

# Gordon Rigg Priestley Cup 2021

## 1 ENTRY

This is a 50 over competition for the first teams of those clubs playing in the Premier Division and Division One and is played under the latest MCC Laws of Cricket except for matters provided for in these rules. League Officials will review these rules annually and circulate them to clubs and umpires prior to the season in which they come into force.

## 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 rules for running either side of the wicket.
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.

## 5A SWEAT AND SALIVA

Whenever Covid-19 regulations are in place 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.

## 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 July 11 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 prior to July 11 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 July 8.
5. Players who have appeared in the Priestley Cup cannot play in the same round of the Priestley Shield, but players who have appeared in the Shield first can play in the same round of the Priestley Cup.

## 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 and the Duckworth Lewis Stern method will be used to calculate a target and ultimately the result. 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 ACHIEVING 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. Where DLS is required to determine a result, a minimum of 10 overs need to be available in the second innings for a result to be achieved unless a victory is achieved sooner by a team reaching its target or being bowled out.
3. If there is insufficient play in the original tie to secure a result a fresh game will be played on the reserve date.
4. If there is no play or insufficient play on the reserve date 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. In a match where DLS is not in operation and 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.
4. If the scores are tied when DLS is in operation, the procedure outlined in 2 & 3 above will be used to determine the winner.

#### 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 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 ten overs in an innings in a 50 over contest. In a reduced-overs contest the allocations are indicated below.

INNINGS	ALLOCATION	INNINGS	ALLOCATION	INNINGS	ALLOCATION
10	2	21-25	5	36-40	8
11-15	3	26-30	6	41-45	9
16-20	4	31-35	7	46-50	10

#### 15 OVER RATES

Teams are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 20 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. 3 hours 20 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	OVERS	TARGET
20	1hr 20min`	30	2hrs	40	2hrs 40min
21	1hr 24min	31	2hrs 4min	41	2hrs 44min
22	1hr 28min	32	2hrs 8min	42	2hrs 48min
23	1hr 32min	33	2hrs 12min	43	2hrs 52min
24	1hr 36min	34	2hrs 16min	44	2hrs 56min
25	1hr 40min	35	2hrs 20min	45	3hrs
26	1hr 44min	36	2hrs 24min	46	3hrs 4min
27	1hr 48min	37	2hrs 28min	47	3hrs 8min
28	1hr 52min	38	2hrs 32min	48	3hrs 12min
29	1hr 56min	39	2hrs 36min	49	3hrs 16min

#### 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 3hrs 30mins. 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 50 overs to 25 the new target time will be 25 x 4mins + 10mins = 110mins or 1hr 50mins

#### COVID-19 TARGET TMES

OVERS	TARGET TIME	OVERS	TARGET TIME
20	1hr 30min	35	2hrs 30mins
21	1hr 34min	36	2hrs 34mins
22	1hr 38min	37	2hrs 38mins
23	1hr 42min	38	2hrs 42mins
24	1hr 46min	39	2hrs 46mins
25	1hr 50min	40	2hrs 50mins
26	1hr 54min	41	2hrs 54mins
27	1hr 58min	42	2hrs 58mins
28	2hrs 02min	43	3hrs 2mins
29	2hrs 06min	44	3hrs 6mins
30	2hrs 10mins	45	3hrs 10mins
31	2hrs 14min	46	3hrs 14mins
32	2hrs 18min	47	3hrs 18mins
33	2hrs 22min	48	3hrs 22mins
34	2hrs 26min	49	3hrs 26mins

#### 16 FIELDING RESTRICTIONS

At the instant of delivery, for the first 15 overs of each 50 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.

OVERS	RESTRICTIONS	OVERS	RESTRICTIONS	OVERS	RESTRICTIONS
10	3	21-25	9	41-45	13
11-15	5	26-30	10	46-50	15
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 Priestley 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

The home side is responsible for the payment of both umpires from the match receipts. In all rounds up except the final the maximum admission charges are adults £3 children and senior citizens £1.50.

#### 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 Priestley Cup Rule 9. Scorers 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.

**For all clubs:** No club shall play a match on the day of the Final, except any Bradford Junior League play-off or final, but may hold an attraction or event on its ground which must not include any cricket- based activity. Where a final date is rearranged, any counter attraction which has already been notified to the League Secretary will be allowed to take place.