

# Gordon Rigg Jack Hampshire Cup Rules

## 1 ENTRY

This is a 40 over competition for the first teams of those clubs playing in Division Two and Division Three and is played under the latest MCC Laws of Cricket except for matters provided for in these rules. The rules of the competition are reviewed annually by league officials and are advised to clubs before the start of each season.

## 2 START TIMES

All matches will commence at 1pm with exception of the final which will start at 12 noon

## 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 whenever Covid-19 guidelines are in place.

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.

During Play: Umpires will not deliberately come into contact with the ball and will not handle any items of players' clothing

## 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.

## 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.

## 5B 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.

## 6 PLAYER QUALIFICATION

1. No player may play for two different clubs in the competition.
2. Any registered player shall be eligible to play in the first and second rounds of the competition except a Special Category player who has played in the Priestley Cup, Jack Hampshire Cup or Priestley Shield prior to his transfer.
3. Players must have played at least one league or cup or shield match (external competitions do not count) prior to June 26 to be eligible for the third round and the remainder of the competition.
4. Full-time students or players who have not played at least one league or cup, or shield match on or before June 26, but were registered before April 17, may apply in writing to the League Secretary for dispensation to play in the third and subsequent rounds of the competition. This will only be considered where the player can provide evidence to support their request. Written applications must be submitted by June 23.
- 5 Players who have appeared in the Jack Hampshire Cup cannot play in the same round of the Priestley Shield.

## CUP COMPETITION SCHEDULE

ROUND	PRIESTLEY CUP	PRIESTLEY SHIELD	JACK HAMPSHIRE CUP
One	May 2 (May 23)	May 23 (June 13)	May 16 (June 6)
Two	June 20 (June 27)	June 27 (July 11)	June 13 (June 20)
Three	July 11 (July 18)	July 18 (July 25)	June 27 (July 4)
Semi-final	August 8 (August 22)	August 8 (August 22)	July 18 (August 8)
Final	August 29 (August 30)	September 5 (September 12)	August 15 (August 22)

## 7 SPECIAL CATEGORY PLAYERS

Any Special Category Player who has played in the Priestley Cup or Jack Hampshire Cup prior to his transfer will not be eligible to play for his new club in this competition.

## 8 OVERSEAS PLAYERS

Any late arriving Overseas Player(s) must have been registered prior to April 17 to be able to apply for dispensation if they have not played at least one league or cup, or shield match prior to July 10.

## 9 INELIGIBLE PLAYERS

Any club playing an ineligible will be removed from the competition and may also face punishment under League Rule 47.

## 10 WEATHER CONDITIONS

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. All efforts should be taken to ensure that the game is played.

Delayed starts: Where weather delays the start of the match, overs will be deducted at one for every four minutes lost. The number of overs lost will be deducted from the total match overs and the balance split equally between the two teams. If the number of overs lost is an odd number, it must be rounded up.

**Example:** Delay 40 minutes, overs lost 10, so the match will be a 45-overs a side contest.

### Interruptions

1. Once there is a stoppage for rain, bad light, sun or other adverse conditions overs are deducted at the rate of one for every four minutes lost. In the first innings overs are deducted from the game while the second innings they are deducted from the allocation of the batting side.

**Reserve dates:** A reserve date has been allocated for each round of the competition. These will only be used if there is insufficient play on the original date for a result to be achieved as detailed in rule 10.

## 11 OBTAINING A RESULT

1. Where both teams have had the opportunity to bat for the same number of overs, the side scoring the most runs will be the winner.

**2** 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.

**3.** A minimum of 10 completed overs need to be bowled for the comparison of scores to come into play unless the batting side is bowled out or reached its target sooner.

**4.** If in the original tie a result has not been achieved and less than 10 overs have been bowled in the second innings, a fresh game will be played on the reserve date.

**5.** If on the reserve date there is insufficient play to secure a result, the winners will be determined by a bowl out, if conditions allow, or the toss of a coin.

## **12 TIED MATCHES**

**1.** Where scores finish level, the team losing least wickets will be declared the winner.

**2.** If the wickets are identical a comparison of the relative scores of the two sides after 10 overs of their respective innings will be made. If runs are equal the winner will be the team losing least wickets.

**3.** If a winner still hasn't emerged the comparison will go back over by over until a winner emerges.

## **13 CANCELLATIONS**

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](mailto: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.

## **14 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.

<b>OVERS</b>	<b>ALLOCATION</b>	<b>OVERS</b>	<b>ALLOCATION</b>	<b>OVERS</b>	<b>ALLOCATION</b>
10	2	21-25	5	36-40	8
11-15	3	26-30	6		
16-20	4	31-35	7		

## **15 OVER RATES**

Teams are expected to be in position to bowl the first ball of the last of their 40 overs within 2 hours 40 minutes playing time. In the event of them failing to do so, the batting side will be credited with 6 runs for every whole over that has not yet commenced. The innings will then continue, providing Ground, Weather and Light (GWL) conditions allow, until the full quota of overs is completed, or it otherwise concludes. This will apply to both innings of the match.

All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

If the side batting second is credited with runs in this way and this consequently takes their score past their victory target then the match shall be deemed to be won by the side batting second. Play must not continue until the Umpires and Scorers are satisfied that the score is correctly displayed on the scoreboard.

If the innings is ended before the scheduled or rescheduled cut off-time, no over rate penalty shall apply. Whenever an innings suffers an interruption for adverse GWL conditions (including for sun) and the number of scheduled overs for an innings is amended, the cut-off time for that innings will be adjusted accordingly. This shall be calculated at a rate of four minutes per over of the new quota.

All playing time lost for Law 42 matters or extraordinary circumstances (e.g. player / umpire injury) shall be added onto the innings and the cut-off time extended accordingly.

\* For the avoidance of doubt, and solely for the purpose of this regulation, the time taken for all drinks intervals and replacing lost balls in an innings is to be regarded as playing time, i.e. 2 hours 40 minutes includes intervals for drinks and replacing lost balls.

Target times in delayed starts

When the start of a match is delayed by weather, the 'target times' will be reduced as required. Once the game has commenced and further stoppages occur the 'target times' will be adjusted in line with the chart below. Similarly, any game which does start on time and is then interrupted by weather, the 'target time' will be adjusted.

#### OVER RATE TARGETS FOR REDUCED OVERS GAMES

OVERS	TARGET	OVERS	TARGET
10	40min	20	1hr 20min
11	44min	21	1hr 24min
12	48min	22	1hr 28min
13	52min	23	1hr 32min
14	56min	24	1hr 36min
15	1hr	25	1hr 40min
16	1hr 4min	26	1hr 44min
17	1hr 8min	27	1hr 48min
18	1hr 12min	28	1hr 52min
19	1hr 16min	29	1hr 56min
		30	2hr
		31	2hr 4min
		32	2hr 8min
		33	2hr 12min
		34	2hr 16min
		35	2hr 20min
		36	2hr 24min
		37	2hr 28min
		38	2hr 32min
		39	2hr 36min

**The clause below only applies whenever Covid-19 restrictions are in place,**

In the event of Covid-19 guidelines requiring the ball to be sanitised every six overs the target time will be extended to 2hrs 50mins. Overs will still be deducted at one every four minutes for GWL and when recalculating the target time after any stoppage the four-minute metric will be used with the 10 minutes added,

**Example:** Innings reduced from 40 overs to 25 the new target time will be  $25 \times 4\text{mins} + 10\text{mins} = 110\text{mins}$  or 1hr 50mins

#### COVID-19 TARGET TIMES

OVERS	TARGET TIME	OVERS	TARGET TIME
20	1hr 30min	31	2hrs 14min
21	1hr 34min	32	2hrs 18min
22	1hr 38min	33	2hrs 22min
23	1hr 42min	34	2hrs 26min
24	1hr 46min	35	2hrs 30mins
25	1hr 50min	36	2hrs 34mins
26	1hr 54min	37	2hrs 38mins
27	1hr 58min	38	2hrs 42mins
28	2hrs 02min	39	2hrs 46mins
29	2hrs 06min	40	2hrs 50mins
30	2hrs 10mins		

**Time limits:** 40 overs 2hrs 50mins

#### 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 area known as "the 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"

The “fielding circle” is- an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch”. 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.

<b>OVERS</b>	<b>RESTRICTIONS</b>	<b>OVERS</b>	<b>RESTRICTIONS</b>
10	3	21-25	9
11-15	5	26-30	10
16-20	6	31-40	12

**Legside fielders:** At all times there must be no more than five fielders on the legside at the point of delivery. An infringement will lead to the umpire calling no ball.

### **17 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”.

### **18 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 (MCC. Law 24 i.e. Run Out, Handled the Ball, Obstructing the Field or Hit the Ball Twice). 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.

### **19 CLOTHING**

All Jack Hampshire 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.

### **20 UMPIRES**

The Umpire Appointments Secretary 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.

### **21 UMPIRES EXPENSES**

Umpires shall receive £50 expenses in all matches up to an including the semi-final which achieve a result, this includes a bowl out or the toss of a coin. The home club will provide the umpires with a free tea. If the umpires travel to a game and there is no play they will receive £5. For any game that starts but does not reach a point where a result can be achieved, they will receive £20 each.

### **22 PAYMENT OF UMPIRES**

Each club pays for one umpire. The home club is responsible for making sure the umpires are paid.

### **23 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 Scorer's must be provided with a safe environment and alcohol must not be consumed while scoring.

## **24 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.

## **25 MATCH REPORTING**

Regulations as per league rule 16

## **26 FORFEITING A TIE**

Any club that forfeits a tie will be automatically excluded from the following season's competition. They may also face punishment under League Rule 47.

## **27 THE FINAL**

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

**Start time:** Noon

**Admission:** Charges for the finals will be set by the League Officials.

Once the match expenses have been deducted from the gross gate receipts any surplus will be given to the host club, provided they supply the personnel to staff the gates at all time.

**Match ball:** Each team will be responsible for supplying their own match ball.

**Trophies:** The winning team will receive the competition trophy and 12 mementos for their players plus one for their scorer. The runners up will also receive 12 medals for their players and one for their scorer. The man of the match will receive a cup and a medal. The three umpires will receive a similar medal to the players and a free ticket for the league dinner. Teas will be provided for 13 players per team, scorers and umpires by the league, paid from the gross receipts.

**Collections:** Collections may be taken during a match to reward a batsman making 50 runs, a bowler performing the hat-trick or a bowler taking five or more wickets. No player can have two collections in the same innings. All of the money collected shall be divided; 50% to Bradford Premier League Contingencies Fund and 50% divided equally among the players who have earned the collections.