

## YC&AC Cricket Ground Local Rules and Regulations – Season 2024

### Match Timings:

<b>Morning Games</b>	<b>Afternoon Games</b>
<ul style="list-style-type: none"><li>• Toss at 10.10</li><li>• First innings begins 10.30</li><li>• Innings break 11.50</li><li>• Second innings begins 12.00</li><li>• Game finishes 13.20</li><li>• Wicket can be cleared by groundstaff 13.30</li></ul>	<ul style="list-style-type: none"><li>• Toss at 13.10</li><li>• First innings begins 13.30</li><li>• Innings break 14.50</li><li>• Second innings begins 15.00</li><li>• Game finishes 16.20</li><li>• Wicket can be cleared by groundstaff 16.30</li></ul>

#As per Japan Cup Rules – if a team has less than 7 players at the start time, they lose 1 over for every 4 minutes they are late until they have 7 or more players on the field, ready to start play.

1. New batsmen must be ready for the next ball within **60 seconds** of the fall of the wicket.
2. Bowling teams will be penalized for slow over rates. If, after 80 mins, the 20<sup>th</sup> over has not started then the batting team is awarded 5 penalty runs. 5 extra runs for each over the bowling team is behind. This applied to both the 1<sup>st</sup> and 2<sup>nd</sup> innings.
3. Any matches terminated at 16:30 are decided by DLS method. **Rain / Late Teams:**
  1. If a team does not have 7 players at the start time, which is 13:10 for YC&AC games, that team shall forfeit 1 over for every 4 minutes they are late, until they are ready for the first ball to be bowled.
  2. Unless contacted by a staff of the YC&AC Sports Operations or a member of the SKCA Committee to say that the fields are unavailable, please consider the game to be ON. If not sure, umpires / captains are requested to contact with YC&AC using the contacts below, 1-2 hours before the game start time to ascertain conditions. The umpires and captains, in consultation with the YC&AC Sports Operations Staff will make a decision on the game.

### Balls Over the Net

1. If a ball goes over the net, umpires MUST immediately inform a member of the YC&AC staff at the Front Desk  
If no one can be found at the front desk, call one of the sports operations staffs (contact details at the bottom)  
When the staff arrives, inform the staff of the estimated location/direction of the ball
2. Penalties for balls being hit over the net are as follows:
  - 1<sup>st</sup> player in an innings = Player OUT, Team (minus) – 10 runs,
  - 2<sup>nd</sup> player in an innings = players OUT, team (minus) – 10 runs
  - 3<sup>rd</sup> player (or more) = same as above, but (minus) – 20 runs

### YC&AC Facility / Behaviour Reminders

- Only use the Guest Entrance, which is the gate just past the children's playground. Do NOT use the front / members' entrance. Guests may also use the back entrance, using the footpath near the tennis courts.
- We may NOT use the member parking near the front entrance. Please use the parking near the tennis courts.
- Only the changing room / toilets inside the Sports Bar are for guest use. Do NOT use the toilets / changing rooms in the members only area.
- Captains will be responsible for the behavior and etiquette of their players. Please uphold high standards of behavior ON and OFF the pitch. Swearing (in any language) and bad behaviour will not be tolerated.
- No throw downs or warm-ups can be done once each innings starts. Any warm up or throw downs before each innings can be done on the main field, at least 30m away from their spectator tent, scorers tables, footpath, playground etc.
- Boundaries are the sidelines of the soccer field on 3 sides, and the net on the tennis court side.

# Please note, again – the YC&AC management, independent of SKCA, reserves the right to either temporarily or permanently ban individuals or entire teams for any inappropriate behavior or incidents that may occur on or off the pitch at the YC&AC facilities.

Contact Details:

**YC&AC Sports Operations** – [sports@ycac.jp](mailto:sports@ycac.jp)

**Yusuke Tomiogi** 070-4540-9980 / **Lina Ito** 070-4540-9984 / **Concierge** (front desk) 045-623-8121