



THE GORDON RIGG BRADFORD PREMIER LEAGUE



GORDON RIGG LEAGUE CUP COMPETITIONS

PLAYING REGULATIONS

MCC Laws of Cricket apply except for matters provided for in these rules.

1 MATCH DURATION

40 overs per side unless weather intervenes.

2 START TIMES

All matches will commence at 1pm in August and 12.30pm in September.

3 THE TOSS

The choice of innings will be determined by the toss of a coin. The toss must take place in the presence of the umpire(s) at least 15 minutes before the start of play. At the Toss captains and their players will be advised of their responsibilities for directing their team on the following:

1. No sweat or saliva on the ball is allowed
2. Players to maintain social distance at all times.
3. Ball to be returned directly to the bowler (On the full or rolled along the ground)
4. Not to remake the wicket once the ball has become dead, this is the role of the umpire.
5. Players to ensure that any drinks, sweaters or other paraphernalia to be placed at least 1m from boundary edge where at all possible.
6. Players understand the running lines.
7. Hygiene breaks will take place every 6 overs or 20 minutes whichever is sooner (A wicket break can be used to restart the process). Captains should be made aware that any breach of the above could result in a first and final warning and any subsequent transgression will result in the award of 5 penalty runs.

uring Play – Umpires will not deliberately come into contact with the ball. Any breach of 1-7 above, will result in a first and final warning, under Law 41.

4 NOMINATION OF TEAMS

Names of selected players must be provided on a sheet of paper or an official team card and signed by the captains and displayed for the umpires to inspect. The ages of all junior players must be indicated.

No practice may take place within the precincts of a ground after a game has commenced. Players may loosen up between innings or, during the tea interval on the outfield only.

After the first ball has been bowled no second team player may leave a match for the purpose of assisting their club's first team but any such request prior to the first ball must be granted, and the side concerned may be permitted a replacement by a duly registered. Clubs must give preference to fielding a full 1stXI at all times.

5 MATCH BALL

The fielding side shall provide a new A Grade ball, or a ball in good condition plus spares. Manufacturers currently accepted by the Management Board are Dukes, Readers and Oxbridge. Umpires must always notify the batsmen of the type of ball in use. The host club will provide sanitised spare balls and they should be left off the field until needed. The chosen spare ball should be cleaned by the fielding captain before use. At the fall of a wicket the ball must be

returned to bowlers' end by the stumps. During any interruption for rain the fielding captain is responsible for the ball in use.

6 SWEAT AND SALIVA

No sweat or saliva must be applied to the match ball under any circumstances. A team can be issued up to two warnings per innings but repeated use of saliva on the ball will result in a five-run penalty to the batting side. Whenever saliva is applied to the ball, the umpires will instruct the fielding captain to clean the ball before play recommences.

7 SANITATION OF THE MATCH BALL

Every six overs or 20 minutes a break will be called by the umpires and the fielding captain will be responsible for sanitising the ball with wipes before play recommences. The umpires should ensure that this happens and manage these breaks by waiting until the end of the over or a fall of a wicket. The ball should be sanitised by the fielding captain every time it is touched by a spectator. The umpires should sanitise their own hands at every drinks or innings break and after every contact with stumps or balls.

8 SOCIAL DISTANCING

A player intentionally moving within one metre of anyone else for non-cricketing purposes will be treated as a Level 3 offence. A player intentionally spitting or coughing at and within two metres of, another person will be treated as a Level 4 offence.

9 RUNNING LINES

Running lines marked two metres either side of the pitch denote the running areas for the batsmen. The batter must avoid the fielder. The fielder must not impede the batter when running unless moving to field the ball or back-up a throw.

10 REMAKING THE WICKETS

The umpires will be responsible for remaking the wicket at all times when the ball is dead. At the end of the game the umpires will leave the stumps in the ground.

11 WEATHER

The umpires are the sole judges of whether play can take place and they can reduce the length of any game before the start without there having been a delay. They may also take into consideration an adverse weather forecast and order a shortened game down to a minimum of 10 overs per side.

12 STOPPAGES AND DELAYS

In the first innings one over is deducted from each side's allocation for every eight minutes or part of lost. In the second innings one over is deducted for every four minutes or part of lost and deductions start immediately there is a delay or stoppage. (NB there is no 30 minute allowance,)

13 OBTAINING A RESULT

In matches where both teams have had the opportunity to bat for the agreed number of overs (40 overs less if weather interferes), the team scoring the highest number of runs shall be the winner. If the team batting second has not had the opportunity to complete the agreed number of overs and has neither been 'all out' nor has passed its opponents' score, and no further play is possible, a comparison of scores will be made at the end of the last completed over.

A minimum of ten overs has to have been bowled. If the scores are equal, the side losing the fewer wickets will be declared the winner. If both runs and wickets are equal then the comparison will go back completed over by over until a winner is found. (If runs are equal, wickets are compared at each over, of the countback). In the event of no play or insufficient play to determine a winner in the group stages the match will be declared abandoned.

Points: These will be awarded in the group matches as follows

Win	10 points plus bonus points
Abandoned no play	3 points
Abandoned during play	3 points plus bonus points

Bonus points

There are a maximum of 5 batting and 5 bowling points available in each innings

First innings batting points

RUNS	BONUS POINTS
125	1
150	2
175	3
200	4
225	5

Second Innings

A side batting second and winning shall provisionally be awarded 5 batting points but 1 point will be deducted for each two wickets lost. However, they will gain a point at 125 runs and each 25 runs up to and including 200. A side can only obtain a maximum of 5 batting bonus points in an innings.

See table below:

WICKETS LOST	124 or less	125-149	150-174	175-199	200
1	5	5	5	5	5
2	4	5	5	5	5
3	4	5	5	5	5
4	3	4	5	5	5
5	3	4	5	5	5
6	2	3	4	5	5
7	2	3	4	5	5
8	1	2	3	4	5
9	1	2	3	4	5

Bowling: 1 point for every two wickets taken. If a team plays short or a batsman is unavailable and is all out then maximum bowling points will be awarded. If a team declares, the bowling side will only receive bonus points for the wickets they have taken.

WICKETS TAKEN	BONUS POINTS
1	0
2	1
3	1
4	2
5	2
6	3
7	3
8	4
9	4
10	5

In the final: A comparison will come into consideration once 10 overs have been reached in the second innings. If the game is abandoned before the 10 overs mark a bowl out, and finally a toss of a coin will decide a winner.

14 TIED MATCHES

If the scores are equal, the side losing the fewer wickets are the winners. If both runs and wickets are equal then countback will be used. A comparison of scores will be made after 10 overs in each innings to find a winner. If runs are equal, wickets are compared. If this fails to produce a winner, the countback will continue comparing scores and wickets lost at the end of each over until a winner emerges.

15 FORFEITED MATCHES

Where a team forfeits a game their opponents will receive the maximum 20 points,

16 FIELDING RESTRICTIONS

At the instant of delivery, for the first 12 overs of each 40 overs innings, only two fieldsmen are permitted to be outside "the 30-yard fielding circle". For the remainder of each innings a minimum of four fieldsmen (plus the bowler & wicket-keeper) must be within the "fielding circle" In the event of an infringement the Umpire shall call "NO BALL

For the remainder of each innings a minimum of four fieldsmen (plus the bowler & wicket-keeper) must be within the "fielding circle" In the event of an infringement the Umpire shall call "NO BALL. In the event of the length of the innings being reduced prior to its start the following table indicates the number of overs for which the restrictions will apply.

INNINGS	RESTRICTIONS	INNINGS	RESTRICTIONS
10	3	21-25	8
11-15	5	26-30	10
16-20	6	31-40	12

17 BOWLING

No bowler may bowl more than eight overs in an innings in a 40 over contest. In a reduced-overs contest the allocations are indicated below.

INNINGS	ALLOCATION	INNINGS	ALLOCATION	INNINGS	ALLOCATION
10	2	21-25	5	31-35	7
11-15	3	26-30	6	36-40	8
16-29	4				

18 REGULATIONS FOR JUNIOR PLAYERS (under 19 at midnight on August 31, previous year).The directives as outlined in league rule 40 MUST be abided by.

19 LATE STARTS

Unless eight players of any team are ready to play at the appointed start time, the umpires shall report the defaulting club to the League Secretary and the game shall not commence until the requisite number of players are present. If the match goes ahead with a late start the offending club is liable to a fine of £25 for the delay as indicated by the match umpire(s). Overs shall be deducted as described in rule 27 (one over from each side's innings for every eight minutes).

20 TEA INTERVAL

There shall be a tea interval between innings of 25 minutes and players must provide their own food.

21 PREPARATION OF THE PITCH

The preparation of the pitch shall be the responsibility of the home club and shall conform with the MCC Laws. Pitches must not be watered within 36 hours of the start of a match unless written permission to do so is given by the Management Board. Where possible, pitches for first team games will be located towards the centre of the square.

22 COVERING OF PITCH

All clubs MUST have suitable covers available for use both before and during a match. Such covers MUST be used during interruptions for weather.

23 CANCELLATION

Matches may be cancelled up to two hours prior to the scheduled start time provided that both clubs are in agreement. If this is the case the home club must email cancellations@bradfordcl.com copying in the visiting club prior to this time detailing the cancellation. The email must include the name of the person at the away club who has agreed to this cancellation. This must be the club secretary or team captain.

24 LEG SIDE WIDES

When the batsman is in his normal stance any ball passing down the leg side which does not come into contact with the bat or any part of the batsman's person shall be called "WIDE" in first team competitions only.

25 FREE HITS

The delivery following a no ball called for a front foot indiscretion shall be a free hit for whichever batsman 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 shall become a free hit for whichever batsman is facing it. For any free hit, even if that delivery is called 'Wide' the batsmen can only be dismissed under the circumstances that would apply for a No Ball (i.e. Run Out, Handled the Ball, and Obstructing the Field). Play shall proceed until the 'Free Hit' delivery is a legitimate delivery. Field changes are permitted for free hit deliveries providing all effective fielding restrictions are adhered to. The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

26 CLOTHING

All Bradford Premier League Cup matches shall be played in predominantly white clothing except where directed otherwise by the Management Board. Advertising on clothing will be allowed. However, all items must have white as the dominant colour. The wearing of shorts is not allowed under any circumstances in any of the league's competitions.

27 UMPIRES

The Match Officials Association will, wherever possible, appoint two umpires to every cup game. Should an appointed umpire be unable to officiate he/she must notify the Umpires Appointments Secretary immediately, the latter shall then appoint a substitute. Clubs will be notified during the week prior to the game (via the WTU system) of appointed panel umpires. Where an umpire fails to appear 30 minutes before the start time the procedure set out in League Rule 42 must be followed.

28 CLUB UMPIRES

All clubs must have one on standby for all matches due to the unavailability of regular panel umpires due to Covid 19.

29 PROCEDURE FOR CLUBS AND UMPIRES

1. Appointed panel or club umpires should arrive at the ground at least 30 minutes before the scheduled start time.
2. Umpires shall be on the field of play five minutes before the start time.
3. If a panel umpire fails to arrive at least 30 minutes before the scheduled start time. This shall be immediately reported to the Umpires Appointments Secretary by an official of the home club. Due to the lateness of the request it may not be possible to contact the Appointments Secretary. If this is the case, contact should be made to the League secretary.
4. The two captains and the other umpire shall select a temporary umpire from anyone at the ground and they shall officiate solely at square leg until the defaulting umpire arrives. If the absent umpire fails to arrive the temporary umpire will officiate for the entire game. In the case of only one panel umpire being appointed, then the home club must provide a club umpire to stand in the game. If it is not possible to appoint a club umpire, then players must undertake the square

leg duties only at recommended periods of five overs.

5. Where no panel umpires are appointed (due to lack of numbers), each club must provide a club umpire to officiate fully. If a club does not provide a club umpire, then the other club umpire will umpire at bowler's end for the full game and then players from both teams must undertake the square leg duties at recommended periods of five overs.

6. All games must take place, with or without panel or club umpires. If no club or panel umpires are available both captains must nominate a player from their team who will then officiate for the duration of the game and not play.

7. When penalty runs have been awarded, the match officials must report the matter to discipline@bradfordcl.com within 48 hours of the completion of the game.

8. Umpires **MUST** report any misconduct on the part of the players on the field of play, or of spectators interfering with the play of the players by emailing the Disciplinary Recorder at discipline@bradfordcl.com within 48 hours of the completion of the game.

Payment to umpire

1. The home side are responsible for the payment of umpires. Panel umpires will receive expenses of £45 per match, in all divisions.

2. Club umpires will receive expenses of £35 per match.

3. Where a match is not started due to adverse weather, panel umpires will receive £22.50 and club umpires £17.50.

4. If a match is cancelled and the home club notifies the umpires in time to prevent them from travelling, then no fee is payable. If an umpire or umpires have travelled to their appointed ground the home club will be required to pay the fee as stated in 3 above.

5. If an umpire takes over both bowling ends throughout a game the following fees will apply. A panel umpire will receive £70 and a club umpire £52.

6. A substitute umpire who stands for the whole game at square leg only will receive £17.50.

7. Umpires must provide their own tea.

8. All expenses shall be paid no later than the tea interval.

30 SCORERS

A scorer **MUST** be provided by each team. If a team fails to provide a suitable scorer, a player must score instead of playing. If a club is reported for breaching this rule they will be considered to have played an ineligible player and they will be punished under Cup Rule 12. Scorers must be provided with a safe environment.

31 MATCH REPORTING

The result must be submitted on Play Cricket Scorer within 15 minutes of the conclusion of the match. Before the match is uploaded both scorers must check that they agree with the result, scores and scorecard.

It is the responsibility of the home club to submit all results and to check that they are available on the league website before shutting down their computer. Please note that it can take 15 minutes from submission to appearing on the website. The computer should be left switched on and connected to the internet until the home club is satisfied that the result and scorecard displayed on the website are correct.

Once the scorecard is entered the away team must verify its correctness. This verification and any amendments must be completed within 48 hours of the conclusion of the match.

If at any point there has been a computer failure and it is not possible to upload the match, then the procedure for manual scoring results as detailed below must be followed by the home club.

Matches not scored electronically.

A basic result must be submitted via Play Cricket by 9pm on the day of the match. This must detail Runs, Wickets and Overs for both Innings.

A full scorecard must be submitted by midnight on the day of the match. This must detail names of all players playing in the game.

Corrections: It is the responsibility of both clubs to check that the scorecard displayed on the league website is accurate. Once the scorecard is entered the away team must verify its correctness. This verification and any amendments must be completed on Play Cricket Scorer within 48 hours of the conclusion of the match

Abandoned matches

In the case of matches abandoned without play the names of all the players **MUST** be entered on Play Cricket. Failure to do so will result on the first occasion in a warning and a team offending for a second time will have three league points deducted.

Cancelled matches

For cancelled matches (ie no players and match officials attend the ground) the game does not count for eligibility purposes. No names are needed but confirmation that the match was cancelled must be entered on Play Cricket in line with the results procedure.

32 BOWL OUT PROCEDURE

In consultation with club officials/groundstaff this may take place on the designated pitch or an adjacent one, edge of outfield, artificial pitch or indoor facility, if available.

1. The captains will nominate five players from each side who will bowl one delivery alternatively at three wickets pitched 22 yards from a single stump.
2. Underarm deliveries are not allowed.
3. The ball must bounce once in front of the popping crease. Failure to achieve this counts as one delivery.
4. A no ball will count as a delivery.
5. The same ball will be used by both teams.
6. No person is allowed to stand in front of the wickets to act as a target for the bowlers.
7. The side that bowls down the wickets most times is the winner.
8. If scores are level after the first ten deliveries, the same players will continue to bowl alternatively one ball each to achieve a result on a sudden-death basis.

33 ALL CUP FINALS

Venue: The choice of grounds to be used will be made by the League Officials.

Start time: Noon