrate, with the option to decide not to have an age group winner. Each team will have one home match and one away match. Net run rate will be used for the play-offs to determine a winner where each team wins one match.
 - iii. In a Four Division Competition: Semi-Finals will be played between each Division Winner. Semi-Final Winners shall play off in a Final. There will be a draw to determine the home team for the semi-finals and final.

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

8. Complaints, Discipline & Rules

- a. A Discipline and Rules Sub-Committee ("the Sub-Committee") will be appointed for each season by the Committee. They will be responsible for resolving any disputes regarding interpretation of the rules and any complaints against an individual or club for breach of the rules or for unreasonable or unsporting behaviour.
- b. Any dispute or complaint which raises an issue of child welfare should always be referred to the Sub-Committee as soon as possible.

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- c. Subject to the previous paragraph, any dispute or complaint should in the first instance be referred by the Junior Chairman (or similar senior officer) of the complaining club to his opposite number, and only referred to the Sub-Committee if an amicable resolution cannot be achieved between clubs. The League Chairman should be included on any communications between clubs for information.
- d. If it is necessary to refer a dispute or complaint to the Sub-Committee, the referring club should complete a complaints form as prescribed by the Sub-Committee giving full details of the dispute or complaint and attaching any relevant communications between the clubs involved. This should be sent in the first instance to league chairman Darren Talbot (chairman@wsycl.co.uk), who will refer it to the Sub-Committee.
- e. The Sub-Committee shall take such steps as it considers necessary to establish the facts. Where a hearing is felt necessary, at least seven days' notice of the hearing shall be given in writing to the club(s) and individual(s) concerned. In all cases, the standard of proof is the balance of probability.
- f. The Sub-Committee shall determine what action is to be taken, including any sanction against the relevant club or individual, who will be advised in writing of the outcome. These sanctions may include but are not limited to:
 - i. an order to replay a match
 - ii. a loss of points
 - iii. exclusion of a team from an age group from their Division (or League at knockout stage)
 - iv. the suspension or exclusion of an individual from future participation in league matches.
- g. In determining the appropriate action or sanction, the Sub-Committee may take into account not only the facts giving rise to the original complaint or dispute but also the subsequent conduct of the relevant clubs in dealing with the complaint or dispute.
- h. Any decision of the Sub-Committee may be appealed to the Committee by sending a notice of appeal to the league chairman within 7 days of notification of the decision of the Sub-Committee, setting out the grounds of the appeal. Every notice of appeal shall be accompanied by a deposit cheque for £50 payable to the West Surrey Youth Cricket League.
- i. The appeal shall be by way of a re-hearing. Those members of the Sub-Committee who made the original decision shall present the reasons for reaching the conclusions they did, but may not vote at the appeal. The Committee shall consider the facts and determine the outcome of the appeal, which include power to confirm, vary or annul the original decision of the Sub-Committee, and where they consider the appeal to be without merit to order the deposit be forfeited.
- j. The decision of the Committee on an appeal, or where no appeal was lodged, of the Sub-Committee, shall be final and binding on all persons.