

# SYKES CUP

## **C1 TITLE & CONSTITUTION**

### **C1.1 COMPETITION NAME:**

C1.1.1 The competition shall be called the Sykes Cup (the Competition).

### **C1.2 COMPETITION RULES:**

C1.2.1 All ties shall be under the control of the Executive.

C1.2.2 At all times, ties in the Competition shall take precedence over the T20 Trophy or Shield, and all non-domestic competitions.

C1.2.3 League Rules shall apply, where appropriate, except for:

C1.2.3.1 Rule L8.5.6 - pitch deemed unsuitable after start of play.

C1.2.3.2 Rule L8.11.1 - "15 over limit per bowler", and also except as provided below:

### **C1.3 QUALIFYING TEAMS:**

C1.3.1 It shall be a knockout Competition for the 32 highest finishing 1<sup>st</sup> XI teams from the previous season, after promotion and relegation have been taken into consideration.

### **C1.4 COMPETITION ACCOUNTS:**

The accounts of the Competition shall be included in the Annual Statement of Finance presented at the AGM, and if this be adopted, any surplus shall then be transferred to League funds.

## **C2 DRAWS & TIES**

### **C2.1 DRAWS:**

The draw for Round 1 shall be made at the AGM with subsequent rounds being drawn on the Wednesday following the date of the previous round at a scheduled Council meeting, a convened Executive meeting or a meeting convened for the purpose of the draw.

### **C2.2 VENUES FOR TIES OTHER THAN THE FINAL:**

In all rounds prior to the final all ties shall be played on the ground of the club drawn first.

### **C2.3 ADMISSION FEES:**

C2.3.1 Admission fees for rounds prior to the semi-final shall be the same as those charged for League matches

C2.3.2 Admission fees for the semi-final and final shall be fixed by the Executive.

C2.3.3 Fees for admission to all or part of the second innings only in an extended tie shall be half the normal scale.

### **C2.4 GATE RECEIPTS:**

C2.4.1 For the semi-finals and final the Executive shall arrange for the collection of gate receipts.

C2.4.2 After the payment of all expenses the four teams shall each receive 10% of the net receipts from the semi-finals and the two teams 10% each of the net receipts from the final. The surplus, after payment to clubs shall be placed in the Competition account for the season.

### **C2.5 VENUE FOR THE FINAL:**

The venue for the final shall be selected by the Executive and announced at least twelve weeks in advance of the scheduled date.

## **C2.6 MATCH BALLS FOR THE FINAL:**

The match balls for the final shall be provided by the Executive.

## **C2.7 COUNTER ATTRACTIONS ON THE SCHEDULED DAY OF THE FINAL:**

*C2.7.1 Clubs may stage or host any non-cricket event or function on the scheduled day of the final.*

*C2.7.2 Clubs wishing to hold, or allow to be held, an organised cricket match on its cricket ground on the scheduled day of the final must apply for and be granted permission by the Executive. Any request must be made to the Executive by the date of the August Executive Meeting, and all requests will be considered on a case-by-case basis. The granting of permission to hold matches, which do not undermine the prestige of the Sykes Cup Final or detract from interest in it, will not be unreasonably refused.*

## **C3 PLAYER ELIGIBILITY**

### **C3.1 PRE-SEASON REGISTRATIONS:**

All players who are registered by midnight on the Friday prior to the start of the season shall be eligible to play in the Competition during that season without restriction, with the exception of a Test cricketer playing at First Class level or a contracted County cricketer who has played in the County Championship during the current season, who shall be subject to the provisions of Rule C3.2.

### **C3.2 IN SEASON REGISTRATIONS:**

A player registered after the start of a season, or a Test or County player as defined in Rule C3.1 above whenever registered, shall also be eligible provided that, during the season, he has played for his club in the qualifying number of League and/or Cup/Shield matches specified below (or appeared on a TMRF for an abandoned match in accordance with League Rule L8.22.10) prior to the scheduled date of the round in which he plays:

C3.2.1 In Round 1 - one prior League match played.

C3.2.2 In Round 2 - two prior League or Cup/Shield matches played.

C3.2.3 In Round 3 - three prior League or Cup/Shield matches played.

C3.2.4 Semi-Final - four prior League or Cup/Shield matches played.

C3.2.5 By the Final - must have qualified under either Rules C3.1 or C3.2.4.

### **C3.3 RESTRICTIONS ON PLAYER SELECTION:**

No player shall play for both his club's teams in the same or corresponding rounds of the Sykes Cup, *Oddfellows Cup*, Paddock Shield and *Earnshaw Cup* competitions, nor shall any player play for more than one club in these competitions during the same season.

### **C3.4 INELIGIBLE PLAYERS:**

Any team playing an ineligible player shall forfeit the tie and be fined £20.

## **C4 MATCH PROCEDURES**

### **C4.1 START TIMES:**

Ties shall be played on the dates arranged by the Executive. Subject to Rules C4.2, and C4.3 below all ties shall start at 12.30pm, except the Sykes Cup Final which will start at 12 Noon.

### **C4.2 TIES - PLAYING CONDITIONS:**

#### **C4.2.1 DELAYED START:**

For a delayed start 1 over per side will be deducted for every 6 minutes lost up

to a minimum of a 20 overs per side match. The tea interval is not included in any deduction - latest start 4.30pm. In the Final, overs will not be deducted until 1.00pm, and special regulations may apply.

**C4.2.2 TIE NOT STARTING ON THE SCHEDULED DATE or WHERE 10 OVERS HAVE NOT BEEN COMPLETED:**

C4.2.2.1 Shall be declared void, and rearranged on the following Sunday or Bank Holiday Monday.

C4.2.2.2 Play in such rearranged ties shall start at 12.30pm, except in the case of Bank Holiday Monday ties where the start shall be by mutual agreement but no later than 6.30pm.

C4.2.2.3 Whilst all other provisions of Rule L8.20 shall be met; it is not necessary to list any players in the submission of the required TMRF.

**C4.2.3 INTERRUPTED GAMES:**

**C4.2.3.1 Time Lost in the game:**

C4.2.3.1.1 For all interruptions due to ground and/or weather conditions the umpires should note the time lost during any suspension period.

C4.2.3.1.2 In a game interrupted by ground and/or weather conditions Duckworth Lewis Stern shall be implemented. There shall be NO WAIVER TIME. The amount of time lost in each suspension period, to be known as "relevant time lost", shall determine a revision to the number of overs remaining in the game.

C4.2.3.1.3 The tea interval and any break between innings whether they are combined or separate shall neither be considered as a Suspension Period.

C4.2.3.1.4 The umpires shall inform the DLSMM of the number of overs lost during any suspension period before any recommencement of play. The DLSMM will record a new Suspension Period in the PCS App and, if the 1st innings is complete calculate the Revised First Innings Total (RFIT).

**C4.2.3.2 Interruptions in 1<sup>st</sup> Innings:**

For every full 6 minutes of any relevant time lost, 1 over shall be deducted from both innings up until the scheduled completion of the first innings. After this, overs will be deducted as in Rule C4.3.2.3 below.

**C4.2.3.3 Interruptions in 2<sup>nd</sup> Innings:**

For every full 6 minutes of any relevant time lost 2 overs shall be deducted from the 2<sup>nd</sup> innings.

**C4.2.3.4 Mid Over interruptions in play:**

In a game interrupted in mid over by ground and/or weather conditions and resumption is within the same innings then the over in progress shall continue unless that part over is the only one remaining in the innings. In the latter case that innings shall be closed and if that were the 1<sup>st</sup> innings the length of the 2<sup>nd</sup> innings would be equal to the number of full overs played in the 1<sup>st</sup> innings.

C4.2.3.5 Any revised 1<sup>st</sup> innings total should be posted on the scoreboard, and checked by the umpires before play commences.

C4.2.3.6 **If a minimum of 20 overs** has been completed in the 2<sup>nd</sup> innings, and there is no further play on that day, the DLSMM shall record a new suspension break in the PCS App stating “zero overs remaining”. This will give a new RFIT which will determine the result.

\*This limit of 20 overs may be reduced to the actual number of 2<sup>nd</sup> innings overs that have been completed, providing that BOTH team captains agree.

C4.2.3.7 In the event of a tie not being completed on the scheduled, or re-arranged date due to inclement weather and where at **least 10 overs have been completed** the following shall apply (Note C4.2.3.6\*):

C4.2.3.7.1 Play shall continue as necessary on the following day(s), unless there is a scheduled League fixture.

C4.2.3.7.2 Evening play in such extended ties shall start at 6.30pm, or earlier by mutual agreement, and on Sundays at 1.00pm. Play on Fridays shall also be by mutual agreement.

C4.2.3.7.3 When a game is continued beyond the original scheduled day, play shall recommence under the same assumption that the last ball was bowled on the scheduled day, or on the last day that the tie had continued.

C4.2.4 TIES NOT COMPLETED AT THE SECOND ATTEMPT:

Shall continue as Rule C4.2 above.

#### **C4.3 TIES WHERE EXTENDED PLAY IS REQUIRED:**

C4.3.1 Any interval between innings shall be ten minutes.

C4.3.2 If the first innings closes after 8.30pm the captain of the team batting second shall have the option of starting his team’s innings the next day.

C4.3.3 The pitch shall be swept and rolled for at least five minutes after the close of play each day, and may then be covered.

C4.3.4 Before the start of each succeeding day’s play the pitch shall be cut, and then rolled for not more than seven minutes. This maintenance shall take place in the presence of the umpires.

#### **C4.4 “LEG SIDE WIDE”:**

All deliveries passing wide of the leg stump, and outside the line of the batsman’s body, that do not come into contact with the bat or any part of the batsman’s person, shall be called WIDE.

#### **C4.5 RESTRICTIONS ON THE PLACEMENT OF FIELDERS:**

C4.5.1 A FIELDING ZONE shall be drawn on the field of play. This shall consist of two semi-circles having respective centres at each middle stump, and joined by a parallel line on each side of the pitch.

The radius of each of the circles shall be 30 yards, but where any part of this zone would impinge within five yards of the boundary line then it shall be drawn at that limitation. The perimeter of the fielding zone shall be marked by a series of white discs.

#### C4.5.2 "POWER PLAY OVERS":

C4.5.2.1 For the first 15 overs of each innings only 2 fielders shall be permitted outside the zone at the instant of delivery. In the event of any infringement, the umpire at square leg shall call and signal "no ball".

C4.5.2.2 In any game delayed or interrupted by ground and/or weather conditions the "power play" overs shall be revised as follows:

Inns length	P/Play	Inns length	P/Play	Inns length	P/Play
49-47 overs	15 overs	33-31 overs	10 overs	20-17 overs	6 overs
46-44 overs	14 overs	30-27 overs	9 overs	16-14 overs	5 overs
43-41 overs	13 overs	26-24 overs	8 overs	13-11 overs	4 overs
40-37 overs	12 overs	23-21 overs	7 overs	10 overs	3 overs
36-34 overs	11 overs				

C4.5.3 For each over following the fifteenth over (or revised power play over), a minimum of 4 fielders (plus the bowler and the wicketkeeper) must be inside the fielding at the instant of delivery. In the event of any infringement the umpire at square leg shall call and signal "no ball".

C4.5.4 At the instant of delivery there shall be no more than 5 fielders on the leg side. In the event of any infringement the umpire at square leg shall call and signal "no ball".

#### C4.6 NUMBER OF OVERS PER BOWLER:

C4.6.1 Each bowler shall be allowed to bowl a maximum of 10 overs.

C4.6.2 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

C4.6.3 Maximum overs allowance per bowler in a delayed or interrupted match:

C4.6.3.1 Where overs are reduced for either team, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

C4.6.3.2 Any incomplete over at the time of a stoppage due to inclement weather, must be completed by the same bowler at the restart of play, even though this could take him beyond any newly calculated maximum overs per bowler.

#### C4.7 THE RESULT:

C4.7.1 The team making the higher score in each tie shall be the winners, irrespective of the number of wickets lost.

C4.7.2 If the scores finish level the winners shall be the team who has lost the least number of wickets per over. Note that injured or absent players are wickets lost only in the case of a team being all out or declaring their innings closed.

C4.7.3 If both teams have lost the same number of wickets per over the winners will be decided by a 'bowl out', organised by the umpires and using the procedure below in Rule C4.8.

C4.7.4 If in exceptional circumstances, the umpires deem it impractical to conduct a bowl out the winner shall be decided by the toss of a coin.

#### **C4.8 BOWL OUT PROCEDURES:**

- C4.8.1 The umpires shall arrange a suitable site and oversee the bowl out.
- C4.8.2 The captains shall nominate their five bowlers and the order of bowling. They must then inform each other and the umpires prior to the toss. In the event of injury during the bowl out, the injured player may be replaced by another bowler, but not one of the previously nominated five.
- C4.8.3 The captains shall toss a coin for the right to decide which team bowls first in the bowl out.
- C4.8.4 Wicketkeepers must stand at least 5yards behind the stumps.
- C4.8.5 Each delivery should be fair and must pitch in front of popping crease.
- C4.8.6 If a bowler bowls a 'wide' or a 'no ball' it will count as a miss with no re-bowl permitted.
- C4.8.7 The umpires must take up positions as in a normal game. The umpire at square leg will be responsible for ruling on the bounce of the ball.
- C4.8.8 All bowlers, except the one who is next to deliver, must take up a position by the square leg umpire. All other players must be clear of the playing area, and as instructed by the umpires.
- C4.8.9 The nominated bowlers from each side will then bowl one delivery over-arm. This will be done alternatively following the order of bowling as given before. A dislodged bail will constitute a hit.
- C4.8.10 The side which bowls down the wicket most times shall be the winner.
- C4.8.11 If the scores are level after all 5 players have bowled, the 'bowl out' will continue until a result is achieved on a 'sudden death' basis using the same 5 bowlers in the same order.

#### **C5 UMPIRES**

##### **C5.1 EXPENSES:**

- C5.1.1 For all ties, standard all inclusive expenses as detailed in Rule L10.5.1.1 shall be paid to each umpire.
- C5.1.2 In any extended tie additional travelling expenses shall be paid for each further day that they are in attendance.
- C5.1.3 For ties prior to the semi-final the home club will be liable for the payment of both umpires.
- C5.1.4 The Executive shall be responsible for all costs in the semi-finals and final, and for the provision and presentation of suitable mementoes to the appointed umpires in the final.

##### **C5.2 EXTENDED TIES:**

- C5.2.1 In any extended tie the umpires shall take charge overnight of the score books (except where a computer is used for scoring where the umpires shall be provided with a print out, or alternative copy of the close of play scorecard), and ball(s) used.
- C5.2.2 They shall also ensure that any pitch maintenance undertaken at the close of play, and at the start of each succeeding day's play, is carried out in accordance with Rules C4.3.3 and C4.3.4.

## **C6 COMPLAINTS & PENALTIES**

**C6.1** Any complaint shall be made in accordance with Rule L11.1. However, in the case of a tie completed less than seven days before the next round, any complaint shall be handed to the Administration Secretary within 24 hours of completion of the tie.

**C6.2** Any matter which is not expressly provided for in these Cup Rules or in the League Rules shall be decided as the Executive think proper.

## **C7 TROPHIES**

**C7.1** The team winning the Competition shall receive the Sir Charles Sykes Cup and be entitled to hold the trophy until 1st July of the following season.

**C7.2** Both finalists shall each be presented with 13 individual trophies.

**C7.3** *The Roger France Trophy* shall be presented to the individual who is adjudged to have been the Player of the Final.



**HUDDERSFIELD**  
**CRICKET LEAGUE**

**Awards & Prize  
Presentation Evening  
*Friday 24<sup>th</sup> November 2023***

***GUEST SPEAKER:***

**GEOFF MILLER - Derbyshire & England**

**At**

**BAINES HALL,  
ELLAND  
HALIFAX HX5 0QY**