



# THE GORDON RIGG BRADFORD PREMIER LEAGUE



## CUP COMPETITION RULES 2020

### 1 ENTRY

**Priestley Cup:** A 50 over competition for first teams in the Premier Division & Division One.

**Jack Hampshire Cup:** A 40 over competition for first teams in Division Two and Three.

**Priestley Shield:** A 40 over competition for second teams.

All three competitions are played under the latest MCC Laws of Cricket except for matters provided for in these rules.

### 2 PLAYER QUALIFICATION

**2.1** No player may play for two different clubs in any of the competitions.

**2.2** Players who have appeared in the Priestley Cup or Jack Hampshire Cup cannot play in the same round of the Priestley Shield.

**2.3** Players who have appeared in the Priestley Shield first may play in the same round of the Priestley Cup or Jack Hampshire Cup provided they have played more second team league and cup or shield games than first team games in the current season by the date of the tie.

**2.4** Clubs must ensure that the integrity of the Priestley Shield as a second team competition isn't compromised by the playing of first team players. A breach of this rule will lead to clubs being charged with Disrepute.

**2.5** For the avoidance of doubt, a first team player is deemed to be one who has played more games for their first team in league and cup in the current season. External competitions do not count.

**2.6** Players must have played at least one league or cup or shield match (external cups do not count) to be eligible for the third round and rest of each of the competitions.

**2.7** Full-time students or players who have not played at least one league or cup, or shield match on or before the third round of each of the competitions, but were registered before April 16, may apply in writing to the Cricket Operations Officer 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. Applications must be submitted at least 72 hours before the third round of the competition in which the player is required to play.

**2.8** Overseas professionals and players transferred by Special Category in the current season cannot play in the Priestley Shield.

### 3 INELIGIBLE PLAYERS

Any club playing an ineligible player will be removed from the competition in which the breach occurred and may also face punishment for Disrepute.

#### **4 START TIMES**

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

#### **5 WEATHER CONDITIONS**

**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** The umpires may also take into consideration an adverse weather forecast and order a shortened game down to a minimum of 10 overs per side.

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

#### **6 DELAYED STARTS**

**6.1** Where weather delays the start of the match, overs will be deducted at one for every four minutes lost.

**6.2** The number of overs lost will be deducted from the total match overs and the balance split equally between the two teams.

**6.3** If the number of overs lost is an odd number, it must be rounded up.

#### **7 INTERRUPTIONS**

**7.1** 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.

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

#### **8 RESERVE DATES**

**8.1** A reserve date has been allocated for each round of the competitions except for the Preliminary Round of the Priestley Shield.

**8.2** These will only be used if there is insufficient play on the original date for a result to be achieved.

#### **9 LATE STARTS**

**9.1** 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.

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

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

**9.4** 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.

**9.5** The defaulting side will forfeit the tie and may also be charged with Disrepute.

#### **10 CANCELLATIONS**

**10.1** Matches may be cancelled up to two hours prior to the scheduled start time provided that both clubs are in agreement.

**10.2** If this is the case the home club must email [cancellations@bradfordcl.com](mailto:cancellations@bradfordcl.com) copying in the visiting club prior to this time detailing the cancellation.

**10.3** 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.

## 11 FORFEITING A TIE

Any club that forfeits a tie will be automatically excluded from the following season's competition. They may also face punishment for Disrepute.

## 12 BOWLING

### PRIESTLEY CUP

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.

| OVERS | LIMIT | OVERS | LIMIT | OVERS | LIMIT |
|-------|-------|-------|-------|-------|-------|
| 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    |

### JACK HAMPSHIRE CUP & PRIESTLEY SHIELD

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

| OVERS | LIMIT | OVERS | LIMIT | OVERS | LIMIT |
|-------|-------|-------|-------|-------|-------|
| 10    | 2     | 21-25 | 5     | 36-40 | 8     |
| 11-15 | 3     | 26-30 | 6     |       |       |
| 16-20 | 4     | 31-35 | 7     |       |       |

## 13 OVER RATES PRIESTLEY CUP & JACK HAMPSHIRE CUP

**13.1** 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 in the Priestley Cup and the last of their 40 overs in the Jack Hampshire Cup in 2hours 40minutes.

**13.2** 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.

**13.3** 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.

**13.4** 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.

**13.5** 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.

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

**13.7** 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.

**13.8** 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.

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

## 14 TARGET TIMES ADJUSTMENTS

**14.1** When the start of a match is delayed by weather, the 'target times' will be reduced.

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

**14.3** 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    | Overs | Target    |
|-------|-----------|-------|-----------|-------|-----------|-------|-----------|
| 10    | 40min     | 20    | 1hr 20min | 30    | 2hrs      | 40    | 2hr 40min |
| 11    | 44min     | 21    | 1hr 24min | 31    | 2hr 4min  | 41    | 2hr 44min |
| 12    | 48min     | 22    | 1hr 28min | 32    | 2hr 8min  | 42    | 2hr 48min |
| 13    | 52min     | 23    | 1hr 32min | 33    | 2hr 12min | 43    | 2hr 52min |
| 14    | 56min     | 24    | 1hr 36min | 34    | 2hr 16min | 44    | 2hr 56min |
| 15    | 1hr       | 25    | 1hr 40min | 35    | 2hr 20min | 45    | 3hr       |
| 16    | 1hr 4min  | 26    | 1hr 44min | 36    | 2hr 24min | 46    | 3hr 4min  |
| 17    | 1hr 8min  | 27    | 1hr 48min | 37    | 2hr 28min | 47    | 3hr 8min  |
| 18    | 1hr 12min | 28    | 1hr 52min | 38    | 2hr 32min | 48    | 3hr 12min |
| 19    | 1hr 16min | 29    | 1hr 56min | 39    | 2hr 36min | 49    | 3hr 16min |

## 15 FIELDING RESTRICTIONS

**15.1** At the instant of delivery, there may not be more than 5 fielders on the leg side.

**15.2** 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.

There will be two power plays in each innings.

### PRIESTLEY CUP

**a) First Powerplay** – no more than **two** fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

**(b) Batting Powerplay** – no more than **three** fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, this is for 5 overs and must be completed before the end of the 40th over. Should the batting team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, the batting Powerplay will begin at the start of the 36th over.

**(c) During non-Powerplay Overs** – no more than **five** fielders shall be permitted outside the fielding restriction area.

### JACK HAMPSHIRE CUP & PRIESTLEY SHIELD

**a) First Powerplay** – no more than **two** fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.

**(b) Batting Powerplay** – no more than **three** fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, this is for 4 overs and must be completed before the end of the 30th over. Should the batting team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, the batting Powerplay will begin at the start of the 27th over.

**(c) During non-Powerplay Overs**, no more than **five** fielders shall be permitted outside the fielding restriction area.

**The following applies to all three competitions**

**15.3** The batting Powerplay Overs shall be taken at the discretion of either of the batters at the wicket. The umpire shall signal such commencement to the scorers by rotating his arm in a large circle. The umpire shall also indicate to the fielding captain that the batting side has chosen its Powerplay.

**15.4** A batter must nominate their team’s Powerplay no later than the moment at which the umpire reaches the stumps at the bowler’s end for the start of an over. Once a batter has nominated a Powerplay, the decision cannot be reversed.

**15.5.** Batting Powerplay Overs must commence at the start of an over.

**15.6** In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below.

| Innings | First Powerplay | Batting Powerplay | Total Powerplay Overs |
|---------|-----------------|-------------------|-----------------------|
| 10 – 12 | 2               | 1                 | 3                     |
| 13 – 15 | 3               | 1                 | 4                     |
| 16 – 18 | 3               | 2                 | 5                     |
| 19 – 21 | 4               | 2                 | 6                     |
| 22 – 24 | 5               | 2                 | 7                     |
| 25 – 28 | 5               | 3                 | 8                     |
| 29 – 31 | 6               | 3                 | 9                     |
| 32 – 34 | 7               | 3                 | 10                    |
| 35 – 38 | 7               | 4                 | 11                    |
| 39 – 41 | 8               | 4                 | 12                    |
| 42 – 44 | 9               | 4                 | 13                    |
| 45 – 48 | 9               | 5                 | 14                    |
| 49      | 10              | 5                 | 15                    |

**15.6** In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below.

**15.7** If play is interrupted in the non-Power Play overs, then on resumption, it is necessary to determine how any remaining Powerplay overs should be allocated. The total number of Powerplay overs for the innings is derived from the table above. Any Powerplay overs already taken prior to the interruption will be deemed to have been from team’s total allocation. The decision of the batting side of when to take any remaining Powerplay overs is made in the usual way.

**15.8** If play is interrupted during the first Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the Batting Powerplay will be assumed to have been taken immediately and will continue until it is completed.

**Example:** After six overs on the first innings there is a rain interruption, and the game is reduced to 25 overs per side. The batting side has exceeded the number of overs for the First Power Play (5) so the Batting Power Play is taken straight away for two overs to bring the batting side to the total number of Powerplay overs allowed of eight in a 25 over contest.

**15.9** If following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

**15.10** If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Overs remaining exceeds the number of overs to be bowled in the innings, then the Powerplay will commence at the start of the next over, with fewer than the scheduled number of Powerplay Overs being bowled in the innings.

**15.11** At the commencement of the Batting Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. The umpire shall also indicate to the fielding captain that the batting side has chosen its Powerplay.

**15.12** In the event of an infringement of any of the Powerplay fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

## **16 FREE HITS**

**16.1** The delivery following a no ball called for a front foot indiscretion shall be a free hit for whichever batsman is facing it.

**16.2** 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.

**16.3** 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 24 i.e. Run Out, Handled the Ball, Obstructing the Field or Hit the Ball Twice).

**16.4** Play shall proceed until the 'Free Hit' delivery is a legitimate delivery.

**16.5** Field changes are permitted for free hits providing all fielding restrictions are adhered to.

**16.6** 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.

## **17 WIDES PRIESTLEY CUP & JACK HAMPSHIRE CUP**

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

**17.2** 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.

**17.3** 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.

**17.4** 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.

**17.5** 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).

## **18 OBTAINING A RESULT**

**18.1** 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.

**18.2** If there is insufficient play in the original tie to secure a result a fresh game will be played on the reserve date.

**18.3.** 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.

## **PRIESTLEY CUP AND JACK HAMPSHIRE CUP**

**18.4.** Where Duckworth Lewis Stern (DLS) is required to determine a result in the Priestley Cup or Jack Hampshire Cup tie, a minimum of 10 overs need to be available in the second innings for a result to be achieved unless a victory is obtained sooner by a team reaching its target or being bowled out.

## **18A DUCKWORTH LEWIS STERN PRIESTLEY CUP & JACK HAMPSHIRE CUP**

**18.5** 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.

**18.6** 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.

**18.6** 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.

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

**18.8** 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.

**18.9** 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.

**18.10** When there is a loss of overs in the first innings, umpires will be reducing the length of the game. The loss of overs are shared between the two teams.

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

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

**18.13** 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.

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

**18.15** 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.

### **PRIESTLEY SHIELD**

**18.16** 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.

**18.17** The winner will be the team scoring the most runs

### **18B COMPARISON OF SCORES VICTORY TARGETS**

**18.18** If there is an interruption to play after the second innings has started, the umpires will determine how many overs have been lost and will confirm to the two captains and scorers how many overs remain in the game.

**18.19** At this point the target score for victory can be ascertained by comparing the first innings score after the same number of overs and adding one run. The target will have to be amended using the same method if further overs are lost.

**Example:** Team A scores 150 in 40 overs. Team B has batted 15 overs when 20 minutes are lost to rain. Five overs will be deducted so Team B now has a maximum of 35 overs to bat and their target is Team A's score at 35 overs plus one run. In his case Team A were 120-6 after 35 overs so the target is 121.

**18.20** If Team B achieve their target before the expiry of their overs the match is complete.

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

### **19 TIED MATCHES**

**19.1** In a match where DLS is not in operation, Priestley Cup and Jack Hampshire Cup ties where no overs have been lost to weather and all Priestley Shield ties, and scores finish level, the team losing least wickets will be declared the winner.

**19.2** 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.

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

**19.4** If the scores are tied when DLS is in operation, the procedure outlined in ii & iii above will be used to determine the winner.

### **20 BOWL OUT PROCEDURE**

**20.1** 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.

**20.2** 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.

**20.3** Underarm deliveries are not allowed.

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

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

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

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

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

**20.9** 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.

## **21 UMPIRES EXPENSES**

**21.1** For 2022, panel umpires will receive expenses of £55 per match and club umpires £45

**21.2** Once play starts the umpires are entitled to a full fee.

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

**21.4** If the umpires are required to remain at the ground beyond 4.30pm before a decision is taken to abandon play they are entitled to their full expenses

**21.5** If an abandonment is made between 1pm and 4.30pm and there is no play panel umpires will receive £27.50 and club umpires £22.50

**21.6** Umpires will receive full expenses at any tie requiring the use of a reserve date a

**21.7** The home club will provide both umpires with a free tea.

## **22 PAYMENT OF UMPIRES**

### **PRIESTLEY CUP**

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

### **JACK HAMPSHIRE CUP & PRIESTLEY SHIELD**

**22.2** Each side is responsible for paying for one umpire.

**22.3** In all competitions, payment should be made no later than the tea interval.

## **23 FINAL ARRANGEMENTS**

**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.

**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. 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 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. 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.

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

**Rule 34** Preparation of the pitch **Rule 61** Reward to Players

**Rule 35** Covering of the pitch **Rule 62** Umpires Appointments

**Rule 36** Choice of innings **Rule 63** Penalty Runs & Discipline

**Rule 37** Nomination of teams **Rule 64** Match procedures for clubs and umpires

**Rule 38** Match Ball **Rule 66** Umpires Assessment

**Rule 39** Clothing **Rule 68** Live scoring & Match reporting

**Rule 50** Practice **Rule 69** Protests

**Rule 55** Tea interval **Regulations for junior players on Pages 31-33**