



# THE GORDON RIGG BRADFORD PREMIER LEAGUE



## GORDON RIGG T20 CUP RULES

### GROUP A CUP

#### POOL 1

Carlton  
East Ardsley  
Hanging Heaton  
Methley  
Townville

#### POOL 2

Batley  
Birstall  
Morley  
New Farnley  
Ossett

#### POOL 3

Baildon  
Bankfoot  
Bradford & Bingley  
Jer Lane  
Keighley  
Woodlands

#### POOL 4

East Bierley  
Farsley  
Pudsey Congs  
Pudsey St Lawrence  
Undercliffe

### FIXTURES

#### Tuesday May 31

**Pool 1:** Methley v Hanging Heaton, East Ardsley v Carlton.

**Pool 2:** Batley v New Farnley, Birstall v Ossett.

**Pool 3:** Keighley v Bankfoot, Jer Lane v Baildon, Bradford & Bingley v Woodlands.

**Pool 4:** Pudsey Congs v East Bierley, Pudsey St Lawrence v Undercliffe.

#### Tuesday June 7

**Pool 1:** Carlton v Hanging Heaton, Methley v Townville.

**Pool 2:** New Farnley v Birstall, Morley v Batley.

**Pool 3:** Bankfoot v Baildon, Keighley v Bradford & Bingley, Woodlands v Jer Lane.

**Pool 4:** East Bierley v Pudsey St Lawrence, Pudsey Congs v Farsley.

#### Tuesday June 14

**Pool 1:** Townville v Carlton, Hanging Heaton v East Ardsley.

**Pool 2:** Birstall v Morley, Ossett v New Farnley.

**Pool 3:** Bradford & Bingley v Baildon, Jer Lane v Bankfoot, Woodlands v Keighley.

**Pool 4:** Farsley v Pudsey St Lawrence, Undercliffe v East Bierley.

#### Tuesday June 21

**Pool 1:** Townville v East Ardsley, Carlton v Methley.

**Pool 2:** Morley v Ossett, Batley v Birstall.

**Pool 3:** Bradford & Bingley v Jer Lane, Baildon v Keighley, Woodlands v Bankfoot.

**Pool 4:** Farsley v Undercliffe, Pudsey St Lawrence v Pudsey Congs.

#### Tuesday June 28

**Pool 1:** East Ardsley v Methley, Hanging Heaton v Townville.

**Pool 2:** Ossett v Batley, New Farnley v Morley.

**Pool 3:** Keighley v Jer Lane, Bankfoot v Bradford & Bingley, Baildon v Woodlands.

**Pool 4:** Undercliffe v Pudsey Congs, East Bierley v Farsley.

#### Tuesday, July 12

**Semi-finals:** Winner of Pool 1 v Winner of Pool 4, Winner of Pool 2 v Winner of Pool 3.

#### Sunday, July 24

**Final:** Winner of SF 1 v Winner of SF 2 at Bradford & Bingley

## **GROUP B CUP**

### **POOL 1**

Northowram Fields  
Scholes  
Spen Victoria  
Windhill & Daisy Hill

### **POOL 2**

Adwalton  
Gildersome & Farnley Hill  
Heckmondwike & Carlinghow  
Hunslet Nelson

### **POOL 3**

Altofts  
Great Preston  
Sandal  
Wakefield St Michael's

## **FIXTURES**

### **Tuesday, June 21**

**Pool 1:** Northowram Fields v Windhill & Daisy Hill, Scholes v Spen Victoria.

**Pool 2:** Hunslet Nelson v Adwalton, Gildersome & Farnley Hill v Heckmondwike & Carlinghow.

**Pool 3:** Altofts v Wakefield St Michael's, Great Preston v Sandal.

### **Tuesday, June 28**

**Pool 1:** Windhill & Daisy Hill v Spen Victoria, Northowram Fields v Scholes.

**Pool 2:** Hunslet Nelson v Heckmondwike & Carlinghow, Gildersome & Farnley Hill v Adwalton.

**Pool 3:** Wakefield St Michael's v Sandal, Altofts v Great Preston.

### **Tuesday, July 5**

**Pool 1:** Scholes v Windhill & Daisy Hill, Spen Victoria v Northowram Fields.

**Pool 2:** Gildersome & Farnley Hill v Hunslet Nelson, Heckmondwike & Carlinghow v Adwalton.

**Pool 3:** Great Preston v Wakefield St Michael's, Sandal v Altofts.

### **Tuesday, July 12**

**Semi-finals:** Winner of Pool 1 v Winner of Pool 2, Winner of Pool 3 v Best Runner Up.

### **Sunday, July 24**

**Final:** Winner of SF 1 v Winner of SF 2 at Bradford & Bingley

## **RULES**

### **1 MATCH DURATION**

20 overs per side unless weather intervenes.

### **2 START TIMES**

All evening matches will commence at 6.30pm unless a change is agreed by the two clubs and notified to the Cricket Operations Officer Philip Radcliffe and the Umpires Appointments Secretaries (Nigel Thornton or Neil Johnson).

### **3 PLAYER QUALIFICATION**

**3.1** No player may play for two different clubs in the competition.

**3.2** Clubs will be deducted 10 points for every ineligible player they play, and their opponents will be awarded a maximum 20 points. They may also face punishment for Disrepute.

### **4 MATCH BALL**

**4.1** The fielding side shall provide a new red or pink A Grade Dukes, Readers and Oxbridge. ball, or a ball in good condition plus spares.

**4.2** The umpires will determine if the ball provided is of suitable quality.

**4.3** A new ball must be used for all semi-finals and finals.

## **5 WEATHER**

**5.1** 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.

**5.2** They may also take into consideration an adverse weather forecast and order a shortened game down to a minimum of 5 overs per side.

## **6 STOPPAGES AND DELAYS**

**6.1** In the first innings one over is deducted from each side's allocation for every six minutes or part of lost.

**6.2** In the second innings one over is deducted for every three minutes or part of lost, and deductions start immediately there is a delay or stoppage.

## **7 BATSMEN - 'TIMED OUT'**

**7.1** The incoming batsman must be in position to take guard, or for his partner to receive the next ball, within 90 seconds of the fall of the previous wicket.

**7.2** Failure to do this will result in the batsman being "timed out".

**7.3** This rule will be strictly applied. The incoming batsman shall be ready to make his way to the wicket immediately a wicket falls.

## **8 BOWLERS**

**8.1** Bowlers shall only be allowed a run up of a maximum of ten yards

**8.2** Bowlers shall not bowl more than four overs in an innings.

**8.3** Where start of play is delayed or interrupted during the first innings of a match and the total overs are reduced for both teams, no player shall bowl more than one-fifth of the total overs remaining.

<b>TOTAL OVERS</b>	<b>LIMIT PER BOWLERS</b>
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5-10	2
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11-15	3
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16-20	4
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**8.4** In the event of a bowler being unable to complete an over, the remaining balls shall be bowled by another bowler but will count as a full over for that bowler's allocation.

## **9 SHORT-PITCHED BOWLING**

9.1 One short-pitched ball will be allowed per over, but if a short-pitched ball should be over head high the umpire will call "no ball. The penalty will be one run. An extra ball will be bowled and a free hit applies.

## **10 OVER RATES**

**10.1** Teams are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hours 10 minutes playing time.

**10.2** 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. 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.

**10.3** 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.

**10.4** 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.

**10.5** Play must not continue until the Umpires and Scorers are satisfied that the score is correctly displayed on the scoreboard.

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

**10.7** Whenever an innings suffers an interruption for weather (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 3½ minutes per over..

**10.8** 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.

\* 1 hour 10 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.

<b>OVERS</b>	<b>TARGET TIME</b>	<b>OVERS</b>	<b>TARGET TIME</b>
5	17min 30sec	13	45min 30sec
6	21min	14	49min
7	24min 30sec	15	52min 30sec
8	28min	16	56min
9	31min 30sec	17	59min 30sec
10	35min	18	1hr 3min
11	38min 30sec	19	1hr 6min 30sec
12	42min		

### **11 RESULTS AND BONUS POINTS IN POOL MATCHES**

**11.1** The team scoring most runs in their allotted overs shall be "the winner".

**11.2** If the scores are level at the end of the game, the team losing the least wickets shall be declared the winner.

**11.3** If scores are level and both teams have lost the same number of wickets the team scoring most runs in the first 5 overs will be declared the winner. If, at this stage, the scores remain level the team losing fewer wickets will be the winner.

**11.4** If a winner has still not been determined the calculation is carried back one over at a time until a solution is reached.

**Points:** The winning team will receive 10 points. In addition, the teams can earn bonus points.

## Batting

SCORE	POINTS	SCORE	POINTS	SCORE	POINTS
50-74	1	75-99	2	100-124	3
125-149	4	150	5		

**11.5** A side batting second and winning shall provisionally be awarded 5 batting points but 1 point will be deducted for each two wickets lost. However, they will gain a point at 50 runs and each 25 runs up to and including 150. A side can only obtain a maximum of 5 batting points.

## SECOND INNINGS BATTING

WICKETS	49 or less	50-74	75-99	100-124	125
1	5	5	5	5	5
2	4	5	5	5	5
3	4	5	5	5	5
4	3	4	5	5	5
5	3	4	5	5	5
6	2	3	4	5	5
7	2	3	4	5	5
8	1	2	3	4	5
9	1	2	3	4	5

## BOWLING (awarded for wicket taking)

WICKETS	POINTS	WICKETS	POINTS	WICKETS	POINTS
2-3	1	4-5	2	6-7	3
8-9	4	10	5		

**The maximum points to be earned is 20**

## 12 OBTAINING RESULT BY COMPARISON OF SCORES

**12.1** Where WEATHER prevents the second batting side receiving the same number of overs as their opponents and providing 5 overs of the innings have been bowled, the scores of the two sides will be compared at the end of the last completed over prior to play ceasing. The side with the most runs at that stage are declared to be the winners.

**12.2** In the event of less than 5 overs per side, the match will be deemed to be abandoned with each participating team being awarded 5 points, plus any bonus points earned up to the point of abandonment.

**12.3** Where there is 'no play' at all, each participating team will be awarded 5 points, unless no play is due to insufficient players attending or the game is forfeited.

## Final Group League positions:

**12.4** The winners of each pool will be the team with the greatest number of points.

**12.5** In the event two or more teams finishing level on the same number of pool points the higher placing will go to the team with most wins.

**12.6** If still unresolved the team with the best net run rate will take top spot.

**12.7** In the Group A Cup the four pool winners will qualify for the semi-finals.

**12.8** In the Group B Cup the three group winners plus the best runner up will qualify for the semi-finals.

**12.9** The best runner up will be determined by comparing the points earned by the respective teams in their first three matches.

### **13 FORFEITS AND CONCESSIONS**

If a club forfeits or concedes a game their opponents will be awarded 20 points.

### **14 SEMI-FINALS AND FINALS**

**14.1** The team scoring the most runs in their allotted overs shall be the winner.

**14.2** When the scores are tied in a semi-final or final, a Golden Over will decide the outcome.

**14.3** Each team must nominate three batsmen and one bowler, before the toss.

**14.4** The team scoring the most runs in the Golden Over is the winner.

In the event of the scores being level, the number of wickets lost will determine the outcome.

**14.5** If still equal, another over per side will be bowled using the same players.

**14.6** In the Golden Over, a team's innings is deemed to have ended at the fall of a second wicket. i.e. no last man stands!

### **15 FIELDING RESTRICTIONS**

**15.1** For the first six overs of each innings, only two fielders are allowed outside the "fielding circle".

**15.2** After the sixth over only five fielders are allowed outside the "fielding circle".

**15.3** At no point may the fielding side have more than 5 players on the leg side.

**15.4** In the event of any infringement of these restrictions, the umpire shall call and signal 'no ball', which will be followed by a 'free hit'.

### **FIELDING RESTRICTIONS IN REDUCED OVERS GAMES.**

<b>LENGTH OF INNINGS</b>	<b>RESTRICTIONS</b>	<b>LENGTH OF INNINGS</b>	<b>RESTRICTIONS</b>
5-6	2	7-9	3
10-13	4	14-16	5
17-20	6		

### **16 SHORT PITCHED BOWLING**

One short-pitched ball will be allowed per over, but if a short-pitched ball should be over head high the umpire will call "no ball. The penalty will be one run. An extra ball will be bowled, and a free hit applies.

### **17 FREE HITS**

**17.1** The delivery following all no balls shall be a free hit for whichever batsman is facing it.

**17.2** 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.

**17.3** 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 21i.e. Run Out, Handled the Ball or, Obstructing the Field).

**17.4** 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.

**17.5** 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.

## **18 WIDES**

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

**18.2** 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 for offside wides only.

**18.3** Umpires will call wide ball if they consider that the ball passed the batting crease on the off side at the striker's end on or outside the markings when the batter is in his normal stance.

**18.4** If the batter makes a significant movement to the offside and the umpire deems that in doing so he could reach the ball, a wide will not be called even if the ball lands on or passes outside the wide line.

**18.5** 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. (A switch hit does not change the definition of the batter's leg side which is determined by their position when the ball becomes live).

## **19 CLOTHING**

**19.1** The use of coloured clothing is encouraged but is not compulsory.

**19.2** The entire team must wear identical kit.

**19.3** The use of numbers on shirts is welcomed to encourage easier identification of players for scorers and spectators

**19.4** The wearing of shorts is not allowed.

## **20 CLUB UMPIRES**

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

## **21 UMPIRES EXPENSES**

**21.1** Umpires will receive £25 per game whenever there is play

**21.2** £10 if they attend and there is no play.

**21.3** Each club is responsible for paying for one umpire.

## **22 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.

**22.1** 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.

**22.2** Underarm deliveries are not allowed.

**22.3** The ball must bounce once in front of the popping crease. Failure to achieve this counts as one delivery.

**22.4** A no ball will count as a delivery.

**22.5** The same ball will be used by both teams.

**22.6** No person is allowed to stand in front of the wickets to act as a target for the bowlers.

**22.7** The side that bowls down the wickets most times is the winner.

**22.8.** 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.

**The following regulations are as per-league rules.**

**Rule 34** Preparation of the pitch

**Rule 62** Umpires Appointments

**Rule 35** Covering of the pitch

**Rule 63** Penalty Runs & Discipline

**Rule 36** Choice of innings

**Rule 64** Match procedures for clubs and umpires

**Rule 37** Nomination of teams

**Rule 68** Live scoring & Match reporting

**Rule 50** Practice

**Rule 69** Protests

**Regulations for junior players on Pages 31-33**