



## **2025 PLAYING RULES FOR NE CHAMPIONSHIP AND DIVISIONS 1, 2 AND 3**

In black – unchanged from 2024

In blue – amendment of 2024 wording

In red – change of conditions from 2024

In purple – rationale and overarching principles for major changes to 2024 wording

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## Glossary of Abbreviations

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

## 1. Administration of League

- 1.1 The league shall be administered by the Management Committee of the SPCU. Matches shall be played under the MCC Laws of Cricket and under such rules and regulations as may be approved by the AGM or an EGM of the SPCU.
- 1.2 The balls used in all League matches shall be a ball approved by the Management Committee.
- 1.3 All matches played under the auspices of the SPCU will be conducted in accordance with the Cricket Scotland Disciplinary Code of Conduct as adopted by the SPCU.
- 1.4 All players, officials and umpires agree, by participation in the SPCU League and Competitions, to comply with and adhere to the following:
  - 1.4.1 Laws of Cricket, ([3rd Edition 2022](#)), and the preamble, The Spirit of Cricket, as otherwise provided for in the SPCU Playing Rules, with the following exceptions:
    - 1.4.1.1 Law 18.5, (Deliberate Short Runs)
    - 1.4.1.2 Law 24.4, (Player Returning Without Permission)
    - 1.4.1.3 Law 26.2, (Practice on the Outfield)
    - 1.4.1.4 Law 28.2, (Fielding the Ball)
    - 1.4.1.5 Law 41, (Unfair Play)
    - 1.4.1.6 Law 42, (Players' Conduct), shall only apply where an umpire appointed by the CSMOA is standing

## 2. Composition of League

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

- 2.3 The SPCU NEC is a feeder league for the CS EPL. Any feeder-league club wishing to obtain membership of the CS EPL by participating in the end of season play-offs, or by other means, must comply with CS EPL Rule 4 (Regional Leagues).
- 2.4 Matches in the NEC and [Divisions 1, 2 and 3](#) shall only be played on Saturdays unless otherwise agreed by the SPCU Competitions Committee.

### 3. Promotion and Relegation

- 3.1 The Management Committee will adopt a flexible approach to its league structure and will have the right to determine the number of teams to be relegated and promoted.
- 3.2 At the end of each season, promotion and relegation will normally take place as follows:  
The teams finishing first and second in Division 1 and Division 2 shall have the right to be considered for promotion to the division above if they so wish. Relegation from, and further promotion to each division, shall be decided by the Management Committee at the conclusion of each season, subject always to the rules in section 2 being met.  
The Management Committee will make every attempt to ensure that clubs are aware at the start of the season what promotion and relegation will be at the end of the season, subject always to unforeseen circumstances, such as teams joining or withdrawing from leagues.

### 4. Non-Fulfilment of Fixtures

- 4.1 Any team failing to fulfil three of its fixtures during the season will be deemed to have failed to meet its obligations to the League and shall be automatically deducted 10 points for each game and must, within 48 hours of the third such instance, make a presentation by email to the Management Committee detailing the reasons for failing to fulfil the fixtures.
- 4.2 Any team failing to fulfil four or more of its fixtures during the season will automatically be relegated to the division below.
- 4.3 Any team in the lowest division of the SPCU failing to fulfil six or more of its fixtures during the season shall be required to apply for re-admission to the SPCU at the next AGM of the SPCU. Where appropriate, those teams seeking admission or re-admission to the SPCU shall participate in a ballot for the vacant place or places and such vacant place or places shall be allocated to the team or teams securing the highest number of votes in the ballot. Prior to the ballot, the Management Committee shall indicate how many places in the league competition are available.

### 5. Fixtures

- 5.1 The Competitions Committee shall arrange fixtures for each division and shall notify clubs of such fixtures as soon as is practicable each year. No alteration to these fixtures shall be made other than with the prior agreement of both clubs concerned and notification in writing to, and consent given by, the Competitions Committee. Fixtures in each division, other than the lowest, will normally be arranged on the basis of each team playing each other twice during the season,

once at home and once away, unless there are exceptional circumstances (e.g. pandemic, unusual number of teams, etc.)

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

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

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

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

5.5 In the lowest division, clubs may apply to play their home fixtures on a Sunday should there be an issue with ground availability. In this circumstance, team selection must reflect the fact that the match should have been played on the Saturday of that weekend. This means that no player can play in more than one match in a weekend in the EPL, NESC, NoSCA, WDCU, SPCU NEC, Division 1, Division 2 or Division 3, except as detailed in Rule 10. In circumstances where this is agreed by the Management Committee, no other club may object to such rescheduling. Any club availing themselves of playing lowest-division home fixtures regularly on a Sunday, should endeavour to secure facilities to play regularly on a Saturday wherever possible.

## 6. Trophies and Prizes

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

## 7. Playing Conditions – See also Appendices C and D

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

7.2 Clubs playing in the NEC of the SPCU must recognise their responsibilities for producing a satisfactory playing surface as well as ensuring that their grounds and facilities are up to an acceptable standard, as shall be determined by the Competitions Committee at its sole discretion. NEC clubs must ensure that they have facilities to protect the wicket from inclement weather, i.e. covers (See also Appendix D2 – Covers).

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

7.3 (b) Where there is a change in venue to one not listed in club information held by the SPCU, the home club must notify their opponents not less than 48 hours before the fixture.

- 7.3 (c) Other than as noted in 7.3 (a) above, each team shall provide its own equipment, including specified ball or balls as required. Each team will bowl with its own ball or balls.
- 7.3 (d) Clubs should endeavour to have a selection of replacement balls available, of different standards, to be used in the event of a ball being lost.
- 7.3 (e) In the NEC, matches must be played on natural turf – this definition includes hybrid pitches.
- 7.3 (f) In other divisions, whilst natural turf pitches are preferable, an artificial pitch can be used. In this case, the home club shall advise their opponents not less than 48 hours before the game. In the case that such notification is not given, an artificial surface may be used with the agreement of both teams.
- 7.4 In the event of bad weather, the home team is responsible for informing the away team as soon as possible that no play is likely to be possible. The away team has the right to travel unless an independent ground authority or CSMOA umpire declares the ground unplayable. In this instance, the home team must then take steps to facilitate the playing of a game. Clubs should bear in mind that shortened games can take place under rule 13.3 if the weather improves.

## 8. Youth Policy

- 8.1 It is a further requirement of membership of the SPCU that all clubs will be committed where possible to providing opportunities for young players to play the game of cricket.
- 8.2 All clubs participating in the NEC must have in place a junior development programme and, at a minimum, provide regular coaching for juniors throughout the club. Where appropriate, they should seek support and advice from the CS Regional Development Officer and should seek to offer opportunities for young players to play against others in their age group. The SPCU reserves the right to audit this provision. **Clubs failing to provide a suitable junior development programme will be ineligible to play in the NEC. Newly promoted clubs will have a grace period of two years to establish this.**
- 8.3 **The SPCU will communicate annually to audit provision.**

## 9. Player Registration and Availability

### 9.1 Player Eligibility

In all of the following, SPCU competitions are the NEC, Division 1, Division 2 and Division 3, the SPCU T20 Cup, the Crickety SPCU T20 Trophy, the SPCU T20 Plate, and the CST20 Cup Northern Qualifying Section as administered by the SPCU.

Interpretation: for the purposes of Rule 9.1, the following words and phrases shall have the following meanings:

- 9.1 (a) An “amateur” player is any player who is not a paid player.
- 9.1 (b) A “local player” shall mean a player who is normally resident in the European Economic Area (EEA) and who has been resident for at least 90 days before any match, but who is not a Scottish Qualified Player.
- 9.1 (c) “Overseas” shall mean outside the UK. Note that an application must be made to the Competitions Committee using the approved form for all overseas players. Further requirements are noted thereon.

9.1 (d) “Overseas amateur” is a category which provides an opportunity for players to come to Scotland from outside the UK to develop their cricket. An “overseas amateur” must not have played first-class or List A cricket in the 24 months preceding any match. Each club may register one overseas amateur. However, a second overseas amateur may be registered if a club has no registered paid player, provided that at least one of the two overseas amateurs possesses a UK Level 2 coaching certificate or an acceptable overseas equivalent. Where the original overseas amateur is unable to play for exceptional reasons acceptable to the Competitions Committee, the registration of a substitute overseas amateur may be approved by the Committee.

Assistance by clubs:

9.1 (d) i – Clubs must **not** provide financial assistance towards air fares.

9.1 (d) ii – Clubs may help an overseas amateur by providing accommodation with a member. The club may also help in identifying suitable rented accommodation. The club shall **not** contribute financially to either of the above.

9.1 (d) iii – Clubs may help in obtaining part- or full-time employment for an overseas amateur. Work directly relating to the cricket club or paid by the cricket club shall **not** be permitted.

9.1 (d) iv – Clubs must, within the approval registration form, disclose full details relating to arrangements and payments for accommodation, airfares and employment. The Competitions Committee may request further information before considering the registration for approval.

9.1 (e) A “paid player” is a player who receives any of the following as a fee for playing, or as an inducement to play, or to facilitate their playing cricket:

9.1 (e) i – Payment in cash or kind.

9.1 (e) ii – Accommodation, whether free, subsidised or otherwise assisted.

9.1 (e) iii – Employment, whether full time or part time.

9.1 (e) iv – Payment in whole or part of fares to the UK from that player’s place of abode.

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

9.1 (g) A “Scottish-qualified player” must be born in Scotland or hold a UK passport and have a parent who was born in Scotland or has been resident in Scotland for at least 183 days in each of the previous four calendar years.

## 9.2 Further Provisions about Paid Players

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

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

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

- 9.2 (d) A paid player must possess, as a minimum, a UKCC Level 2 coaching certificate or an acceptable overseas equivalent.
- 9.2 (e) A paid player can only be registered up to the midpoint of the season, i.e. midnight on 30 June. Where a paid player is unable to play for whatever reason (e.g. injury, national team call-up or termination of contract), the registration of a substitute or replacement paid player may be approved by the Competitions Committee.

### 9.3 Further Provisions about Overseas Amateurs

- 9.3 (a) No club may field a player in any match in the league unless that player has been resident in the UK for at least 183 days prior to the match in which they are to play unless that player otherwise satisfies the criteria for being an overseas amateur (see CS Guidelines).
- 9.3 (b) Consideration may be given by the Competitions Committee to waive some or all of the requirements for an overseas amateur in suitable cases where the player has moved to Scotland through work or study or any other acceptable reason. The Competitions Committee may also waive some or all of the requirements for an overseas amateur where the club is able to **clearly** demonstrate that the player has a past association with the club and/or the primary reason for being here is unrelated to cricket. Such a person can only be registered up to the midpoint of the season, i.e. midnight on 30 June.
- 9.3 (c) Sub-paragraph (a) shall not apply to a Scottish-qualified player who is normally resident in Scotland but who has spent the winter months overseas.
- 9.3 (d) Consideration may be given by the Competitions Committee to waive the requirements of sub-paragraph (a) in relation to a local player in suitable circumstances.

### 9.4 Players Reverting to Amateur Status

- 9.4 (a) No player who has been a paid player as a prime source of their income at any time in a calendar year may play as an amateur for the team of any club in any division within the same calendar year.
- 9.4 (b) No player, other than a Scottish-qualified player or a player of any other ICC Associate or Affiliate nation within the EEA, may play as an amateur for a team of any club in any division of the league if they have been a paid player at any time in the last three calendar years preceding that year.
- 9.4 (c) The provisions of sub-paragraph (b) may be waived if the permission of the Competitions Committee is obtained prior to such player playing in any league match. Such permission will, however, only be granted in special circumstances.

### 9.5 Players Permitted to Play

- 9.5 (a) No player may play in any SPCU competition (with the exception of the R&D League) for more than one club in any one season without first having their registration cleared by the Competitions Committee.
- 9.5 (b) If, during the course of a season, a member club withdraws from an SPCU competition, any players registered to that club will be free to join other clubs in the SPCU. The procedure to be followed is outlined in rule 9.6 below, although



9.6 (a), (b) and (e) shall not apply in this instance. This only applies after the Competitions Committee has confirmed the withdrawal of the member club concerned.

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

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

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

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

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

## 9.6 In-season player movements

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

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

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

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

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

The Competitions Committee will consider clearance applications after this date in exceptional circumstances (e.g. the player has moved house). Note that should the ELMG give permission for a player to move in these circumstances to

play for a different club in the EPL, this should not be considered as clearance to play in the SPCU other than in the R&D League.

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

9.6 (c) The responsibility for ensuring accurate registration of players shall lie with both the club and the player. The player is responsible for ensuring that the club they are registering with or moving to has correct and accurate details of any and all previous registrations. The club is responsible for ensuring that the clearance is correctly carried out on the CS Live platform or on any subsequent player-registration system as adopted by the SPCU.

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

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

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

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

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

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

## 9.7 Out-of-Season Player Movements

These are applicable from the conclusion of the final game of the SPCU season until midnight on the Wednesday preceding the first SPCU fixture of the

following season in any competition. All of Rule 9.6 applies with the exception of 9.6 (a), (b) and (e).

## 10. Player Selection

### Rule 10 – Rationale and Overarching Principles

The overarching principles of this rule are that clubs should have the right to select their own teams to suit themselves, that we are seeking to have as many games as possible played and to ensure rules do not mean that players miss out on cricket, but that we have to balance this with protecting the sporting integrity of our league competitions. There is clearly a tension between the last of these and the others, and the intent behind this rule is to address these principles and this tension as fairly as possible for all clubs and teams.

This rule replaces the existing Rule 16.3, which is somewhat amorphous and open to interpretation and dispute. It also replaces part of Rule 5.5 from 2024 due to the unintended consequences which impacted a number of clubs, given the absolute nature of the wording. Existing Rule 9.5 has also been moved into this new Rule 10.

The Management Committee accept that this new rule is relatively long and detailed, but we believe that it is fairly simple to implement in practice and that over time, teams will become more familiar with it. It is also accepted that no wording is perfect, hence the provision for exception and for the Competitions Committee to consider individual situations as required.

Reasons for exceptions being granted include, but are not limited to:

- Availability of a wicket-keeper
- Availability of sufficient bowlers
- Availability of sufficient adults for transport, umpiring and scoring
- Players returning from injury

Note that Rule 10 applies equally when a club's 1st XI plays in the EPL.

The penalty for any breach of these rules will be decided by the Competitions Committee. If the SPCU consider that the use of players who **normally** play at a higher level (outwith the allowance set out in the rules below) is conduct detrimental to the game of cricket (where it may be considered a team has gained a significantly unfair advantage), the match shall be awarded to the non-offending team, with league points being allocated 25-0. The captain concerned may be warned or banned and the club concerned advised that the player would not be permitted to drop down to that particular level again that season.

- 10.1 No player who has been selected for a representative squad or team at area level or above, at any age group, shall play in any match in any SPCU competition on the day of the scheduled representative match without the written permission of the manager of the relevant representative side.
- 10.2 No club which has more than one team in the SPCU or any other league shall be entitled to play any player in different teams engaged in a league fixture on the same weekend, unless specific permission has been granted in advance by the Competitions Committee. On a weekend when a team has league matches on both Saturday and Sunday, this rule may be relaxed provided that clubs inform the Competitions Committee in advance and do not use players who **normally** play for a higher team (outwith the allowance set out in the rules below).
- 10.3 On a weekend when one (or more) of a club's teams is scheduled to play on a Sunday, a player who **normally** plays for a higher team may drop down one team, but not two. The Competitions Committee should be informed about such

“dropped” players by 12 noon on the Friday prior to the match. This will negate suspicion if the match for the higher team is later cancelled. However, no more than two players may drop down at the same time even if the above criteria are met. If a club is looking to “drop” more than two players or to drop a player two teams, exceptional circumstances will be considered as per the “overarching principles” on a case-by-case basis by the Competitions Committee. The Committee is aware that situations can occasionally arise closer to the time of the match and exceptions will be considered after the deadline noted above.

- 10.4 On a Saturday when all a club’s teams are scheduled to play, a player who **normally** plays for a higher team may drop down one team, but not two. The Competitions Committee should be informed about such “dropped” players by 12 noon on the Friday prior to the match. This will negate suspicion if the match for the higher team is later cancelled. However, no more than two players may drop down at the same time even if the above criteria are met. If any club wishes to drop more than two players or to drop a player two teams, exceptional circumstances will be considered as per the “overarching principles” on a case-by-case basis by the Competitions Committee.
- 10.5 On a day on which a club has a higher team with no league fixture, it is not acceptable for a player who **normally** plays in a higher team to move down a team, unless covered by 10.4. Where doubt exists, the Competitions Committee should be contacted by 12 noon on the Friday prior to the match.
- 10.6 10.3, 10.4 and 10.5 do not include under-18 players unless the team they **normally** play for is in the EPL.
- 10.7 Where a player has initially been selected for a higher team and that game is subsequently cancelled, it is not acceptable for the player to move down a team. Exception may be made in relation to a player who would **normally** play in the lower team, if the lower team do not have a full XI available. Such instances should be communicated to the Competitions Committee prior to the game taking place.
- 10.8 For the last three league games in a season, any player who has been selected for an EPL side in more than 75% of that club’s league matches already scheduled during the current season (this shall include all games where at least one ball has been bowled or games where both teams are present at the ground but no play in possible) shall be ineligible to play for a team in a lesser league without prior permission being granted by the Competitions Committee. Cognisance of promotion and relegation will be taken into account when considering dispensation requests. In the event where a player who has exceeded the percentage threshold is selected for a club’s 2nd XI, if the club can demonstrate that the selection has been made purely on playing ability, then the player will be granted permission to play. No such requests will be granted for playing in a club’s 3rd XI.
- 10.9 “**Normally**” means that once a player has participated in four completed or abandoned matches, more than 50% of these are for the higher team. A player’s status under this rule is dynamic and may change as a season progresses, depending on the teams they play in. For example, a player who plays three out of the first four fixtures for the 1st XI would be considered to “**normally**” be a 1st XI player. However, should the player then play the next three games for the 2nd XI, the player would then be considered to “**normally**” be a 2nd XI player.

## 11. Expenses

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

## 12. Start and Finish Times and Matchday Administration

- 12.1 (a) All SPCU matches shall normally commence at 12 noon and shall be completed on the day of commencement. If play is not in progress, due to inclement weather, at 7.30pm, there shall be no further play in the match. If play is suspended after 7.30pm due to inclement weather, there shall be no further play.
- 12.1 (b) Matches may start at 1pm at such grounds as this has been agreed by the Competitions Committee due to ground availability issues.
- 12.1 (c) Other matches may start at 1pm, provided the start time is agreed by both clubs and, if appropriate, CSMOA-appointed umpires, prior to the date of the fixture.
- 12.1 (d) Where a match starts at 1pm, all timings mentioned in 11.1a should be advanced by one (1) hour.
- 12.2 Matches may continue beyond 7.30pm (12 noon start) or 8.30pm (1pm start), where conditions allow.
- 12.3 (a) The home team shall ensure that a representative is present, on the ground where the match is to take place, at least 30 minutes before the agreed start time.
- 12.3 (b) Matches will start at the agreed scheduled time, weather permitting, no matter how many players are available. Any unreasonable delay in the commencement of a match must be reported to the Competitions Committee. [This committee](#) will have the power to impose a fine, deduction of points or award the match to the opponents.
- 12.3 (c) If a team does not have a player present at the toss, 15 minutes prior to the agreed start time, then that team shall automatically lose the toss. The provisions of (a), (b) and (c) above may be waived by the Competitions Committee if it is satisfied that the offending team made every effort to arrive on time but was prevented from doing so by circumstances beyond its control. In these circumstances the team should make every effort to contact their opponents to keep them apprised of the situation.
- 12.4 Matchday Administration
  - 12.4 (a) All teams in all divisions (NEC, Divisions 1, 2 and 3) shall have two copies of a team sheet for the game. Teams should use the template provided.
  - 12.4 (b) In games where neutral umpires, appointed by the CSMOA, are standing, these should be signed by the captain and handed to the umpires. This should be done not less than 30 minutes before the commencement of play.

- 12.4 (c) In matches where there is no neutral umpire appointed, these should be signed by the captain and exchanged with the opposing captain. This should be done at the toss.
- 12.4 (d) Captains, in all fixtures, are responsible for ensuring that all names on the team sheet are accurate and appear as per the players' registration on CS Live or any subsequent player-registration system adopted by the SPCU.

## 13. Duration of Matches

### Rule 13.1 – Rationale

The rationale behind changing the NEC to a 50-over competition is that, previously, travel times were cited as the reason for reducing to 45 overs. With the improvement in journey times over the years, the thought is that our top league, the NEC, can be brought up to the same length of games as the top leagues in other associations.

- 13.1 Except as detailed in 13.3 below, each team competing in a match shall be entitled to bat for **50 overs (NEC), 45 overs (Division 1), and 40 overs (Divisions 2 and 3)**. The declaration of an innings is not permitted.
- 13.2 No points shall be awarded in matches which are not completed, and in which the provisions of rule 16.4: **the approved method of determining a result do not apply, (see rule 16.4 and Appendix A)**.
- 13.3 Delayed or Interrupted Matches – NEC
- 13.3 (a) The minimum number of scheduled overs per side in a match will be 20. A game cannot start if neither side has an opportunity to receive at least 20 overs. In addition, if there are interruptions in the first innings of a match which result in the number of overs to be faced by both sides being reduced, then the game will be abandoned if this recalculated number is less than 20.
- 13.3 (b) In all reduced-overs matches both teams will be given four minutes' leeway to complete their allocated number of overs.
- 13.3 (c) In the event of a game being seriously delayed or interrupted, then tea should be taken, where possible, to allow as much cricket as possible to be played.
- 13.3 (d) Delay or interruption to the innings of the team batting first.
- 13.3 (d) (i) When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of four minutes per over in the total remaining time available for play. When calculating the length of remaining playing time available for the match, the duration of the interval will be taken into account.
- 13.3 (d) (ii) The revision of the number of overs should ensure that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in fewer than its allocated overs.
- 13.3 (d) (iii) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of four minutes per over. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, interruptions in play and intervals (excluding those for drinks) will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play times recalculated accordingly.
- 13.3 (d) (iv) If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled

close of play, rather than the rescheduled close of play resulting from the previous interruption.

- 13.3 (d) (v) In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.
- 13.3 (d) (vi) Should calculations regarding number of overs result in a fraction of an over, the fraction shall be ignored.
- 13.3 (d) (vii) Umpires are allowed to make allowances for stoppages outside the control of the fielding side such as, but not exclusively, for injury or lost ball. Such allowances will not influence the recalculated number of overs but may delay the scheduled close of either innings.
- 13.3 (d) (viii) Thirty (30) minutes can be added before overs are lost for 12 noon scheduled starts only.
- 13.3 (e) Delay or interruption to the innings of the team batting second.
- 13.3 (e) (i) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity to receive its allocation, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of four minutes per over in respect of the aggregated lost playing time. Should the calculations result in a fraction of an over, the fraction shall be ignored.
- 13.3 (e) (ii) In addition, should the innings of the team batting first have been completed prior to the scheduled or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- 13.3 (e) (iii) In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting second will continue from the point of the interruption.
- 13.3 (e) (iv) To constitute a match, a minimum of 20 overs has to be bowled to the team batting second, subject to the innings not being completed earlier.
- 13.3 (e) (v) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- 13.3 (e) (vi) A fixed time will be specified for the close of play by applying a rate of four minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. With the exception of drinks intervals, the timing and duration of all relative delays, in playing hours and interruptions in play, will be taken into consideration in specifying this time. This calculation must not cause the match to finish earlier than the original time for cessation of play.
- 13.3 (e) (vii) Umpires are allowed to make allowances for stoppages outside the control of the fielding side such as, but not exclusively, for injury or lost ball. Such allowances will not influence the recalculated number of overs but may delay the scheduled close of the second innings.
- 13.4 Delayed or Interrupted Matches – Division 1, Division 2 and Division 3 (or matches without CSMOA-appointed umpires).

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

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

### Division 1

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

### Divisions 2 and 3

No. of overs scheduled per innings at start	Actual start time to be between
40	12.00pm – 12.15pm *
35	12.16pm – 12.45pm *
30	12.46pm – 1.30pm *
25	1.31pm – 2.15pm *
20	2.16pm – 3.00pm *

\*Note that if the start time is 1.00pm, 60 minutes should be added to each time in the table.

Umpires and captains are given discretion with regards to the start time of the second innings to ensure where conditions improve that common sense prevails.

### 13.5 Penalty for Slow Over Rate



In the NEC only, a 50-over innings should be completed within three hours 20 minutes, based on four minutes per over. These times include allowances for the fall of wickets and drinks intervals, but not for delays due to injury, looking for lost cricket balls or other exceptional circumstances. In matches controlled by umpires appointed by the CSMOA, should teams be deemed guilty of a slow over rate, the umpires shall **require that the maximum number of fielders permitted outside the “fielding circle” (as detailed in rule 15.2) be reduced from five to four**. All games in other divisions should make every attempt to comply with times however no penalties will be applied.

## 14. Bowling Restrictions

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

15.1

Length of innings (overs)	Max. overs per bowler
50	10
45	9
40	8
35	7
30	6
25	5
20	4

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

All clubs, by their participation in SPCU Competitions, agree to abide by ECB directives on young players.

14.3 For the avoidance of doubt, any and all deliveries which, after pitching, pass or would have passed above head height of the striker standing upright at the crease, **shall be called and signalled wide**.

14.4 Wides – judging a wide

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

14.4 (a) Off-side wides – **All Divisions**

If the ball passes outside the off-side wide line as it crosses the bowling crease, then the bowler's end umpire will call and signal "wide". It does not matter if the batter has moved across to cover the ball; provided [the batter makes no contact with the ball](#), such a delivery must be called "wide".

Note that in [Divisions 2 and 3](#), some leeway may be afforded to young and/or inexperienced bowlers and this rule can be relaxed for the entire fixture if agreed by the captains beforehand. All participants are asked to apply common sense in this regard.

#### 14.4 (b) Leg-side wides – NEC and Division 1

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

There are two exceptions to this rule:

14.4 (b) (i) It is not a wide when the batter moves across to the off stump from their original stance and the ball just misses the leg stump. "Just misses" is to be interpreted as the width of a bat (approximately 4 inches or 100mm).

14.4 (b) (ii) It is not a leg-side wide as defined above when the batter plays, attempts to play or aborts playing a reverse sweep or switch hit. In these circumstances, the wide lines (see Appendix E) shall apply both to the off side and to the leg side. For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a wide for the purposes of this rule.

#### 14.4 (c) Leg-side wides – [Divisions 2 and 3](#)

Any ball which passes outside the leg-side wide line as it crosses the bowling crease, shall be called and signalled "wide" by the umpire at the bowler's end. It does not matter if the batter has moved across to cover the ball; provided [the batter makes no contact with the ball](#), such a delivery must be called "wide".

#### 14.5 Free hit after no ball (applicable in NEC only)

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

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

Field changes are not permitted for free-hit deliveries unless there is a change of striker (the provisions of Rule 14/Appendix C shall apply) or the No ball was due to a breach of fielding restrictions, in which case the field may be changed to the extent of correcting the breach.

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

## 15. Fielding Restrictions – See Appendix C (All Divisions)

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

15.2 From over 1 to over 10 of a normal 50- or 45-over match and over 1 to over 8 of a normal 40-over match, a maximum of two fielders may be placed outside of an area bounded by semi-circles centred on each middle stump, each with a radius of 27.45 metres (30 yards) and joined by a parallel line each side of the pitch. See

Appendix C for reduced-overs calculation. This area is known as the “fielding circle”.

15.3 In the NEC, in overs 11-40, a maximum of four fielders are permitted outside the fielding circle at the point that the ball is bowled, and for overs 41-50, a maximum of five fielders are permitted outside the fielding circle at the point that the ball is bowled.

15.4 In Divisions 1, 2 and 3, once the initial number of overs as per Rule 15.2 have been bowled, a maximum of five fielders is permitted outside of the fielding circle at the point when the ball is bowled.

## 16. Points

16.1 Points known as “results points” and “bonus points” shall be awarded as follows for all divisions.

16.2 Results points

Winning team – 25 points

Tie – 5 points per team

Except in the circumstances governed in 16.4 (below, the team scoring the greater number of runs in the match shall be the winners. If the runs scored by the teams is equal, the result shall be a tie. No account shall be taken of wickets lost.

16.3 Bonus points

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

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

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

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

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

16.4 Abandoned Matches **(See also Appendix A)**

In the NEC, should a match be abandoned, the result will be determined using Duckworth Lewis Stern (DLS), version 5.0, as detailed in Rule 13 and in Appendix A.

In Divisions 1,2 and 3, in the event that a match is abandoned then, provided [that at least the minimum number of overs of the second innings detailed on the table below](#) have been completed, the result will be determined by the Duckworth Lewis Stern, (DLS), method. **In Division 1, Division 2 and Division 3, and in any matches where there is no CSMOA appointed umpire, the version to be used in all cases shall be that linked on the SPCU website.** [The number of overs scheduled at the start dictates the number of overs of the second innings to be completed in order to constitute a match.](#)

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

## 17. Forfeiture of Points

The Management Committee shall have the power to deduct points as deemed appropriate for non-compliance with the rules of the SPCU.

- 17.1 If a club has not paid their subscription by the first Saturday of the league season, five points shall be deducted from the total points for each team that club was scheduled to field on that match weekend in the league. If the subscription remains outstanding on the second Saturday of the league season, a further ten points shall be deducted from the total points for each team that club was scheduled to field on that match weekend in the league. If any club has not paid their subscription by the third Saturday of the league season, a further 20 points will be deducted from the total points for each team that club was scheduled to field on that match weekend in the league.
- 17.2 Where a team fails to fulfil a fixture on the original date specified by the Competitions Committee or on a substitute date agreed with the Competitions Committee and their opponents, the team responsible shall be deemed to have forfeited the match and its opponents shall be awarded points as if they had won the match. Where a club cannot fulfil all of its fixtures on a given day, the first fixture to be cancelled must be that of the lowest-ranked team. A club forfeiting a fixture on the scheduled day of the game will incur an additional five-point penalty, except in exceptional circumstances as determined by the Competitions Committee.
- 17.3 **Teams failing to submit fair-play scores or which have persistently low fair-play scores will be deducted points as per Rule 21.**
- 17.4 Where member clubs wish to appeal against any decision made by the Competitions Committee, they must do so within seven days of the date of the decision. Any such appeal must be received in writing by the SPCU Honorary Secretary within this time period and must include the grounds of appeal and a £50 deposit, (transferred into the SPCU account), which will be returned to the appellant club if the appeal is successful. Such appeals will be heard by the Management Committee.
- 17.5 Any club desirous of further appealing a decision made by the Management Committee in this instance should do so to CS, following their guidelines on such matters.

## 18. Match Administration

It is recognised that clubs may have changed captains or administrators over the close season and that some matches may be captained by others due to availability. A check list sheet will be issued to all clubs to assist with this process which the Management Committee hopes will be useful.

### 18.1 Registering matchday teams on SPCU Live.

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

### 18.2 Short Scores

In all matches, whether completed or abandoned, a short score must be logged on SPCU Live by **10pm** on the day of that match to facilitate press requirements and to allow the competition information to be up to date.

### 18.3 Match Returns

The home team in any SPCU match is responsible for the submission of the electronic match return form. The form must be completed fully and accurately including fielding statistics (see 12.4 above). Handwritten copies or email submission will not be accepted. Match return forms must be submitted by 6pm on the Wednesday following the match.

**The away team in each fixture should confirm the result by 6pm on the Friday following the match.**

### 18.4 Captain's Report Forms

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

### 18.5 Penalties

In the event of a failure to comply with 18.2, 18.3 or 18.4, the Competitions Committee will **issue a warning, and if non-compliance continues**, deduct five points for each offence from the total points earned during that season.

## 19. League Placings

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

## 20. Umpiring and Scoring

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

- 20.2 Where no umpires are appointed under Rule 20.1, each club taking part in the match shall have the right to appoint one umpire. Said umpire shall not be one of the 11 players participating in the game. A team captain should inform his counterpart that his club has appointed an umpire at the earliest opportunity.
- 20.3 Where only one club chooses to appoint an umpire under Rule 20.2, that umpire shall normally stand at one end of the pitch throughout the match, (i.e. at square leg and the bowler's end for alternate overs). With the agreement of both captains, a single appointed umpire may stand at the bowler's end for every over of the game.
- 20.3 (a) Where a team offers to provide two non-playing umpires, the agreement of the opposing captain is required.
- 20.3 (b) Where the two captains have agreed an umpiring format for the match, it shall pertain for the whole of the match unless exceptional circumstances create the need for unavoidable change.
- 20.4 Where only one umpire is appointed by the SPCU, this umpire shall officiate continuously from the bowler's end.
- 20.5 Where fewer than two umpires are appointed under Rules 20.1 and 20.2, the match shall be umpired by players or other convenient people operating in shifts. When umpiring duties are undertaken by participating players, their alternating between the bowler's end and square leg shall be at the discretion of the batting team's captain.
- 20.6 No team shall have a right of objection to any umpire, no matter how they are appointed. All umpires, no matter how they were appointed, are expected to uphold the Laws and Spirit of the game and make all decisions that are required with strict impartiality.
- 20.7 (a) Wherever possible, each club shall appoint a scorer for each game who shall not be one of the 11 players participating in the game.
- 20.7 (b) There must be two persons scoring at all times. If fewer than two scorers are appointed under Rule 20.7a, the score shall be kept by a player from the batting side not involved in the game at that time. Both scorers should sit together and, ideally, will communicate at a minimum at the end of each over to ensure consistency. At least one scorer should be using a written scorebook.
- 20.7 (c) Scorers should look to ensure that bowling changes are accurately noted and fielding names are added when a wicket falls by means of a catch, run out or stumping. Fielding captains should normally communicate any change of bowler and fielder information to the scorers before the next ball is bowled.
- 20.8 Where umpires are appointed under Rules 20.1 and 20.2, they shall agree the scores at the conclusion of each innings as mandated in Law 3.2. Where no umpires are appointed, the captains shall agree the scores at the conclusion of each innings. Each captain shall have the right to examine each scorebook or electronic scorecard and the captains jointly shall resolve any discrepancies in or between the two scorecards. This should include confirming the total and relevant fielders' names and ensuring that all names are accurate and legible.
- 20.9 A scoreboard, legible from the pitch, must be provided by the home team. The scoreboard shall show, at a minimum, runs scored, wickets fallen and the number of overs bowled. Where possible, reference to "Last Man" should be altered to read "Last Batter". The scoreboard shall be updated at least at the end of every over.

## 21. Fair Play

### Rule 21 - Overarching Principles and Rationale

The overarching principle for the introduction of the Fair Play System (Rule 21) is to improve the experience and enjoyment of those playing in our league competitions.

It is designed primarily to offer to all clubs and teams the opportunity to recognise excellence in applying not only the rules of the game, but also The Spirit of Cricket. It also more readily allows the identification of poor behaviour, and both of these objectives form part of improving our game and the experience of players. Whilst there are sanctions for poor behaviour, the Management Committee is keen that this should be seen as possible vehicle for improving our game.

Especially in the first season, the Competitions Committee will look to engage with clubs early should there be any indications of potential sanctions being imposed in order to support clubs to address any issues. Communication is the key to using this opportunity positively.

It is not the intention that individuals should be named on the forms (a draft of which is attached), rather it is for the clubs to deal with most situations, as it is their Fair Play score which is impacted by individual conduct.

This is not designed to remove the existing process for clubs to report any serious incidents as they would previously have done to the Competitions Committee. These should be reported on the form and clubs may then be contacted for any further observations.

Note that FrogBox video will absolutely NOT be used as part of the general Fair Play process.

It is recognised that this rule is new and that clubs will need to embed it within their weekly administration. In the first season, the Competitions Committee will communicate with clubs who are in breach of Rule 21.3 informally prior to the issuing of a formal warning. A link will be provided to the system for recording Fair Play scores or, alternatively, the attached pro-forma will be used and can be emailed to [spcucomps@gmail.com](mailto:spcucomps@gmail.com). The method to be used will be communicated prior to the start of the season.

For each game played in Divisions 1, 2 and 3, the captain of each team shall submit a Match Review Form to the Competitions Committee. This form requires a Fair Play score for the opposition and provides an opportunity to report any specific incidents or issues. This should specifically include instances of good sporting behaviour: e.g. supporting young players; applying the Spirit of Cricket in terms of players dropping down; respecting and supporting those who are umpiring.

21.1 (a) A Fair Play score of between 1 and 5 must be recorded. It is generally expected that scores will normally be in the range of 2-4.

21.1 (b) Scores of 5 represent exceptionally good behaviour and any award of this score must be accompanied by a commentary explaining the reason for award.

21.1 (c) Scores of 1 represent exceptionally poor behaviour and any award of this score must be accompanied by a commentary explaining the reason for the award.

21.2 Any team whose Fair Play score is below 2.4 at the halfway point of the season (30 June) will be formally advised by the Competitions Committee that it is on probation. Any team on probation and which has a Fair Play score for the second half of the season of below 2.4 will be subject to a 25-point deduction at the end

of the season. Scores for the first half of the season are not included in the scores for the second half of the season. Each half of the season is dealt with separately. Any team which suffers a points deduction at the end of a season will be deemed to be on probation for the first half of the following season. Any team which was not on probation at the halfway point of the season, but which has a Fair Play score of below 2.4 for the second half of the season, will be advised that they are on probation for the first half of the following season. Any team which is on probation for the first half of a season and has a Fair Play score below 2.4 for that half season will be subject to a 25-point deduction at the halfway point of the season.

- 21.3 Fair Play scores should be entered by each team for **all** matches by 6.00pm on the Wednesday following the match. Scores shall not be entered on the day of the match to allow for a cooling-down period. Scores should be entered for uncompleted matches or marked as not applicable if insufficient play has taken place. Cancelled matches should be marked as “not applicable”.
- 21.4 Scores given to teams will remain confidential. However, scores of 1 or 5 require a detailed explanation (as per Rules 21.1(b) and 21.1(c) above). The Competitions Committee will review and, if necessary, challenge scores that appear to be unjustified or lack sufficient explanation. In this event, the Competitions Committee may delete a Fair Play score and replace it with a more suitable one.
- 21.5 Any team which fails to enter Fair Play scores for all games completed (as per Rule 21.3) will be given a warning and will be subject to a penalty of five points for each occurrence thereafter.
- 21.6 Any team which suffers a points deduction, either as result of low Fair Play scores or for failing to enter Fair Play scores, may appeal in the normal manner to the Competitions Committee. There is no right of appeal for a team being placed on probation.



<b>SPCU Fair Play Return Form</b> <b>For all matches in Divisions 1, 2 and 3</b>		
<b>Club completing form</b>	<b>Date</b>	<b>Person completing form</b>
<b>Home team</b>	<b>Away team</b>	<b>Date of match</b>
<b>Fair Play score (out of 5)</b>		<b>Comments (if required)</b>
<b>Any further comment</b>		

## Appendix A – Method for Determining Results in Abandoned Matches

### Full Implementation of DLS – Rationale

In the NEC, given that games are controlled by umpires from CSMOA, the Management Committee feel that the full implementation of DLS will mean that the best available method for fairly arriving at a result in interrupted matches will be available in our top league.

**1. NEC Duckworth Lewis Stern version 5.0 (Provided by CS). Calculation sheets for umpires are included below.)**

It is the home club's responsibility to provide a PC or laptop with the DLS software – as supplied by CS – installed and a printer attached. It must also have one person, who does not necessarily need to be the scorer, available to operate the software and produce the necessary documentation. That person must be conversant with the software and capable of using it.

- (a) During the first innings, the umpires will record the details of any interruption, i.e. the number of overs and balls bowled and the score and wickets lost, and these must be confirmed with the scorers. They will also record the number of overs per side that have been lost as a result of the interruption.
- (b) At the end of the first innings, the above details of all interruptions, together with the final score (confirmed with the scorers) will be passed to the DLS operator. In the event of there being no interruptions, only the final score will be passed to the operator.
- (c) The DLS operator will enter this information into the software, produce four copies of the over-by-over printout and distribute one copy each to the home captain, the visiting captain, the scorers and the umpires.
- (d) During the second innings, should there be an interruption in play, the umpires will record the details, as described above. When it has been decided to restart play, the umpires will determine the number of overs that have been lost as a result and they will then pass all these details to the DLS operator, who will enter the information and produce and distribute the revised four copies of the over-by-over printout, as before.
- (e) This process will be repeated for any further interruptions to the second innings.
- (f) Where a DLS-revised target has been set, then the scoreboard should show the score that the team batting second has to beat in order to win the match.
- (g) From the start of the 11th over onwards, the scoreboard should display, at the beginning of each over, the DLS par score relating to the end of that over.
- (h) If penalty runs are awarded to the fielding side in the second innings for breaches of Laws 41 or 42, then five runs must be added to the target score and all par scores.
- (i) In the case of a computer malfunction, then it will be necessary to revert to the paper-based edition but this must only be used as a last resort. Once the paper-based version is brought into use, it must continue to be used for the remainder of the match, even if the computer problem is resolved.
- (j) The report submitted by the umpires for each match will confirm the availability of suitable computer equipment at the match and will also indicate if the paper-based version had to be brought into use.

**NEC Table 1**

**Calculation sheet for use by UMPIRES when delays or interruptions occur during the first innings**

<b>Time</b>	
Net playing time available at the start of the match	400 minutes <b>(A)</b>
Time innings in progress	<b>(B)</b>
Playing time lost	<b>(C)</b>
Extra time available (30 minutes if 12 noon scheduled start)	<b>(D)</b>
Extra time available (15 minutes from reduced tea interval if tea taken early)	<b>(E)</b>
Effective playing time lost <b>(C – (D+E))</b>	<b>(F)</b>
Remaining playing time available <b>(A – F)</b>	<b>(G)</b>
<b>Overs and bowling/fielding restrictions</b>	
Overs in match <b>(G ÷ 4)</b> (round up, plus 1 if necessary, to an even number)	<b>(H)</b>
Maximum overs per team <b>(H ÷ 2)</b>	<b>(I)</b>
Maximum overs per bowler (see Appendix C, Table A)	
Duration of powerplay overs (see Appendix C, Table A)	
<b>Rescheduled playing hours</b>	
First innings to commence or recommence	<b>(J)</b>
Length of innings in minutes <b>(I x 4)</b>	<b>(K)</b>
Rescheduled first-innings cessation time <b>(J + (K - B))</b>	<b>(L)</b>
Length of interval in minutes	<b>(M)</b>
Second-innings commencement time <b>(L + M)</b>	<b>(N)</b>
Rescheduled second-innings cessation time <b>(N + K)</b>	<b>(O)*</b>

\*Ensure that the match does not finish earlier than the original or rescheduled cessation time. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this happening.

**NEC Table 2**

Calculation sheet for use by UMPIRES to check whether an interruption during the first innings should terminate the innings.

Proposed restart time	(P)
Re-scheduled cut-off time allowing for full use of any extra time provision	(Q)
Minutes between (P) and (Q)	(R)
Potential overs to be bowled $(R \div 4)$ (round up fractions)	(S)
Number of complete overs faced in first innings	(T)
If (S) is greater than (T) then revert to Table 1 If (S) is less than equal to (T) then the first innings is terminated – go to Table 3	

**NEC Table 3**

Calculation sheet for use by UMPIRES for the start of the second innings

If first innings was terminated (S from table 2)	(A)
Scheduled length of innings: $(A \times 4)$	(B)
Start time	(C)
Scheduled cessation time $(C + B)$	(D)
Maximum overs per bowler – See table A below	
Duration of powerplay overs – See table A below	

## NEC Table 4

### Calculation sheet for use by UMPIRES for when interruption occurs after the start of the second innings

<b>Time</b>	
Time at the start of the second innings	(A)
Time at start of interruption	(B)
Time innings in progress	(C)
Restart time	(D)
Length of interruption (B – D)	(E)
Additional time available (any unused provision for extra time and/or for earlier than scheduled start of second innings)	(F)
Total playing time lost (E – F)	(G)
<b>Overs and bowling/fielding restrictions</b>	
Maximum overs at start of second innings	(H)
Overs lost (G ÷ 4) *round down fractions	(I)
Adjusted maximum overs of innings (H – I)	(J)
Rescheduled length of innings (J x 4) in minutes	(K)
Amended cessation time (D + (K – C))	(L)
Maximum overs per bowler – See Table A below	
Duration of powerplay overs – See Table A below	

## 2. Division 1, Division 2 and Division 3

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

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

## Appendix B – Restrictions for the Well-Being and Safety of Young Players

### Young fast bowlers

#### ECB Fast Bowling Match Directives

Age limit	Maximum overs per spell	Maximum overs per day
Up to 13	5 overs	10 overs
Under 14, Under 15	6 overs	12 overs
Under 16, Under 17	7 overs	18 overs
Under 18, Under 19	7 overs	18 overs

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

#### Age groups are taken from midnight on 31st August of the previous year.

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

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

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

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

## **REGULATIONS FOR YOUNG PLAYERS (ALL DIVISIONS)**

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

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

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

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

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

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

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

The ECB has issued safety guidance on the wearing of cricket helmets by young players.

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

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

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

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

## Appendix C – Playing Conditions

The following fielding restrictions will apply to all divisions.

### Fielding circles

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

### Bowling and Fielding Restrictions

See Rule 14

In the NEC, where version 5.0 of DLS is in operation, bowling and fielding restrictions are detailed in Table A (below). For Divisions 1, 2 and 3, Table B below shows the number of overs which shall constitute the opening powerplay, dependent on the number of overs scheduled at the start of the innings.

**TABLE A**

**NEC Bowling and Fielding Restrictions**

Bowling Restrictions			Powerplay overs		
Number of overs	Maximum overs per bowler	+ 1 extra over	Players out of 30-yard circle		
			Two	Four	Five
50	10	0	1-10	11-40	41-50
49	9	4	1-10	11-39	40-49
48	9	3	1-10	11-39	40-48
47	9	2	1-10	11-38	39-47
46	9	1	1-9	10-37	38-48
45	9	0	1-9	10-36	37-45
44	8	4	1-9	10-35	36-44
43	8	3	1-9	10-35	36-43
42	8	2	1-9	10-34	35-42
41	8	1	1-8	9-33	34-41
40	8	0	1-8	9-32	33-40
39	7	4	1-8	9-31	32-39
38	7	3	1-8	9-31	32-38
37	7	2	1-8	9-30	31-37
36	7	1	1-7	8-29	30-36
35	7	0	1-7	8-28	29-35
34	6	4	1-7	8-27	28-34
33	6	3	1-7	8-27	38-33
32	6	2	1-7	8-26	27-32
31	6	1	1-6	7-25	26-31
30	6	0	1-6	7-24	25-30



29	5	4	1-6	7-23	24-29
28	5	3	1-6	7-23	24-28
27	5	2	1-6	7-22	23-27
26	5	1	1-5	6-21	22-26
25	5	0	1-5	6-20	21-25
24	4	4	1-5	6-19	20-24
23	4	3	1-5	6-19	20-23
22	4	2	1-5	6-18	19-22
21	4	1	1-4	5-17	18-21
20	4	0	1-4	5-16	17-20

**TABLE B**

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

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

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

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

## Appendix D – Ground Facilities

### 1. Grass Pitches

The square must be well maintained and in good condition. The pitch must be prepared to the highest standard possible and clearly distinguishable from the remainder of the square. The grass on the pitch shall be marked and rolled before play. Any holes or ruts on the square caused by previous matches must be levelled, filled and firmed before a subsequent match.

The pitch must be appropriate for matches of at least 90 overs duration. The bounce of the pitch should be true and predictable throughout the match and should not produce excessive spin or movement off the seam. The pitch shall not be watered during the match.

### 2. Non-turf pitches

Must be maintained within the manufacturer's recommendations and be free of moss and other organic debris.

### 3. The outfield

The outfield must be well maintained and adequately drained. It must be mown with no noticeable grass cuttings. Balls should be able to run true and the outfield must be free of holes, ruts or other obstructions which might pose a hazard to fielders.

### 4. Monitoring and sanctions

All clubs are responsible for providing facilities, which comply with league standards as outlined in the Ground Facilities Criteria.

Where, in the opinion of the Competitions Committee, there is ongoing concern about playing conditions at a club and it appears to the Competitions Committee that a long-term solution is required to resolve the concern, the following provisions shall be applied:

In the first instance, the Competitions Committee shall attempt to agree with the club a plan for remedying the breach and a timescale within which that remedy is to be implemented; but if no such agreement is reached or if the club fails to implement an agreement which has been reached, then the club shall be liable to sanction in accordance with Rule Appendix D, provided always that prior to any sanction being imposed, the club shall have the opportunity to be heard either in person or by written submissions.

If a pitch is deemed unfit/dangerous for play by the umpires prior to play, then the home club shall be deducted 25 points. The visiting team will not be awarded any points in such an eventuality and the match will be treated as not having been played.

If a pitch is deemed unfit/dangerous for play after play has begun and is then abandoned, the home club shall be deducted 25 points. The visiting team shall not be awarded any match points in such an eventuality and the match will be treated as not having been played.

Any subsequent abandonment will result in a doubling of the previous points penalty.

This rule will not be applied where normal climatic conditions have influenced the nature of the ground either prior to the game or once the game has started.

Nothing in this rule shall prevent the Competition Committee from imposing sanctions in accordance with this rule where, in the opinion of the Competitions Committee, the breach does not require a long-term solution and was caused by fault on the part of the club.

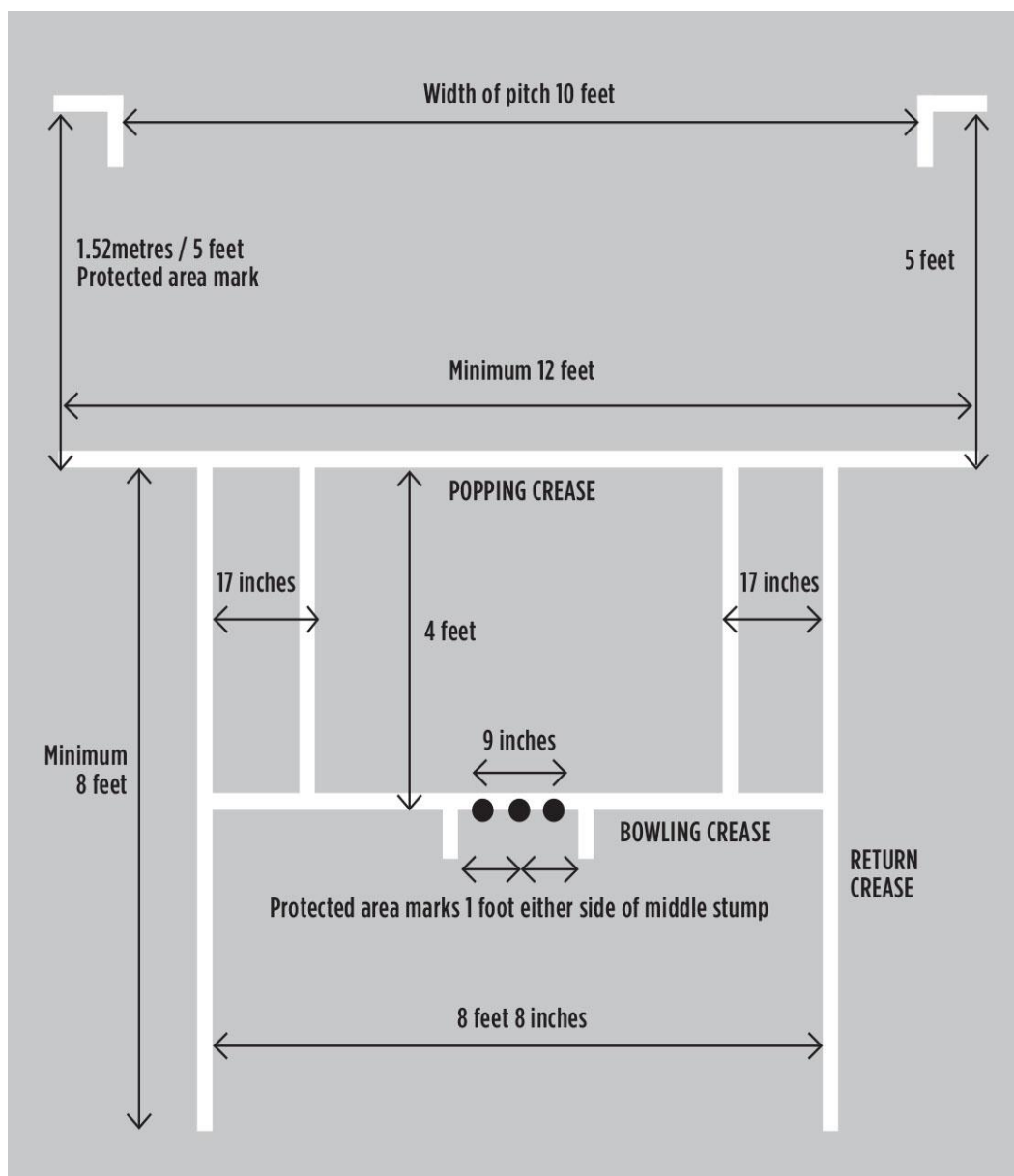
### 5. Pitch markings

Additional crease markings

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

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

This applies to all league matches in all divisions.



## 6. Covers

The following provisions are mandatory in the NEC and are desirable in other leagues. Note that on grounds with non-turf pitches, it would be useful to cover bowlers' run-up areas, etc.

(a) Covers must be used to protect the pitch from rain, both during the match and in the preceding days as required. Arrangements should be made for ground staff or other helpers to put the covers in place as quickly as possible.

(b) Covers must not allow water to seep through and clubs will be required to show that their covering arrangements are adequate to protect the pitch, taking into account the contours and draining characteristics of the ground.

(c) Wheeled covers are recommended. However, plastic sheets/tarpaulins can be used provided they are well maintained. Whichever covers are used they must protect an area of at least 22.56 metres x 3.66 metres (74 feet x 12 feet).

(d) In addition to the match pitch, clubs are encouraged to make every effort to ensure that bowlers' run-ups are covered protecting an area of 5 metres (length) x 3 metres (width) as a minimum behind each set of stumps. In addition, clubs are encouraged to make every effort to ensure that an area adjacent to each side of the match pitch to a size of 25 metres (length) and 3 metres (width) is covered (including wicket ends).

## 7. Facilities for scorers and umpires

The following provisions are mandatory in the NEC and Division 1 for 2025. They are desirable in other leagues.

(a) Covered accommodation for scorers. Scorers should have a facility where they can sit sheltered from inclement weather.

(b) Two-way radios – clubs should have a set of two-way radios to allow easier communication between umpires and scorers.

## Appendix E – Guidelines on Use of the Internet and Social Media

### **What this policy covers**

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

### **Your responsibilities**

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

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

You must not disclose SPCU and club secrets, breach copyright, defame the SPCU or a club or its members, officials, players, umpires or employees, or disclose personal data or information about any individual that could breach the Data Protection Act 1998 on your blog or on your social networking site.

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

### **References to the SPCU, individual clubs and members**

You should include a notice such as the following:

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

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

You must not bring the SPCU or any club into disrepute through the content of your website entries or blogs.

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

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

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

## **Bullying and harassment**

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

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

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

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

### **Breach of policy**

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

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

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

### **Commercial advertising**

Clubs are permitted to have advertising on each sleeve of shirt/sweater, front of shirt/sweater and across the shoulders on the reverse of the shirt/sweater.

In line with ICC regulations, the following applies to the sizing of all logos:

- Sleeves: 10 sq. inches (64.5 sq. cm)
- Front of shirt/sweater: 32 sq. inches (206.45 sq. cm)
- Back: maximum height of advertising: 2.93 inches (7.5 cm)

## Preamble to the Laws of Cricket

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

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

Respect is central to the Spirit of Cricket.

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

Play hard and play fair.

Accept the umpire's decision.

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

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

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

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

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