



THE GORDON RIGG BRADFORD PREMIER LEAGUE



RULES 2022

TITLE & STRUCTURE

The Bradford Premier League consists of 48 clubs each with two teams. There will be separate first and second team competitions of four divisions, Premier, Division One, Division Two and Division Three.

LEAGUE'S AIMS & OBJECTIVES

- 1** To maintain the highest standard of club cricket (and enhance it wherever possible).
- 2** Help and support member clubs to play at the highest level they aspire to.
- 3** Support the development of the ground and facilities standards at all member clubs.
- 4** To make available league funds to clubs through the Raising Standards Account to enhance facilities.
- 5** To regularly inspect member clubs' ground and facilities to ensure they remain at the designated standard.
- 6** Work with the Match Officials Association and clubs to recruit, train and develop umpires.
- 7** Ensure that the ECB Anti-Discrimination and Safeguarding Policies are implemented and adhered to by the league and all clubs to provide an environment where every individual and club is treated equally and with respect.
- 8** To support ECB initiatives for the growth, participation and development of the game.
- 9** To ensure all the requirements set down by ECB for Premier League status are met, including mandating clubs to be fully compliant with all current requirements.

CLUB RESPONSIBILITIES

- 1** Be affiliated to the Yorkshire Cricket Board and ECB.
- 2** Run two teams.
- 3** Have a club umpire available for all second team matches and do all they can to recruit umpires for the league panel.
- 4** Adopt the ECB Safe Hands and Anti-Discrimination Policies in their constitutions and ensure they are adhered to.
- 5** The league's EDI and Social Media policies plus the Code of Conduct must be clearly displayed in all clubhouses. Clubs must ensure their players and members are aware of the consequences for breaches.
- 6** It is every club's duty to maintain and promote the highest levels of behaviour and respect in line with the ECB Code of Conduct, Spirit of Cricket, the league's Code of Conduct, EDI Code of Conduct, and social media and publications guidance.
- 7** Clubs are responsible for the conduct of their players officials and supporters.
- 8** Captains are responsible for the conduct of their players at all times when they are present on the ground.
- 9** To support ECB initiatives to encourage greater participation, inclusion and diversity.
- 10** Clubs must maintain and update a Play Cricket website and ensure that the information contained in the About Us section is amended whenever there is a change of club official.
- 11** The club has at least one Club Safeguarding Officer who has a current DBS certificate, and they must ensure the following key personnel have current DBS certificates.

- Safeguarding Officer
- Volunteer Co-ordinator
- Coach (volunteer or paid, assistant or lead)
- Umpire
- Scorer
- Colt/Junior Manager
- Age Group Manager
- Open-Age Team Captain
- Open-Age Team vice captain
- Junior Supervisor
- First Aider/Physiotherapist/Medical

12 All member clubs, their registered players and officials, agree to be bound and must always abide by the league's rules, disciplinary regulations, procedures and decisions.

13 Failure to comply with the league's rules, procedures and decisions will be considered as bringing the league into disrepute.

14 All clubs must support the aims of the league and its sponsors. This will include using the full title of the league in all club programmes and websites

GOVERNANCE

1 MANAGEMENT BOARD

The league shall be governed by a president and a management board of 12 consisting of: Chairman, Chief Executive, Treasurer, Secretary, Cricket Operations Officer, Marketing Officer, and Communications & Data Officer. They will be joined by two club representatives plus officers responsible for Safeguarding, Ethnicity, Diversity & Inclusion plus a players' representative.

1.1 The Management Board will meet regularly to discuss the league's business.

1.2 Eight members must be present for the meeting to be quorate.

2 ELECTION OF BOARD MEMBERS

2.1 Election of Management Board members is voted for at the Annual General Meeting.

2.2 Nominations for election should be received by the league secretary 28 days prior to the agm.

2.3 The election shall be by ballot, in the case of a tie, a second ballot shall be taken.

2.4 In the event of a vacancy on the Management Board, the existing members have the power to co-opt personnel to fill the position. In addition, they can co-opt up to two additional members who have skills which will enhance the board and increase its diversity and inclusivity.

2.5 The officials shall handle all urgent matters and deal with the league's day-to-day business.

3 LEAGUE PRESIDENT

3.1 The president is appointed by the Management Board and the post will usually be bestowed on an individual who has made a positive and sustained contribution to the league.

3.2 Once elected they will hold office for a length of time specified by the Management Board. This term can be extended with the agreement of both parties.

4 VOTING

4.1 All members of the Management Board, together with one representative from every club and the Match Officials Association, shall have one vote each at each Annual General Meeting, Extraordinary General Meeting and League Meeting.

4.2 A straight majority will decide the outcome of any vote. The league official chairing the meeting will have a casting vote if required.

5 ANNUAL GENERAL MEETING

5.1 The AGM shall normally be held in November but if Covid-19 or any other exceptional circumstance makes it necessary the Management Board have the right to delay the meeting which must then be held before March 31.

5.2 Thirty-two clubs need to be in attendance for the meeting to be quorate.

5.3 Voting will be conducted on-line with the matters requiring a ballot being circulated in advance. The result of all votes will be announced at the AGM.

5.4 The notice along with the agenda will be sent to all clubs 14 days prior to the meeting.

5.5 The AGM will approve the reports, accounts, honoraria and elect the Management Board.

Penalty: Clubs not represented will be subject to a £50 fine.

6 EXTRAORDINARY GENERAL MEETING

6.1 The Management Board have the right to call an EGM whenever they consider it appropriate and will give 21 days' notice to all parties.

6.2 An EGM may also be called on receipt by the secretary of a requisition signed by at least 16 clubs.

6.3 The business to be discussed shall be stated, and the meeting shall be called within 21 days from receipt of the requisition.

6.4 Thirty-two clubs need to be in attendance for the meeting to be quorate.

Penalty: Clubs not represented will be subject to a £50 fine.

7 LEAGUE MEETINGS

7.1 These will normally be held twice a year when the Management Board will update clubs on important matters of league business.

Penalty: Clubs not represented will be subject to a £50 fine.

8 ALTERATIONS TO RULES

8.1 The league officials will review all rules annually.

8.2 These will be published after receiving Management Board approval, normally no later than January 31 when they will come into effect.

8.3. Clubs may make suggestions for alterations to rules at any time provided they are sent to the secretary no later than September 30 for consideration.

9 BREACHES OF LEAGUE RULES

9.1 The league Secretary will notify any involved parties in the alleged breach by email giving full details, plus any reports or statements. They will have seven days to respond.

9.2 If the allegations are accepted those involved will be informed of the decision and any sanctions to be imposed.

9.3 If those involved wish to challenge the allegation, they must follow the procedure outlined in League Rule 70

10 BOARD DECISIONS TO BE FINAL

10.1 All decisions made by the Management Board in the interpretation of all rules, or on other matters concerning the business of the Bradford Premier League, shall be final and binding on all parties.

11 EXCEPTIONAL CIRCUMSTANCES

11.1 If, in the opinion of any member of Management Board, the league is facing an exceptional circumstance (such as Covid-19 or any other matter not detailed in these rules), they can request an emergency meeting of the Management Board to discuss this. This meeting must then take place within one week.

11.2 If there is agreement amongst the Management Board that the league is facing an exceptional circumstance, this must be recorded in the minutes of the meeting.

11.3 Following this agreement, the league must announce this publicly to all member clubs.

11.4 Once an exceptional circumstance has been announced, the Senior Officers hold the executive power to instruct the Management Board to amend league and competition rules and procedures.

11.5 The following are examples of changes that the Senior Officers can instruct the Management Board to implement. The list is not exhaustive

- Substitute on-line meetings on platforms such as Microsoft Teams for physical meetings.
- Amend rules and competition formats at any time it is deemed essential to do so.
- Suspend or terminate competitions.
- Adopt alternative methods for holding disciplinary hearings, appeals and protests.
- Put in place procedures to maintain the safety and well-being of all participants by implementing measures drawn up by Government or ECB whenever directed to do so.

12 FINANCIAL YEAR

12.1 The financial year shall end on the September 30.

12.2 The treasurer or his representative will provide audited accounts for approval at the AGM.

13 SUBSCRIPTIONS

13.1 Each club shall pay an annual subscription of £50 and purchase a minimum of 10 handbooks when a print version is produced.

13.2 Their YCB subscription will be collected at the same time.

13.3 Payment has to be made by March 31st, unless the Management Board decide otherwise.

Penalty: Non-payment of the annual subscription by the due date will result in the fee being doubled with immediate effect. In the event of the delay exceeding 14 days from the due date, the club will be suspended from all league activities until the debt is settled. If this results in the club missing any matches, this will be considered as non-fulfilment and their opponents will automatically receive 20pts (10 match points plus 5 batting and 5 bowling points).

14 FINES

14.1 Any fines imposed must be paid within one month of receipt of notification

Penalty: If any fine is not paid within the specified one-month deadline, the amount will be doubled. If any fine remains unpaid two months after the date of notification, 10 league points will be deducted from each of the club's teams. For every further month the fine remains unpaid, 10 league points will be deducted from each of the club's teams.

15 INSURANCE

15.1 The secretary of every club is responsible for ensuring that a copy of its current insurance certificate is forwarded to the league secretary by March 31 each year.

15.2 Each club must ensure that insurance provides adequate protection for public liability.

Penalty: No Club will be allowed to fulfil fixtures until a valid certificate is produced.

16 ADMISSION OF CLUBS

16.1 Any club wishing to join must secure written permission from their existing league, before opening negotiations with officials of the Bradford Premier League.

16.2 New clubs will only be offered a place in the league if a vacancy exists.

16.3 Their playing standard, governance, ground and facilities will be assessed by members of the Management Board who will decide the relevant division for the first team to be placed. Their second team will be admitted to the bottom division in any event.

16.4 No new entrant can go straight into the Premier Division.

16.5 If there is a vacancy in Division Three and a new club is admitted to Division One or Two, the relegation arrangements will be adjusted accordingly so that there are 12 teams in every division. These will be announced to clubs prior to the season in which the new club enters.

16.6 Clubs granted admission must resign from their existing league by June 30th in the year before they intend joining and pay the entrance fee of £100.

16.7 Admission of clubs is subject to Management Board approval

17 CESSATION OF MEMBERSHIP

17.1 Clubs wishing to leave the league, must secure written permission from the league Secretary before opening negotiations with officials of another competition.

17.2 This will not normally be refused if the procedure is followed correctly.

17.3 To complete the transfer of membership, the club must give notice in writing to the League Secretary by midnight on June 30 in the year before they intend leaving.

17.4 They must meet any financial obligations up to the AGM in the year in which their departure is confirmed.

17.5 If the deadline passes without the club completing a transfer to another league, they will remain a member of the Bradford Premier League and be required to fulfil fixtures and financial obligations for the following year.

17.6 They will also need to reapply for permission to negotiate if they are still seeking to leave.

17.7 Any club which is expelled, or which ceases to be a member of the league, shall at once forfeit any rights to any share of the league's assets.

18 COMPLIANCE

18.1 All first team promotions are subject to criteria attainment.

18.2 Criteria for the Premier Division and Division One will be set in line with ECB Premier League criteria and clubs must be compliant with these requirements to play in the Premier Division or Division One from 2023 onwards.

18.3 Clubs seeking promotion to the Premier Division and Division One must provide evidence by June 30 that they will meet the relevant criteria. On receipt of this documentation, the League Secretary/Compliance Officer will inform clubs of any areas of concern.

18.4 Clubs should be fully compliant by July 31 for the following season and no club can play in the top two divisions without the ECB Clubmark or a similar accreditation indicated as acceptable by the ECB from 2023. Additional time may be allowed if waiting for ECB approval of a Clubmark application. This will be subject to the club being able to demonstrate its application is ready to be signed off.

Penalty: If the criteria is not met the league has the right to deny promotion and relegate clubs who are not compliant.

19 CLUBS' GROUNDS

19.1 The Management Board shall organise visits to clubs on an official basis as and when considered appropriate.

19.2 All clubs' grounds must meet the criteria for the division in which their first team plays.

19.3 Where a ground is deemed to fall short of the relevant standard, the club will be informed of the areas in need of improvement and provided with a timescale for addressing them.

19.4 All clubs' grounds shall be at the disposal of the league for matches organised or controlled by the league.

Penalty: If the timescale for improvement is not met the league has the right to deny promotion or relegate a club for failing to carry out the actions which have been highlighted from a ground visit.

20 ANNUAL DINNER

20.1 Whenever the Management Board decides to hold an Annual Dinner, each club will be required to buy five tickets.

21 HONORARY LIFE MEMBERSHIP

21.1 To be awarded to all winners of the Sir Leonard Hutton Trophy.

21.2 It may be conferred on any other individual by the Management Board for outstanding service to the league.

21.3 The Management Board may invite a Life Member to a board meeting to advise on a particular area where they have expertise

22 BENEFIT MATCHES

22.1 Any club wishing to play a benefit or memorial game for any current or past playing member of the league must seek written permission from the league secretary.

REGISTRATION RULES

23 REGISTRATION OF PLAYERS

23.1 It is each club's responsibility to ensure that all registrations and transfers are bona fide and that players always meet with the eligibility criteria for the league's competitions when entered on a team card.

23.2 A club shall not register a player from another club outside the league for occasional matches only.

23.3 All players must be registered on the Play Cricket system and cannot play in any league, cup or shield game until their registration has been approved.

23.4 Each player must complete and sign a copy of the league's registration form. This will be retained by their club for the period of time they are playing with the club.

23.5 Those players over the age of 18 must also supply a recent passport size photograph of themselves.

23.6 The club will then submit an application for registration on Play Cricket

23.7 Clubs engaging players who have not played for them in the previous season **MUST** input a transfer on Play Cricket.

23.8 Once the registration has been approved the player's name and picture will only be displayed on the Play Cricket administration site. They are password protected and can only be accessed by those granted authority to do so.

23.9 Registrations for consideration **MUST BE RECEIVED** by no later than 6pm on the Friday prior to the upcoming weekend matches.

23.10 The deadline for transfers and registrations of players is July 31, except for junior players up to and including under-17s in the current season who are registering with the club they play their junior cricket with. These players may be registered up to August 31.

23.11 Queries or questions on registrations should be emailed to registrations@bradfordcl.com

24 TRANSFER OF PLAYERS

24.1 All players from within or outside the league cannot move to any Bradford Premier League club until the necessary transfer process on Play Cricket (www.play-cricket.com) has been approved.

24.2 Clubs must request the players record from the releasing club, and when this has been received the receiving club should process the record and apply for league registration.

24.3 This will be approved only if the releasing club has accepted the transfer or deleted the player's record from their list of league registered players.

24.4 Any club needing advice should contact registrations@bradfordcl.com All approved transfers will be displayed on the league's website.

24.5 Players may only transfer once in any season.

24.6 Players who have not played in the Bradford Premier League in the current season can play in first and second team cricket provided they transfer before July 31.

24.7 Players who have played first team cricket in the current season can only transfer to another Bradford Premier League club and play second team cricket unless they move on a Special Category Transfer.

24.8 Players who have only played second team cricket in the current season may transfer before July 31 and play for their new club's first team.

24.9 Juniors may transfer for first and second team cricket irrespective of whether they have played first or second team cricket in the current season.

24.10 The deadline for transfers for the 2022 season will be 6pm on Sunday, July 31.

SPECIAL CATEGORY TRANSFERS

24.11 The league does not condone the poaching of players so all transfers under the Special Category will have to be ratified by the Management Board.

24.12 Any club seeking to make a signing under this category must obtain a signed statement from the player giving their reason(s) for wanting to change clubs.

24.13 A transfer request should be input to Play Cricket and a £50 fee paid into the league's bank account. The player cannot play until the transfer is approved on Play Cricket.

24.14 Clubs may secure by transfer up to two players who have played first team cricket (league or cup) in the current season from another Bradford Premier League club, provided it is approved by the deadline of 6pm on Friday, May 27th, 2022.

24.15 These players will be eligible to play first team cricket but may not play in their club's second team when their first team do not have a fixture.

24.16 Any player who has played in the Priestley Cup or Jack Hampshire Cup prior to their Special Category transfer will not be eligible to play for their new club in either competition or the Priestley Shield.

25 INELIGIBLE PLAYERS

25.1 A player who is not properly registered or does not meet eligibility criteria is ineligible.

Penalty: A club playing players who are in breach of this rule will have all points removed from the games in which they played. They will also be deducted 10 points for each ineligible player in each match in which the rule was breached. The opponents of an offending club will receive 20 points (10 match points plus 5 batting and 5 bowling in all instances)

26 LAST FOUR SECOND TEAM GAMES

26.1 Any player, except one eligible to play under-17 cricket in the current season, who has played 10 or more first team games after the fixtures on August 13 will be ineligible to play in the final four second team games. Unless Rule 26.5 applies.

26.2 For the avoidance of doubt this applies to the fixtures on August 20, August 27, September 3 and September 10.

26.3 If the league orders a second team fixture to be replayed or agrees to it being rearranged between August 20 and the end of the season, it will not count as one of the last four fixtures, unless it was originally due to be played on any of the four dates listed in Rule 2.2.

26.4 In the case of a player who has transferred during the season from a Bradford Premier League club, first team appearances, for both of their clubs will count.

26.5 Should a club face a situation where they have 12 or more players who have played ten or more first eleven games by the deadline date of August 13, they may apply for named players to be allowed to play in the second team, when all eleven first team players have also played ten or more first team games and are available.

26.6 If for any reason a club seeks to have one of the last four second team matches re-arranged it must be played between August 20 and the end of the season.

Penalty: A club playing players who are in breach of this rule will have all points removed from the games in which they played.

They will also be deducted 10 points for each ineligible player in each match in which the rule was breached. The opponents of an offending club will receive 20 points (10 match points plus 5 batting and 5 bowling points in all instances).

27 LOAN PLAYERS

27.1 Clubs may register a loan player at any point of the season for second team cricket only. The player must be registered by 9am on the day of the game.

27.2 Only non-overseas players are eligible to be loan players. Clubs involved should notify details of the player(s) to registrations@bradfordcl.com.

27.3 In exceptional circumstances such as a club suffering a severe loss of players, clubs in Division Three may apply to the Cricket Operations Officer for permission to secure loan players for first team cricket.

27.4 Clubs seeking to do this must provide documentary evidence of the problems they are experiencing when making a request for the right to use loan players in first team matches.

27.5 Any player loaned must not have played first team cricket for their parent club prior to the loan in the current season.

27.6 Players secured under a loan agreement remain the property of their parent club and can be recalled at any time.

28 OVERSEAS PLAYERS

28.1 Each club is entitled to play one overseas player in any season, and it is solely their responsibility to ensure that their player is bona fide and meets the conditions and restrictions of the visa on which they enter the United Kingdom.

28.2 A cricketer will only become qualified to register as a non-overseas player if:

(a) they are a British citizen in possession of a valid passport and were born in the UK. or

(b) They have been continuously resident in the UK for the immediately preceding three years prior to registration for the Bradford Premier League.

28.3 Division Three clubs may sign a player under the Tier 5 (Youth Mobility Scheme) but cannot recruit one on a Tier 5 (Temporary Worker - Creative and Sporting) visa.

28.4 No overseas professional player may play in second team cricket

28.5 An overseas player must be registered prior to playing, using the overseas registration form.

28.6 A transfer form will be required if an overseas player played with a club in the UK in the previous season.

28.7 All clubs must supply a copy of the player's passport and visa to the Cricket Operations Officer within 7 days of playing their first match.

28.8 In 2022, the deadline for registering an overseas player will be 6pm on Friday, July 29. They will have to play on Saturday July 30 to be eligible for the rest of the season.

Penalty: If a club fails to provide all the required documentation by the deadline their overseas player will be deemed ineligible, and they will be liable to the penalties outlined in Rule 25.

29 PLAYERS PLAYING OUTSIDE THE LEAGUE

29.1 Players contracted with a Country, County or Minor County are allowed to play as long as they are registered with the league and play on or before Saturday, July 30.

29.2 Where a player is employed by a county, clubs are advised to make sure that they do not play with another club side elsewhere in the country while remaining registered to them, as moving between clubs requires a transfer.

Penalty: The player will be deemed ineligible and the penalties outlined in Rule 25 will apply.

30 COUNTY ACADEMY PLAYERS

30.1 Should a player registered with a member club be invited to play with a County Academy team, they may do so and subsequently return to their home club with which they are registered without the need for a transfer form to be completed.

31 PLAYERS IN REPLAYED & REARRANGED MATCHES

31.1 If the league orders a game to be replayed or it is rearranged for any reason, only those players registered and eligible on the original date can play. In the case of a player who had a suspension covering the date of the original

game, he will be eligible to play if his full suspension term is served before the new date.

31.2 For regulatory purposes the game retains its original place in the fixture list despite being assigned a new date.

31.3 If a second team game is rearranged for the period between August 20 and the end of the season, it will not count as part of the last four games for the two teams unless it was originally scheduled for August 20, August 27, September 3 or September 10.

31.4 In the event of a second team game being re-arranged and played before the corresponding first team fixture, players who have played more second team league games than first team games at the time of the first team fixture, may play in that game. Under-17s are free to play in corresponding games.

32 CLUB'S TEAMS PLAYING ON DIFFERENT DAYS

32.1 Where a club's second team is playing on a date when their first team does not have a league fixture, only senior players who have played more second team league games than first team games in the current league season may play along with those qualified to play under-17 age group cricket in the current season.

PLAYING RULES

Matches shall be conducted in accordance with the current MCC Laws of Cricket, except for matters specifically provided for in these rules.

33 LEAGUE SEASON

33.1 The playing season is determined by the Management Board but will not start before the third Saturday in April.

33.2 Unless special permission is granted by the Management Board, all Saturday matches will start at 12.30pm, except for those in September which will start at noon.

33.3 League matches rearranged for Sundays will start at 1pm until September when the start time will be noon.

34 PREPARATION OF THE PITCH

34.1 Only turf and hybrid pitches are approved for use in the League's competitions. For the avoidance of any confusion, a hybrid pitch is not an artificial pitch. It is a turf pitch with nylon threads inserted to provide durability. The ECB has approved them for use in First Class cricket, Royal London Cup, Vitality Blast and The Hundred. The 2021 Yorkshire Premier League Play-Off final was played on a hybrid pitch.

34.2 The preparation of the pitch shall be the responsibility of the home club and shall conform with the current MCC Laws.

34.3 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.

34.4 Where possible, pitches for first team games will be located towards the centre of the square.

34.5 All pitches should be of a standard appropriate for a Premier League.

Penalty: If in the umpires report a pitch as being deliberately under prepared or dangerous, the league will investigate and may impose a deduction of 20 league points.

35 COVERING OF PITCH

35.1 All clubs MUST have suitable covers available for use both before and during a match.

35.2 Covers MUST be used during interruptions for weather.

Penalty: If a club is reported for a breach of the regulations the league will investigate and may impose a deduction of 20 points.

36 CHOICE OF INNINGS

36.1 The choice of innings will be determined by the toss of a coin.

36.2 The toss must take place in the presence of the umpire(s) at least 15 minutes before the start of play.

36.3 Drinks break will be agreed and at the toss captains will be made aware of any special conditions that may apply.

37 NOMINATION OF TEAMS

- 37.1** Names of selected players must be stated on the official team cards and signed by the captains and handed to the umpire(s) for retention, before the toss.
- 37.2** In signing the team card, the captain confirms that all the players listed meet the eligibility requirements of the league competition in which the match is being played.
- 37.3** The ages of all junior players must be indicated.
- 37.4** In the case of matches abandoned without play team cards must still be exchanged and the names of all the players entered on Play Cricket.
- 37.5** Clubs must always give priority to fielding a full first team.

38 MATCH BALL

- 38.1** The fielding side in all Bradford Premier League cricket shall provide and use a new Grade A ball.
- 38.2** Spares in good condition must be readily available for use when the match ball is deemed lost or damaged.
- 38.3** Manufacturers currently accepted are Dukes, Readers and Oxbridge.
- 38.4** Umpires should notify the batsmen of the type of ball in use.

39 CLOTHING

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

40 LENGTH OF GAME

- 40.1** All first team matches shall normally consist of a maximum of 100 overs and each side shall bat a maximum of 50 (6 ball) overs, except when weather intervenes, or the match has a delayed or late start.
- 40.2** Second team matches will be as follows: Premier and Division One: Maximum of 100 overs and each side shall bat a maximum of 50 overs. Division Two, a maximum of 90 overs and Division Three a maximum of 80 overs.
- 40.3** If the team batting first is dismissed or declares its innings closed, before the end of its allotted number of overs, the side batting second shall NOT receive the balance of overs.

41 WEATHER CONDITIONS

- 41.1** The umpires are the sole judges of whether play can take place. If a prepared pitch is deemed unfit for the scheduled start of play by the umpires, they can request that another pitch is prepared, which must then be used provided weather conditions allow.
- 41.2** Play cannot start or restart if any rain or drizzle is falling.
- 41.3** All efforts should be taken to ensure that the game is played.

42 DELAYED STARTS

- 42.1** Where weather delays the start of the match, overs will be deducted at one for every four minutes lost.
- 42.2** The number of overs lost will be deducted from the total match overs and the balance split equally between the two teams.
- 42.3** If the number of overs lost in the first innings is an odd number, it must be rounded up.
- 42.4** A match cannot commence if more than 60 overs have been lost.
- 42.5** The minimum length of game permissible is 20 overs per side after a delayed start.

43 LATE STARTS

- 43.1** 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.
- 43.2** Overs shall be deducted at a rate of one over for every four minutes the game is delayed

43.3 The non-offending team will have the choice of innings.

43.4 If eight players from a side are still not available 45 minutes after the scheduled start time the umpires will abandon the match and report the matter to the League Secretary.

Penalty: For a late start the fine is £25. If a match is abandoned, the offending team will be deducted 20 league points and their opponents will receive 20pts (10 match points plus 5 batting and 5 bowling bonus points). If the offending team are the away side, they will have to compensate their opponents for eight teas plus any umpires and scorers' fees, provided the claim is submitted by the home side to the league secretary within five days of the fixture.

44 FAILURE TO FULFIL FIXTURES

44.1 Where a club fails to fulfil a league fixture their opponents will automatically receive 20pts (10 match points plus 5 batting and 5 bowling points).

44.2 The circumstances of the non-fulfilment of the fixture must be detailed in writing by the offending club to the league's Cricket Operations Officer within 72 hours of the scheduled start.

Penalty: Where a club fails to fulfil a league fixture their opponents will automatically receive 20pts (10 match points plus 5 batting and 5 bowling points). The league has the right to impose a points penalty on both the offending club's teams and impose a fine if they consider such a penalty appropriate. They may order the offending team to pay costs associated with the game.

45 INTERRUPTIONS

45.1 Once play is under way in all games, overs will be deducted immediately there is a stoppage for rain, bad light, sun or other adverse conditions.

45.2 Overs will be deducted at one for every four minutes lost.

45.3 In the first innings overs are deducted from the game while the second innings they are deducted from the allocation of the batting side.

45.4 If the number of overs lost during the first innings is an odd number, it must be rounded up. i.e. Stoppage of 36 minutes will be rounded up to 10 overs lost with five off each innings.

45.5 No overs shall be deducted during the tea interval but any stoppage before the interval shall be added on to any stoppage immediately after the interval

46 DUCKWORTH LEWIS STERN

This will be used in all first team cricket. All home clubs MUST ensure their scorer has a laptop loaded with the latest version of PCS Scorer Pro which contains the DLS programme, have reliable internet access and be linked to a working printer that has sufficient ink and paper so that the required five copies of the DLS sheet can be printed off. Sheets have to be printed off at teatime in all games even when there have been no interruptions. Clubs should also decide how the DLS Target, or Par Score will be displayed on their scoreboard.

46.1 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 the result in all first team games.

46.2 A minimum of 20 overs must be bowled in the second innings for ten points to be awarded for a win unless a victory is achieved sooner by a team reaching its target or being bowled out.

46.3 A DLS target for victory is the par score plus one run.

46.4 If scores finish level (i.e. DLS par score), the match is tied irrespective of wickets lost, and each side will receive seven points plus any bonus points.

46.5 If there is insufficient play to achieve a result the match is considered 'abandoned or incomplete' and five points will be awarded to each side together with any bonus points accrued.

46.6 A delayed start or interruptions during the first innings means the loss of overs is split equally between the two sides i.e. loss of 20 overs, split 10 each, becomes a 40 overs per side game.

46.7 Where there is a delayed start or a stoppage leading to a reduction of overs during the first innings, under no circumstance must the side batting first bat 50 overs. (It is worth noting that when there is a loss of overs in the first innings, umpires will be reducing the length of the game).

46.8 Loss of overs in the second innings are simply deducted from the allocation of the side batting second leading to a revised target.

46.9 Umpires **MUST** detail the length of all stoppages to the scorers who will obtain the DLS target via Play Cricket Scorer Pro.

46.10 The home scorer must print off the required five copies for the umpires, captains and themselves or email them to the umpires and captains so that they can view them on their mobile phones.

46.11 Scorers **MUST** print off the DLS sheets at the tea interval in all games, even when there is no adverse weather.

46.12 Scorers will see the DLS par score on PCS Scorer Pro and should display this after every over on the scoreboard wherever possible to assist players, umpires and spectators.

Penalty: Failure to provide the required equipment to produce the print outs for captains and umpires will result in the home club being fined £50.

47 COMPARISON OF SCORES

47.1 This will be used to determine results in weather affected second team games.

47.2 Overs will be deducted at the rate of one for every four minutes immediately rain, bad light, sun or other adverse conditions interrupts play.

47.3 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.

47.4 The team scoring most runs will be the winner and will receive 10 points plus bonus points earned.

47.5 If the scores are identical the match will be tied with each side being awarded seven points plus the bonus points they have earned.

47.6 A minimum of 20 completed overs has to have been bowled for the comparison of scores to come into play unless the batting side is bowled out or reached its target sooner.

47.7 Where a result has not been achieved and less than 20 overs have been bowled in the second innings, the game will be deemed abandoned or incomplete with each side getting five points plus bonus points earned. There is no transference of overs.

48 WIDES IN FIRST TEAM CRICKET ONLY

48.1 Umpires should apply a strict interpretation of wides to prevent negative bowling.

48.2 For all first team cricket, a wide line will be marked 17 inches from the return crease on either side of the wicket. This is to be used as guidance by umpires for the judging of offside wides only.

48.3 Umpires shall call a ball wide if they consider that the ball passed outside of the wide line on the off side at the striker's end when the striker is in a normal guard stance.

48.4 If the striker makes a significant movement and the umpire deems that in doing so that the striker could reach the ball, even if they subsequently miss the ball or do not play a shot, a wide will not be called even if the ball lands on or passes outside of the wide line.

48.5 When the striker is in a normal stance, any ball passing behind the striker on the leg side which does not come into contact with the bat, or any part of the batter's person and misses leg stump, shall be called "WIDE".

49 FIELDING RESTRICTIONS

49.1 For the duration of the innings the fielding side **MUST**, at the instant of delivery have four fieldsmen plus the wicketkeeper and bowler within a 30-yard fielding circle. In the event of an infringement the umpire will call "No Ball".

49.2 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. The fielding circle should be marked by painted white dots at five-yard intervals, each dot must be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

50 PRACTICE

50.1 No practice may take place within the precincts of a ground once a game has started.

50.2 Players may loosen up but not practice between innings or, during the tea interval, on the outfield only.

51 CANCELLATIONS

51.1 Matches may be cancelled up to two hours prior to the scheduled start time provided that both clubs agree.

51.2 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.

51.3 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.

52 BOWLER ALLOCATIONS

52.1 No bowler may bowl more than 15 overs in an innings in a 50 over contest.

52.2 In a reduced overs contest the allocations are indicated below.

Innings	Allocation	Innings	Allocation	Innings	Allocation
20-21	6	27-30	9	37-40	12
22-24	7	31-33	10	41-43	13
25-26	8	34-36	11	44-46	14
				47-49	15

53 OVER RATES

53.1 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.

53.2 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.

53.3 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.

53.4 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.

53.5 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.

53.6 If the innings is ended before the scheduled or rescheduled cut off-time, no over rate penalty shall apply.

53.7 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.

53.8 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.

53.9 For the avoidance of doubt, 3 hours 20 minutes includes intervals for drinks and replacing lost balls.

54 TARGET TIMES ADJUSTMENTS

54.1 When the start of a match is delayed, the 'target times' will be reduced.

54.2 Once the game has commenced and further stoppages occur the 'target times' will be adjusted in line with the chart below.

54.3 Similarly, any game which does start on time and is then interrupted by weather, the 'target time' will be adjusted.

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	35	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

55 TEA INTERVAL

55.1 There shall be a tea interval between innings of 25 minutes which may be taken during an interruption for weather at the discretion of the umpires, in which case there shall be a further interval of 10 minutes between innings whilst rolling and pitch work takes place.

55.2 Should a declaration be made during an interruption for weather, the umpires must be informed immediately.

55.3 Visiting teams MUST order and pay for a minimum of eight teas.

55.4 During Ramadan, (April 2 to May 1, 2022) the eight-tea requirement is waived provided a visiting club with fasting players notifies their opponents by email and sends a copy of the request to the League Secretary no later than 9pm on the Thursday prior to the weekend's games. Failure to provide the required notice will result in the club having to pay for eight teas.

56 LEAGUE POINTS

56.1 Win: 10 points plus bonus points

56.2 Tie (scores level irrespective of wickets lost): 7 points plus bonus points

56.3 Abandoned no play: 5 points

56.4 Abandoned during play: 5 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	125-149	150-174	175-199	200-224	225
Bonus points	1	2	3	4	5

Second Innings batting points					
WICKETS	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

56.5 A side batting second and winning shall provisionally be awarded 5 batting points but 1 point will be deducted for each two wickets lost.

56.6 However, they will gain a point at 125 runs and each 25 runs up to and including 200.

56.7 A side can only obtain a maximum of 5 batting bonus points in an innings.

Bowling:

56.8 One point for every two wickets taken.

56.9 If a team plays short or a batsman is unavailable and is all out, then maximum bowling points will be awarded.

56.10 If a team declares, the bowling side will only receive bonus points for the wickets taken.

Wickets	1	2	3	4	5	6	7	8	9	10
Points	0	1	1	2	2	3	3	4	4	5

57 PROMOTION AND RELEGATION

57.1 The Management Board are empowered to decide on promotion and relegation.

57.2 Where clubs finish level on points, the following will apply to determine positions.

57.3 The team with most wins will occupy the highest position.

57.4 If the number of wins is identical, then the higher position shall be awarded to the team with the highest net run rate.

57.5 In the event of teams still being level the net run rate of the two teams in the matches between them that season will determine the positions.

58 CURTAILED SEASON

In the event of Covid-19 or any other exceptional circumstance restricting the length of the season the following will apply.

0-10 games played

- The season being declared null and void with no promotion or relegation.
- Personal performances will still count towards league records.

11-15 games played will lead to the following.

Premier Division: The championship will be awarded, and the bottom team will be relegated.

Division One: The top team will be promoted, and the bottom team relegated.

Division Two: The top team will be promoted, and the bottom team relegated.

Division Three: The top team will be promoted.

Second Teams

Premier Division: The championship will be awarded, and the bottom team will be relegated.

Division One: The top team will be promoted, and the bottom team relegated.

Division Two: The top team will be promoted, and the bottom team relegated.

Division Three: The top team will be promoted.

16-22 games played

Premier Division: The championship will be awarded, and the bottom two teams will be relegated.

Division One: The top two teams will be promoted, and the bottom two teams will be relegated.

Division Two: The top two teams will be promoted, and the bottom two teams will be relegated.

Division Three: The top two teams will be promoted.

Second Teams

Premier Division: The championship will be awarded, and the bottom two teams will be relegated.

Division One: The top two teams will be promoted, and the bottom two teams will be relegated.

Division Two: The top two teams will be promoted, and the bottom two teams will be relegated.

Division Three: The top two teams will be promoted.

In the event of there being a difference in the number of games played by teams when the season is brought to a halt average points per games played will determine league positions rather than total points.

59 EXTERNAL COMPETITIONS

59.1 The League's competitions must take precedence and no club shall be permitted to postpone any cup or league fixture or field an under-strength side for the purpose of competing in any alternative competition organised by any outside body.

59.2 Any club representing the League in the ECB Clubs Championship and the ECB Clubs T20 Competition will, if the need arises, be given assistance by the Management Board to meet their fixture commitments.

60 ADMISSION CHARGES

60.1 Clubs are permitted to make a charge for admission or take a collection. The home club will retain the receipts.

60.2 Clubs in the Premier Division are encouraged to produce match programmes for the benefit of spectators.

61 REWARD TO PLAYERS

61.1 Collections may be taken during a match to reward a batsman making 50 runs, a bowler performing a hat-trick or taking five or more wickets.

61.2 No player can have two collections in the same innings.

UMPIRES, SCORERS AND RESULTS PROCEDURE

62 UMPIRES APPOINTMENTS

62.1 The Umpire Appointments Officers will, wherever possible, appoint two umpires to every first team game.

62.2 Appointments made to second team fixtures will be confirmed with clubs prior to each season following consultation with the Match Officials Association.

62.3 Should an appointed umpire be unable to officiate they must notify the Umpires Appointments Secretary immediately who shall then appoint a substitute.

62.4 Clubs will be notified during the week prior to the game (via the WTU system) of appointed panel umpires.

63 PENALTY RUNS & DISCIPLINE

63.1 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.

63.2 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.

64 MATCH PROCEDURES FOR CLUBS AND UMPIRES

64.1 Appointed panel or club umpires should arrive at the ground at least 45 minutes before the scheduled start time.

64.2 Umpires shall be on the field of play five minutes before the start time.

64.3 During play umpires will not carry any items of player equipment such as sweaters and caps. All discarded items should be placed outside the boundary.

64.4 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.

64.5 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.

64.6 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.

64.7 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.

65 PAYMENT TO UMPIRES

65.1 The level of Umpires' expenses are agreed annually by the Management Board.

65.2 Panel umpires will receive expenses of £55 in all matches where play gets underway while club umpires will receive expenses of £45 per match for 2022

65.3 Where a match is not started due to adverse weather and the match officials are in attendance, panel umpires will receive £27.50 and club umpires £22.50.

65.4 If umpires remain at a ground beyond 4pm in the realistic chance of a reduced overs game being played and the match is ultimately abandoned, they will be entitled to a full fee.

65.5 If a match is cancelled and the home club notifies the umpires in time to prevent them from travelling, then no fee is payable.

65.6 If an umpire takes over both bowling ends throughout a game the following fees will apply. A panel umpire will receive £82.50 and a club umpire £67.50.

65.7 A substitute umpire who stands for the entire game: a) When assisting a panel umpire. b) When assisting a club umpire will receive £22.50.

65.8 Umpires shall be provided with a free tea by the home club.

65.9 All expenses shall be paid no later than the tea interval by the home club.

66 UMPIRES ASSESSMENT SHEETS

66.1 The procedure for captains to follow will be notified before each season and training given.

66.2 The completed form, which needs to include the names of both umpires, **MUST** be received **NO LATER** than Wednesday for a Saturday fixture, Thursday for a Sunday game and Friday for a Monday match.

Penalty: Clubs will be fined £5 for each form not received in the time stipulated for the first three indiscretions. They will be fined and deducted one league point for each further indiscretion.

67 SCORERS

67.1 A scorer **MUST** be provided by each team.

67.2 If a team fails to provide a suitable scorer, a player must score instead of fielding.

67.3 All scorers will be provided with a free tea by the home team.

Penalty: If a club is reported for not providing a scorer, they will receive a 10-point deduction suspended for the rest of the season for a first offence. A second breach will lead to the suspended deduction coming into force along with a further 10-point penalty.

68 LIVE SCORING & RESULTS SUBMISSION PROCEDURE

68.1 All First Team games must be scored on PCS PRO so that live scoring and Duckworth Lewis Stern can be accessed.

68.2 Clubs must ensure they have an internet connection to update Live Scores all game.

68.3 One of the scorers **MUST** be set as Live Scorer on PCS PRO.

68.4 Second Eleven games can be scored on PCS PRO or the Play Cricket APP or by the traditional book method. Second Teams can connect to Live Scores but this not compulsory.

68.5 For games scored electronically, the result must be submitted by Play Cricket Scorer or Play Cricket app within 15 minutes of the conclusion of the match.

68.6 As soon as you click on end of match the result will automatically go to Play Cricket if there is an internet connection.

68.7 Before the match is uploaded both scorers must check that they agree with the result, scores, and scorecard.

68.8 If the match is scored manually a result summary must be entered on Play Cricket by 9pm.

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

68.10 Both Clubs must confirm the result and scorecard on their Play Cricket Action Centre page within 48 hours of the match completing to confirm the details are accurate.

68.11 In the case of matches abandoned without play, the names of all the players must be entered on Play Cricket

68.12 For cancelled matches (i.e. 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.

68.13 The procedure for entering a scorecard manually can be found at Manual Results Submission | Bradford Premier Cricket League (bradfordcl.com)

Penalty: The home team will be fined £10 for each of the following.

- Any result not submitted by 9pm.

- Any scorecard not submitted by midnight
- If a full scorecard is not submitted by noon the following day the home team will suffer a deduction of 5 league points.
- 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. A team offending for a second time will have 5 league points deducted

69 PROTESTS

69.1 Any club lodging a protest or wishing to have an issue arising from any game to be considered by the League Panel must inform the League Secretary by email and deposit a sum of £100 in the league's bank account within 14 days of the completion of the match concerned, specifying in detail the reason(s) for their request.

69.2 Nobody with a connection to either club or anyone who has had any involvement in the issue under consideration, will be eligible to consider the protest.

69.3 If the protest is unsuccessful the deposit will be forfeited. If the protest is upheld the deposit will be refunded.

Penalty: The League Panel can impose points penalties up to a maximum of 100 points, fines up to £200, order a match to be replayed and impose costs on the losing party.

70 APPEALS TO THE LEAGUE PANEL

70.1 If those involved wish to challenge an allegation of a breach of league rules, they must inform the League Secretary in their response that they wish the matter to be considered by a League Panel.

70.2 They must pay a deposit of £100 into the league's bank account at the time of their response which must be within the seven days specified.

70.3 The involved parties will be required to provide a written submission for the league panel to consider along with the evidence supplied to the club.

70.4 The club will be given seven days' notice of the date on which the case will be considered. They may send two members along to give evidence or can opt for the matter to be adjudicated on from the written evidence.

70.5 The decision will be notified in writing to the club within 24 hours unless the chair of the League Panel indicates a variation to this timescale.

70.6 If the appeal is successful, the £100 will be refunded.

70.7 The decision of the League Panel is final.