

GMCL2019



GMCL Rules, Competition and Structure

1st June 2019

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1. Competition & Structure

1. The Competition & Membership

1.1. The Competition

1.1.1. Competition Name

1.1.1.1. The competition shall be named “Greater Manchester Cricket League”

1.1.1.2. The competition shall be referred to throughout the document as “The League” or “GMCL”

1.1.2. Management

1.1.2.1. The Competition falls under the Management of the Board of Directors (“The Board”) of Greater Manchester Cricket League Ltd, a company limited by guarantee for the sole purpose of running GMCL for the benefit of all its member clubs.

1.1.2.2. The Board will seek opinion and proposals from all members when considered appropriate to support the decision-making process.

1.1.2.3. The Board can appoint new Directors when considered appropriate to do so and

1.1.2.4. The Board can engage experts in specific areas where it is deemed necessary.

1.1.2.5. The Board will be engaged annually at the Annual General Meeting of GMCL.

1.1.3. GMCL will be formed of: –

1.1.3.1. An open age Saturday League Competition.

1.1.3.2. An open age Sunday League Competition.

1.1.3.3. Open age cup competitions for all teams in the Saturday and Sunday Leagues.

1.1.3.4. Open age 20 over cup competitions – branded “GMCL20”

1.1.3.5. Regionalised Junior league competition for Under 9s and

1.1.3.6. Regionalised Junior league and cup competitions for Under 11, 13, 15 & 17.

1.1.3.7. Other competitions as The Board see suitable and appropriate to promote the game and increase participation across all age groups.

1.1.4. Formats

1.1.4.1. The formats of all competitions and divisions will be reviewed annually by The Board dependent on the number of teams entering each league and cup competition.

1.2. County & National Board Competitions

1.2.1. Club Competitions

1.2.1.1. GMCL will support clubs entering County and National Board competitions at Senior and Junior levels

1.2.2. Inter-League Competitions

1.2.2.1. GMCL will seek to enter GMCL teams into all open age or junior inter-league LCB competitions.

1.2.2.2. GMCL will appoint League Team Managers at all required levels.

1.3. Relationship with Other Leagues & Competitions

1.3.1. Movement of Clubs

1.3.1.1. GMCL will work to support the County Federations, The League Cricket Conference and the National Governing Body regulations regarding the movement of league clubs.

1.3.1.2. GMCL will accept new clubs seeking to join the league wholly or partly and

1.3.1.3. GMCL will always offer a place to clubs in the region displaced by movement of other clubs in their league.

1.3.1.4. See “Expansion” below for further detail

1.3.2. Junior Leagues

1.3.2.1. GMCL will work with existing stand-alone junior leagues around the region and not seek to compete.

1.3.2.2. GMCL will allow junior teams from clubs that have teams in other leagues to join GMCL competition

1.3.2.3. GMCL will allow junior teams from GMCL to play in junior competitions run by other leagues, with priority to GMCL Fixtures where they play in more than one competition.

1.3.3. Sunday Teams, Third XIs and Fourth XIs

1.3.3.1. GMCL will allow Third XI teams from clubs that have teams in other leagues to join GMCL Competition and compete on an equal footing with full GMCL clubs.

1.3.3.2. Third and Fourth XI sides must play on a Sunday unless their First XI and Second XI play regularly on Sundays or have a second ground / pitch available.

1.3.4. GMCL clubs and other non-governing body competitions

1.3.4.1. GMCL registered clubs can join other league cup competitions or private tournaments but GMCL fixtures cannot be rearranged to accommodate such games.

1.4. Membership of the League

1.4.1. Cost of Membership

1.4.1.1. Currently there are no annual fees except as otherwise set out in these rules. Deposits are required from new clubs to be members of GMCL.

1.4.1.2. This is reviewed annually

1.4.2. Member Clubs

1.4.2.1. GMCL is an expanding and evolving league and welcomes, at all levels of our competition from Under 9 through to Senior competition, the addition of new teams on a year by year basis from –

1.4.2.1.1. Within already registered clubs

1.4.2.1.2. Newly formed clubs

1.4.2.1.3. Existing clubs wishing to move all their teams into GMCL

1.4.2.1.4. Existing clubs wishing to enter a team or teams in the GMCL but wishing to retain other teams in other leagues.

1.4.3. Standard of Competition

1.4.3.1. With a large number of clubs in the competition, GMCL offers a wide range of standards and abilities to suit all clubs and players,

1.4.3.2. For long standing clubs, GMCL will provide a competitive league at the applicants standard and place the new team appropriately based on past performance.

1.4.3.3. For new teams or clubs with no history in league competition we will consider representations made based on the level their registered players have played at, but the likelihood is that new teams may have to take a place at the lower divisions on commencement with us.

1.4.4. League Requirements

1.4.4.1. GMCL can accept any new or existing team that has the agreed regular use of a ground with facilities.

1.4.4.2. Officials of new clubs must have no bans or issues with other leagues or with County or National Governing Bodies.

1.4.4.3. See Right to Refuse below.

1.4.5. Applying to join the league

1.4.5.1. Newly formed clubs or current member clubs

1.4.5.1.1. Wishing to add teams should contact The Board at GtrMcCricket@mail.com as soon as they are ready to go ahead but by October 31st before the season, they wish to join the league and

1.4.5.1.2. We will work to support the club and ensure suitable placement in our divisions for their first season.

1.4.5.1.3. Newly formed clubs must have ground agreements and facilities in place by October 31st for the application to be accepted at that time.

1.4.5.2. Clubs wishing to transfer to GMCL from another league

1.4.5.2.1. Can in the first instance, in advance of any application, request more information that they may need by mailing GtrMcCricket@mail.com Subject: "Application to join league; Request for information" and

1.4.5.2.2. Should ensure that they follow the rule requirements of the league they are leaving and the League Cricket Conference for resignation dates.

1.4.5.2.3. GMCL should be notified of your intention to join at the earliest possible time, even informally to allow for the preparation of outcomes for the season ahead and for divisional structure for the joining season.

1.4.5.3. Clubs with their own ground and facilities, left stranded with a reduced standard or without any competition by the movement of other clubs in their league

1.4.5.3.1. Will be accepted into GMCL without hindrance and should e-mail GtrMcCricket@mail.com (Subject: "Application to join league for "XXXX season") at the earliest possible opportunity to allow The Board to make preparations of divisional structures for the season ahead.

1.4.5.4 Applications from the following must also be accompanied by a guarantee deposit. This deposit will apply in the following cases;

- Clubs new to GMCL £500
- 3rd XIs from clubs playing in other leagues applying to join GMCL2019 for the first time £250
- Any default in failing to play fixtures and the deposit will be used to reimburse the expenditure of any club suffering loss due to the default.
- refundable at the completion of the first season.

1.4.5.5 Total withdrawal of a team by any club (not limited to those above) after preparation of the season's fixtures and prior to the end of that season's fixtures will result in a £250 penalty in addition to any other penalty imposed.

1.4.6. GMCL Competitions are open to applications from:

1.4.6.1. All Senior teams or

1.4.6.2. Sunday teams or

1.4.6.3. Junior teams or

1.4.6.4. Any combination of the above

1.4.6.5. GMCL will accept junior teams from clubs in other senior leagues. Applications should be sent by e-mail headed "New Junior Team" to juniors@gtrmcrcricket.co.uk by 31st December prior to the season that you wish to participate in.

1.4.6.6. GMCL will allow Third XI teams from clubs in other leagues to join GMCL Sunday Competition, applications to enter a Third XI in the GMCL Sunday Competition should be sent by e-mail headed "New Third XI Team" to GtrMcCricket@mail.com by 31st October prior to the season that you wish to participate in.

1.4.7. Right to Refuse

1.4.7.1. GMCL will seek to support all applications but has the right to refuse applications, where clubs, their administrators or their coaching staff

1.4.7.1.1. Are banned from competing by County or National Governing Bodies

- 1.4.7.1.2. Are unable to verify the availability of ground or facilities
- 1.4.7.1.3. Have debts or unpaid charges involving other clubs, leagues or cricket Governing Bodies.

1.4.7.2 GMCL has the right to refuse an application from a new team, where the club, their administrators or their coaching staff have moved in numbers from an existing GMCL member club without that club's agreement.

1.4.8. Club Registration

- 1.4.8.1. All senior teams entering GMCL must be registered by October 31st.
- 1.4.8.2. All clubs playing in the League must complete a registration form in full each year. This form will be provided by the League and require clubs to provide accurate and up to date contact details and a signed commitment to play all games in the team's relevant division.
- 1.4.8.3. Entry to the Saturday Competition requires that all teams play every Saturday either home or away and all Cup games that the club enter prior to October 31st.
- 1.4.8.4. Any designated home ground must be available every Saturday with no more than two exceptions per club which must be advised with the registration at October 31st. There can be no change to Saturday dates available after October 31st.

1.4.9. Club Grounds

- 1.4.9.1. Teams who have played in GMCL prior to 2019 and are playing at a ground that is not owned or permanently leased by their club must provide evidence of their agreement for 2019 and for each season thereafter with their registration at October 31st.
- 1.4.9.2. We will continue to welcome applications from new clubs that do not have a permanent ground, however, we must have notification by Oct 31st stating: full name, home address, phone and e-mail details of 3 officials for the team
- 1.4.9.3. For an application to be accepted the applicant must have made arrangements for use of a ground with changing facilities, tea room facilities and a suitably cut and managed square. The applicant must supply a letter from their proposed host club or council confirming that the ground is available every Saturday or every Sunday dependent on the competition selected and that financial terms have been agreed and put in place.
- 1.4.9.4. GMCL stress it is not the GMCL Board's role to find a venue for any team.

1.5 Communications & Information

1.5.1. Club to Club Communications

1.5.1.1. GMCL publish a list of club and league contacts this list can be found via the link on the GMCL website and in the League Handbook.

1.5.2. Club to League Communications

- 1.5.2.1 All communication requiring a response should be by e-mail.
- 1.5.2.2. Please do not post Questions on Twitter or by DM
- 1.5.2.3. The list of contact e-mail addresses is on the website here: –

www.gtrmcrcricket.co.uk/pages/contact

1.5.3. League to Club Communications

1.5.3.1. GMCL will endeavour to share all news on the website and via e-mail but cannot be held responsible for mail failure at output or at your mailbox actions

1.5.4. What we require from clubs, officials and players

- 1.5.4.1. At the scale that the league works it is imperative that club officials:–
 - 1.5.4.1.1. Work with our rules alongside the "Spirit of the Game"
 - 1.5.4.1.2. Maintain awareness of the latest developments in the league by viewing GMCL website and Twitter output regularly

- 1.5.4.1.3. Maintain your list of contacts and keep it up to date for league communications
- 1.5.4.1.4. Try to resolve issues between clubs before reference to the league by communication between club senior officials
- 1.5.4.1.5. Communicate with league and other clubs harmoniously, reasonably and honestly to resolve problems and reach a solution where possible. Deliberate hindrance, pettiness or malicious communications will not be tolerated and should be reported to the league immediately
- 1.5.5. Verification of Communications**
 - 1.5.5.1. In any communication to other clubs and the league, it is the issuing club's responsibility to ensure
 - 1.5.5.1.1 That e-mails have the subject matter clearly stated in the header field
 - 1.5.5.1.2 That if the matter is Urgent – start the subject field with "URGENT"
 - 1.5.5.1.3 That if a response or acknowledgement is required the e-mail clearly says so and offers a reasonable response time
 - 1.5.5.1.4 That a reply is received from all parties confirming that the proposals or change is agreed before action is taken.
 - 1.5.5.2. You should not assume that a message is received and agreed.**
 - 1.5.5.2.1. If no response is received within your required timeline it is reasonable to issue a reminder or text to that person.
 - 1.5.5.2.2. If no response is received to the reminder then you should forward the matter to the club chair and secretary for their urgent attention.
 - 1.5.5.3. Only if those steps are followed and the issue remains unresolved should the matter be elevated to the GMCL Board.**

1.6. Social Media

1.6.1. Social Media Policy

- 16.1.1. The League has a Social Media Policy visible on the website

1.6.2. Use of Twitter by the League

- 1.6.2.1. The league will supplement the prime delivery of news on the website, by e-mail and by using Twitter

2. Players & Eligibility

GMCL rules are intended to be comprehensive and should be read in their numbered order and only *referenced* with the full paragraph.

The Board recognises that there will be times where a combination of events give rise to circumstances where the rules might be viewed by some as open to interpretation. On any such occasion application should be made to the league on GtrMcCricket@mail.com for a ruling.

Where an issue of interpretation arises in-play then the umpires standing shall be deemed the arbiters on the day and the matter referred to the league for a formal decision post-match. The umpire's decision on the day is final as regards that game in play but not binding until confirmed by The Board after the game upon application. The Board ruling will apply to all similar combination of events from that point forward, the retrospective position will also be considered at that point. Please note that umpires do not rule on Player Eligibility - any concerns should be raised with the league before match day. The use of ineligible players will be punished post-match.

2. Player Eligibility

2.1. All Players

2.1.1. Registration

2.1.1.1. All players must, irrespective of age, be registered as a bone fide, fully paid up member of any club that they represent, or

2.1.1.2. A registered professional or "overseas" player of the club, or

2.1.1.3. be on temporary loan to that club through agreed procedures.

2.1.2. Multiple Registrations

2.1.2.1. No player can play open age cricket for more than one club in open age competition in any season unless

2.1.2.1.1. there has been an agreed transfer between clubs during the season and all debts at the previous club are settled or

2.1.2.1.2. there is an agreed temporary loan in place.

2.1.3. Multiple Teams

2.1.3.1. No individual currently playing for any other club in any other Saturday League shall be considered eligible for any Saturday or Sunday team in GMCL at any time.

2.2. Player Registration

2.2.1. Registration with League

2.2.1.1. At the start of each season, every club shall input/update a club list of registered players on to CricHQ, no later than one week before the first league fixture.

2.2.1.2. The details registered must include Full name and Date of Birth

2.2.1.3. Failure to do so will result in a fine of £10.00 in each case.

2.2.2. Late Registration

2.2.2.1. Players not registered may not play until confirmation is received by The Board that they are eligible to play and are not registered elsewhere.

2.2.2.2. Any player who plays before the registration is approved will incur a £50.00 fine per game to be paid by the club.

2.2.3. CricHQ list of players

2.2.3.1. It is the Team Captain's responsibility to ensure that the team's squad list is up to date prior to the day of a game. This can be managed by a club admin or your club scorer or other club official who has been given CricHQ admin rights for your club or team but the ultimate responsibility of the Team Captain.

2.2.3.2. No Scorer (Home or Away) should be tasked to add players to squad lists shortly before or

during a game.

2.2.3.3 The team captain will be held responsible for failure to complete the CricHQ team before the game.

2.3. Player Transfers & New Player Registrations

2.3.1. Players concerned – this procedure applies to

2.3.1.1. Transfers between GMCL clubs and

2.3.1.2 Transfers in from clubs outside GMCL

2.3.1.3 Players joining their first UK cricket club

2.3.1.4 Players coming to the UK from Overseas

2.3.1.5 Professionals and Amateurs

2.3.1.6 All players over 12 years of age on the 1st September prior to the season

2.3.2. Registration of Transfers & New Players

2.3.2.1. GMCL operates a paperless transfer system which requires players to register the details of the transfer they are requesting on the Form set down online by the league.

<https://forms.gle/thZTWmZhCvE5v8Bk7>

2.3.2.2 Incorrect entries or misleading/false statements will result in a fine of £100.00 per player

2.3.3. Officials involved in the Transfer

2.3.3.1. The player must enter the name and contact details for their contact official at the new club and their contact official at the old club

2.3.4. Initiating the Transfer

2.3.4.1. It is the player's responsibility to request that their contact at the old club e-mails the league GtrMcrCricket@Mail.com (E-mail Subject Header should be "New Player Transfer: add player Name") to state that

2.3.4.1.1. there are no objections to the transfer from that club and

2.3.4.1.2. there are no outstanding liabilities at the club the player is leaving and

2.3.4.1.3. provide details of any bans or there are no bans currently in place.

2.3.5. Availability to Play

2.3.5.1. The player will only be available to play after GMCL e-mails the new club contact to confirm that the clearance from the previous club has been received.

2.3.6. League Compliance

2.3.6.1 There is no time limit for the league to receive information regarding transfers in order to verify the statements given at registration

2.3.7. Restrictions

2.3.7.1. No League club professional shall be engaged (or approached with a view to engagement) by another League club for the following season before 1st August without the consent of his present club. Penalty £100.00. Clubs aware of an illegal approach must e-mail GtrMcrCricket@mail.com marked CONFIDENTIAL.

2.3.7.2 No New Players can be registered or transferred after 31st July in the season.

2.3.7.2.1 Requests for exceptions due to player shortage must be e-mailed to GtrMcrCricket@mail.com marked "URGENT"

2.4. Paid Players

2.4.1. League Position on "Paid / Professional Players"

2.4.1.1. GMCL is an "open league" and players can be paid.

2.4.2. Definition

2.4.2.1. A "Paid Player" / "Professional Player" is a player at the club who

- 2.4.2.1.1. receives or expects to receive a reward, monetary or otherwise, for playing for a team
- 2.4.2.1.2. from the club or from any business, sponsor or individual
- 2.4.2.1.3. at any time, before, during or after the season HOWEVER
- 2.4.2.2. The Home Office have determined that a “Professional” Sports person is someone, whether paid or unpaid, who: –
 - 2.4.2.2.1. is providing services as a sports person, playing or coaching in any capacity, at a professional or semi-professional level of sport; or
 - 2.4.2.2.2. a person who currently derives, who has in the past derived or seeks in the future to derive, a living from playing or coaching, is providing services as a sports person or coach at any level of sport, unless they are doing so as an “Amateur”
- 2.4.2.3. This is clear. Even if you do not pay a player, they can be considered to be a professional from their past career or for what they wish to be in the future.

2.4.3. Requirement of the League

- 2.4.3.1. There is no mandatory requirement for a club to have one or more paid players, clubs can remain wholly amateur.

2.4.4. Paid Overseas Player

- 2.4.4.1. Clubs can only have one “Professional” “Overseas Player”
- 2.4.4.2. “Professional” is as described in “Definition” above
- 2.4.4.3. See later in these rules for the definition of “Overseas Player”

2.4.5. Registration of Paid Players / Professional Players

- 2.4.5.1. Where a club has a paid (as defined above) overseas player, the club must register that player as their “named professional” (see Section – “Named Professional” below).
- 2.4.5.2. Where a club has no paid overseas player but has one or more paid players as defined above a club must register a “named professional” (see Section – “Named Professional” below)

2.4.6. Legal Requirements

- 2.4.6.1. Clubs are wholly responsible for accounting for tax and national insurance deductions and payments to HMRC in respect of all paid players.

2.5. Named Professional

2.5.1. Requirement

- 2.5.1.1. Where the club has one or more “paid players”, as defined at Section – “Paid Players” above,
- 2.5.1.2. The club must register the name of one player who will be known as the “Named Professional”
- 2.5.1.3. At least one week before the first game that player or any “paid” player wishes to play and no later than 31st May in the season.
- 2.5.1.4. The CricHQ entry for that player must have the term “(Pro)” after their Surname

2.5.2. Overseas Paid Player

- 2.5.2.1. Where the club has a “paid player” / Professional who is not eligible to play for England, see the rules at Section – “Overseas Player”, then they must be the “named professional”

2.5.3. Procedure

- 2.5.3.1. Registration of the Named Professional is to be made on the leagues “Transfer & Player Registration” form at [Named Professional Registration](#)

2.5.4. Reason for nomination

- 2.5.4.1. Only a named professional can be replaced by a Deputy upon request if certain criteria can be met, see Section – “Deputy Professional” below
- 2.5.4.2. No registered named professional shall be allowed to play for more than one club in any GMCL Competition during the season.

2.6. Deputy Professional

2.6.1. Qualification

- 2.6.1.1. Deputy Professionals are allowed in GMCL in certain circumstances to replace a registered “Named Professional” only.
- 2.6.1.2. A Deputy Professional is allowed when the “Named Professional” is injured or affected by illness.
 - 2.6.1.2.1. The player must still be in the UK and available for examination as the Board see fit.
- 2.6.1.3. A Deputy Professional is also allowed when a player is called up for International, First Class, List A and T20 Duty.
 - 2.6.1.3.1. Any call up notice should be forwarded to the league with the application to take on a deputy.
- 2.6.1.4. A Deputy Professional will not be allowed where any unavailability is contracted, e.g. return home.

2.6.2. Restrictions

- 2.6.2.1. These rules do not apply to Overseas Amateurs or any other paid players.
- 2.6.2.2. A deputy professional will not be allowed for (but not limited to): –
 - 2.6.2.2.1. The named professional travelling away for personal or family events of any nature
 - 2.6.2.2.2. Any contracted absence
 - 2.6.2.2.3. A UK county contracted player called up to the county

2.6.3. Replacements

- 2.6.3.1. Any replacement must be a professional player. Amateur players from other leagues cannot be used.
- 2.6.3.2. Any proposed replacement must have played no higher than the standard played by the player being replaced in the last 5 years
 - 2.6.3.2.1. For example, a former county player cannot replace a player who only played at second XI county level.
 - 2.6.3.2.2. and a current test player cannot replace a professional who last played Test Cricket over 5 years ago.
- 2.6.3.3. Exceptions will be considered only on written application with full details by e-mail to deputypros-loanplayers@gtrmcrcricket.co.uk (cc to GtrMcrCricket@mail.com please).

2.6.4. Application Process for Substitute Professionals

- 2.6.4.1. The reason for the request and the timing of any injury / illness must be submitted in detail with the application to take on a deputy.
- 2.6.4.2. Applications must be made to the league by e-mail to deputypros-loanplayers@gtrmcrcricket.co.uk by 8pm on a Thursday before the Saturday or Sunday games (cc to GtrMcrCricket@mail.com please).
 - 2.6.4.2.1. The E-mail should be headed: URGENT – Deputy Professional – XX CC and the following should be stated in the body of the e-mail:
 - 2.6.4.2.1.1. Full name of the named professional who needs to be replaced
 - 2.6.4.2.1.2. Full explanation surrounding the request, reason, injury details, when occurred, length of expected layoff and medical opinion sought.
 - 2.6.4.2.1.3. full name of the proposed replacement
 - 2.6.4.2.1.4. Current Club
 - 2.6.4.2.1.5. Highest standard played by this player in last 5 years
 - 2.6.4.2.1.6. Current club has given permission (where applicable)
 - 2.6.4.2.1.7. Status of player – England Qualified or

2.7. Overseas Players

2.7.1 Terminology

2.7.1.1. “Passport” & “Visa” are the documents which allow a person to be in the UK legally and are partly but not wholly determining factors in a player’s status.

2.7.1.2. The term “Overseas” is used for ease of understanding but actually relates to any person not qualified to play for England

2.7.1.3. By definition “Overseas” may relate to UK Passport holders. A UK Passport does not mean the holder is eligible to play for England, there are place of birth and place of residence issues to consider.

2.7.1.4. The Term “Overseas Exempt” is an ECB term to describe persons who have not qualified for UK residence but have lived in the UK legally for 2 or more years. See below.

2.7.2. GMCL quotas

2.7.2.1. GMCL allows up to two “overseas” players per team.

2.7.2.2. At First XI level this can be 0 one Overseas Professional plus an Overseas Amateur player or an Overseas Exempt player or two Overseas Amateur players.

2.7.2.3 Overseas Amateurs or Professionals are only allowed in Saturday League 1st XI teams

2.7.2.4. At Second XI and below clubs may have up to two Overseas Exempt players.

2.7.2.5. Overseas professionals and Overseas Amateurs are not allowed in the Sunday competition for any team, including First XIs playing in that competition.

2.7.3. Government & Governing Body Rules

2.7.3.1. Rules on players known as “Overseas Players” have changed significantly and these rules apply to, and should now be thought of as, relating to any player who does not qualify to play for England (see below).

2.7.3.2. Clubs should fully acquaint themselves with these new rules which are put in place by The Home Office and the ECB. LCB LCF and GMCL will follow these rules.

2.7.3.3. As well as defining whether a player is overseas or not, the documents now clearly set out which Overseas players should be considered as “professionals” and therefore require the appropriate Visa. The Visa requirements differ for professional players and amateur players.

2.7.4. The Home Office definition of “Professional”

2.7.4.1. The Home Office have determined that a “Professional” Sports person is someone, whether paid or unpaid, who: –

2.7.4.1.1. is providing services as a sports person, playing or coaching in any capacity, at a professional or semi-professional level of sport; or

2.7.4.1.2. a person who currently derives, who has in the past derived or seeks in the future to derive, a living from playing or coaching, is providing services as a sports person or coach at any level of sport, unless they are doing so as an “Amateur”.

2.7.5. The Home Office definition of “Amateur”

2.7.5.1. The Home Office has determined that an “Amateur” is a person who engages in a sport or creative activity solely for personal enjoyment and who is not seeking to derive a living from the activity. This also includes a person playing or coaching in a charity game.

2.7.5.2. Each Overseas Amateur should be registered here: <https://goo.gl/forms/ySqi35Ho0Y5rIjJp1>

2.7.6. Decision Making

2.7.6.1. The Home Office is the arbiter here and they should be contacted with any challenges.

2.7.6.2. ECB can answer questions but not rulings by e-mail to managedmigration@ecb.co.uk

2.7.6.3. GMCL can provide guidance based on the full facts submitted by e-mail to GtrMcCricket@mail.com but cannot make any rulings.

2.7.7. The Big Changes

2.7.7.1. The significant change in Professional / Amateur Status is that a club need not be paying a player for that player to be considered a Professional

2.7.7.2. This makes a difference because Professionals require certain Visas if coming from Overseas and this should always be considered in your decision making.

2.7.7.2.1. one example of this is that where a player is playing in a professional or first-class standard at home he can no longer come here and be considered an amateur.

2.7.8. “Qualified to play for England”?

2.7.8.1. A player who is not qualified to play for England is considered an “Overseas” player.

2.7.8.2. The holder of a British Passport who was not born in the UK is only qualified to play for England if they have lived permanently in the UK for at least 7 full years (Summer and Winter) unless they came to the UK before their 18th birthday in which case they must have lived permanently in the UK for 4 years.

2.7.8.3. If the British Passport holder does not meet those criteria (e.g. an Australian resident who has had a British passport or has dual passport for 10 years) the player is an Overseas player.

2.7.8.4. Where a player has a British passport and was born in England but has lived abroad and represented any other country at cricket then that player is an Overseas player.

2.7.9. Overseas Exempt Players

2.7.9.1. There is a class of overseas player that have not been considered and these are persons living in the UK with only minor absences in the last 2 years.

2.7.9.2. In effect these are persons who are eligible to be in the UK via a qualifying and valid visa but whose primary reason for coming to the UK is not to play cricket and they have been living here for at least 6 months before the start of the season so for example this may include students or workers.

2.7.9.3. More detail can be found on the ECB website

2.7.9.4. A maximum of two of this class of player can play in each of the 2nd or Third XIs. For the 1st XI these players will count towards the maximum of two overseas players.

2.7.9.5. Overseas Exempt players must be registered here <https://goo.gl/forms/ySgj35Ho0Y5rJJp1>

2.7.10. A Reminder

2.7.10.1. That Overseas professionals or Overseas Amateurs who don't qualify under 2.7.8 can only play in the 1st XI.

2.7.10.2. These Home Office rules are in place to ensure that clubs seek out only the best players from overseas to play at their clubs.

2.8. Banned or Suspended Players

2.8.1. No player shall play in any match under the auspices of this League who is currently suspended from playing cricket by either the ECB, LCB LCF, GMCL or any other cricket league or equivalent body.

2.9. League Game Restriction on Players at Second, Third and Fourth XIs

2.9.1. Overview

2.9.1.1. There are rules around who can and cannot play at Second XI, Third XI and Fourth XI and these are listed below including the use of the ‘Starred Player’ system.

2.9.1.2. The ‘Starred Player’ system is designed to provide a fair and even competition in GMCL at the grades below 1st XI and

2.9.1.3. These rules must be operated by all clubs with more than one open age team irrespective of how many of those teams play in GMCL.

2.9.2. Reasoning

2.9.2.1. The system is designed to: –

2.9.2.1.1. Prevent the best players at the club from playing at Second XI at any stage of the season in cup and league games,

2.9.2.1.2. Limit the availability of all First XI players and the best Second XI players

from playing Third XI and Fourth XI cricket in cup and league games,

2.9.2.1.3. Allow those who play Second XI but do not bat and bowl regularly to play at Third XI and Fourth XI

2.9.2.1.4. Encourage clubs to register more players and play more juniors across the levels.

2.9.3. Third XI and 4th XI

2.9.3.1. Only category 1 (England qualified) players are eligible to play for the Third XI and Fourth XI except for overseas exempt players referred to earlier and,

2.9.3.2. Each club with a Third XI (wherever their First & Second XI play) shall register the following as starred players and therefore make those players unavailable for the Third XI

2.9.3.2.1. All First XI regulars including all paid (whether recorded as a professional or not) and overseas players

2.9.3.2.2. The best Second XI players

2.9.3.2.3. to give a minimum total of 16 regular players

2.9.3.3. In addition, no un-starred player may play in a Third XI or Fourth XI match if three of their last five matches have been in the First XI.

2.9.3.4. No player who has played in six or more Second XI matches shall be eligible to play in the last three Third XI or Fourth XI league matches, unless he/she has played in the Third XI or Fourth XI on three or more occasions during the season prior to these games.

2.9.3.5. An exception to all these rules is that unpaid players (who are not overseas amateurs) who are under 18 years of age on 1st September of the previous season are eligible at any time for any league game at any level and any cup competitions and any GMCL20 games

2.9.4. Second XI

2.9.4.1. Only category 1, England qualified players are eligible to play for the Second XI except for exempt overseas players referred to earlier and

2.9.4.2. Each club with a Second XI (that does not play on the same day as their First XI) shall register the following as starred players and therefore make those players unavailable for the Second XI

2.9.4.2.1. a minimum of the best 5 First XI players including all paid (whether recorded as a professional or not) and overseas players

2.9.4.3. No player who has played in six or more First XI matches shall be eligible to play in the last three Second XI matches, unless he/she has played in the Second XI on three or more occasions during the season prior to the last three fixtures.

2.9.5. Starred Players

2.9.5.1. All starred players must be acceptable to the GMCL Board and notified at registration at the beginning of each season. GMCL will supply the registration forms and procedure to supply the details to the League.

2.9.5.2. In addition, at 30th June each year, any un-starred player at that date who has played fifty percent or more games in the 1st XI will become a starred player and therefore not be allowed to play in the Third XI from that point.

2.9.5.3. The form for entry of your starred players list is listed on the website

2.9.5.4. Each club shall have the opportunity to review its list of starred players at any time to represent any other significant change from the start of the season, applications should be made to GtrMcrCricket@mail.com

2.9.5.5. Any changes must be acceptable to the GMCL Board before a player plays for the team.

2.9.5.6. In exceptional circumstances, clubs may seek the permission of the GMCL's Board and agreement of the opposition for dispensation where deemed appropriate. The requesting club should e-mail the league and copy in the opponents Third XI contact with the request. This can include but it is not limited to: –

- 2.9.5.6.1. Game time to “find form”
- 2.9.5.6.2. Return to the game after injury
- 2.9.5.6.3. Fill-ins required for a temporary player shortage and those fill-in senior players not taking a leading role
- 2.9.5.7 The league will publish starred player lists.
- 2.9.5.8 Players can only be placed on the starred players list when they are available to play, for example a player who is available from July can only be on the list from July
- 2.9.5.9 Players can only be placed on the starred player list if they are available on Sundays and are available for selection on a regular basis for the club and play more games than not.
- 2.9.5.10 Any club found to be deliberately listing players in order to play ineligible players in the 3rd or 4th XI will attract a penalty from the Board.

2.10. Loan Players

2.10.1. Purpose

2.10.1.1. The purpose of this rule is to give competitive cricket to players not selected at their own club who will help another club fulfil a fixture and so not spoil a game for those players who are available.

2.10.2. Qualifying Teams

2.10.2.1. This section applies to all teams in Divisions 3 and 4 and below and the Sunday competition and supports the ECB’s “Get the Game On” policy.

2.10.3. When can Loan Players be used?

2.10.3.1. Where a club knows in advance that it may have a shortage of players for a fixture in the weeks ahead it may apply to the league to use loan players from other local clubs.

2.10.4. Eligibility

2.10.4.1. The players eligible will be: –

2.10.4.2. For a Saturday match – players not selected for their own club’s equivalent games on that day.

2.10.4.2.1. Players loaned from a Saturday team that have no game on that day cannot have played in 2 of the last 3 matches in which that player was available for selection.

2.10.4.3. For a Sunday match – players not selected for their own club’s game that day who did not play in the Saturday teams for that club.

2.10.4.4. Players cannot play against their parent club

2.10.4.5. No starred player may be loaned.

2.10.5. Arrangements

2.10.5.1. Clubs should contact the league on the central e-mail with sufficient time to ensure full arrangements can be completed by 9pm on the Thursday prior to the fixture that they will have player shortages and subsequently notify the league of the player(s) to be used.

2.10.5.2. There must be agreement of the club holding the registration of the player to the arrangement, the club wishing to use the player should ensure they have this agreement.

2.10.5.3. The league makes no arrangements for loans to take place.

2.11. Offset Fixtures

2.11.1. Reasoning

2.11.1.1. There are Second XI fixtures that occasionally take place on a Sunday when the club’s 1st XI has played on the Saturday and is not playing on the Sunday.

2.11.2. Restrictions

2.11.2.1. In this case, no players playing in that 1st XI shall play in the Second XI game unless by agreement by the Board in special circumstances.

2.11.2.2. At any club where a Second XI regularly plays on a Sunday and the First XI plays on Saturday then the starred player rules apply.

2.12. Objections to Player Eligibility

2.12.1. Opponents

2.12.1.1. Where there has been a failure to follow rules on player eligibility by an opposing club then representation should be made to the league by e-mail on GtrMcrCricket@mail.com from a senior club official – Chairman or Secretary, summarizing why you think that the rules have been breached.

2.12.1.2 The time limit for opponents making a claim is 7 days from the date of the game, the time limit for another team making a claim is 7 days from the date that the scorecard was posted to CricHQ.

2.12.2. Own Club

2.12.2.1. Where any club has any objection to any decision or ruling made on their own player's eligibility then representation should be made to the league by e-mail on GtrMcrCricket@mail.com from a senior club official – Chairman or Secretary, summarising your objections.

2.12.2.1. This representation should be made within 7 days of the notice of the ruling or within 7 days of the game

2.12.3. Process

2.12.3.1 The claim must be backed by the club chair or secretary to verify that this is a club decision to challenge rather than an individual we are not resourced to deal with individual's applications.

2.12.3.2 In checking a claim the league will check that all parties (both clubs) have conformed to the rules in all their matches in the current season, this will ensure that there can be no counter-claims between clubs in the future.

2.12.4. Board Ruling

2.12.4.1. The Board will provide a ruling which is binding.

2.12.4.2 The Board will consider the sporting element of the issue, any pre match discussion on the eligibility between the clubs, the intentions of selecting the player and the role played by the player at question in the game.

2.12.5 Penalties

2.12.5.1 Where a club is found guilty of playing an ineligible player then the penalty is loss of points for the game in question. The non-breaching club shall be awarded the higher of a) points it obtained in the game and b) 5 points and the game shall count as an outright win for the non-breaching club.

2.12.5.2 Where a club is found guilty of multiple breaches or deliberately avoiding the forfeiture of penalties then the Board may increase the penalty to more than those won for the games in question.

3. GMCL Structure

3. League Structure

3.1. GMCL Open Age League Cricket

3.1.1. Levels, Tiers and Divisions

3.1.1.1. The GMCL Saturday competition will contain multiple tiers, each with one or more divisions providing promotion and relegation throughout.

3.1.1.2. The GMCL Sunday competition will contain several tiers and provide promotion and relegation throughout.

3.1.1.3. Divisions above the lowest tier will contain a minimum of 12 teams and each team will play all other teams in the division Home and Away.

3.1.2. Amendments & Reviews

3.1.2.1. The Saturday and Sunday League structure will be reviewed annually by the Board to consider any movement of clubs in the region into or out of GMCL and changes in the number of teams from within clubs already registered to take part in the GMCL.

3.2. GMCL Cup competitions

3.2.1. Management of Cup Competitions

3.2.1.1. The cup competitions shall be under the control of the Board with the number of competitions and format reviewed annually.

3.2.1.2. All decisions regarding the interpretation and implementation of the rules lie with the Board

3.2.2. Competitions

3.2.2.1. There will be a Sunday Cup known as the Per-Fit Windows Sunday Cup which is open to all third and below teams playing in the Sunday League plus Third XIs and below playing in the Saturday Competition.

3.2.2.2. All Second XI teams playing on Saturday shall play in the Second XI Cup alongside any Second XIs from the Sunday Competition who elect to play in this Cup, which shall be called The Per-Fit Windows Second XI Cup.

3.2.2.3. The number of First XI cup competitions will vary with the aim of limiting the number of Sunday games for first teams but also providing clubs at all levels with the real opportunity of winning a trophy against clubs of a similar standard but will provide the following

3.2.2.3.1. The highest placed 32 First XI teams shall compete for “The Derek Kay Cup sponsored by Per-Fit Windows”.

3.2.2.3.2. Should the number of remaining Saturday First XI teams exceed 39, the highest placed 32 shall compete for “The 1st XI League Cup sponsored by Per-Fit Windows”, The remainder shall compete for “The 1st XI Championship Cup sponsored by Per-Fit Windows”.

3.2.2.3.3. Should the number of remaining Saturday First XI teams be less than 40, those teams shall compete for “The 1st XI Championship Cup sponsored by Per-Fit Windows”.

3.2.2.4. Entry into the appropriate competitions shall be compulsory for all Saturday League teams.

3.2.2.5. Teams competing in the Sunday Competition can choose not to play in Cup competitions

3.3. GMCL20 competition

3.3.1. Structure

3.3.1.1. The competition will, dependent on the number of teams registering to participate, consist of regionalised mini-leagues with winners progressing to a knockout stage and finals day

3.3.1.2 Participation in the competition is optional for all GMCL clubs and clubs should register annually for entry in to that season's competition

3.3.2. Playing Day

3.3.2.1. The normal playing night for the competition is Friday night.

3.3.2.1. Clubs can specify their preferred day/evening for their home fixtures when they register for the competition each year. This will be considered when arranging the fixtures but cannot be guaranteed.

3.3.3. Entrants

3.3.3.1. Will be limited to GMCL competing clubs only.

3.3.4. Rules

3.3.4.1. Organisation of the Event

3.3.4.1.1 The Competition (GMCL20) shall be run by the GMCL Board and appointed representatives.

3.3.4.2 The Format of the competition

3.3.4.2.1. The format will be determined annually and be dependent on the number of entrants and

3.3.4.2.2. There will be a group stage with an approximately equal number of home and away games.

3.3.4.2.3. The group stage will be set out according to geography. The numbers in each group may vary in order to meet this criterion.

3.3.4.2.4. The groups stage will be followed by a knockout stage for the 8 teams qualifying from the group stage

3.3.4.2.5 The final four teams will meet at a single finals day at a venue to be agreed by the Board.

3.3.4.3. Group Stage

3.3.4.3.1. Three points will be awarded for a Win, one point each for a Tie or No Result and no points for a Loss.

3.3.4.3.2. If a match is conceded then the team conceding will receive no points, their opponents three points but we ask that clubs do their very best to support each other in managing the fixtures in order to have the best competition we can.

3.3.4.3.3. Reserve Dates will be made available for any wholly rained off games.

3.3.4.3.4. A game can only be rearranged once.

3.3.4.3.5. Final positions in the Groups will be determined by

3.3.4.3.5.1. the total points when all teams have played all their group games.

3.3.4.3.5.2 If two or more Clubs are equal on points, positions will be determined by overall net run rate. A Club's net run rate is calculated by CricHQ.

3.3.4.3.5.3. If still equal, the teams will be ordered according to which team achieved the most points in the matches played between them

3.3.4.3.5.4. If still equal, then the competition organisers will arrange for the toss of a coin/ drawing lots.

3.3.4.4. Knockout Stage

3.3.4.4.1. This will be contested by the 8 best placed teams, by a method determined annually by the Board dependent on the number of entrants and advised to the competition entrants prior to the start of the competition.

3.3.4.4.2. The draw for the knockout stage will be made by the GMCL Board and will not be regionalised or seeded. Group winners would receive a home draw.

3.3.4.4.3. The venue of the final will be determined by the toss of a coin between the 4 competing clubs.

3.3.4.5. Match Nights

3.3.4.5.1. The allocated match night for the competition is Friday evening but home clubs may request alteration to this for the Group Stage only to play on any evening of the week leading up to the allocated Friday. This election must be done at registration for the competition.

3.3.4.5.2. Any changes to the Friday schedule must be arranged with the visiting club, before the start of

the whole competition and no later than the first May Bank Holiday. Contact details for clubs in each division will be shared.

3.3.4.5.3. The league must be notified of any such changes via e-mail to fixtures@GtrMcrCricket.co.uk by May 8th.

3.3.4.5.4. Match nights for the Knockout stages will be Friday evenings as allocated.

3.3.4.6. Start Times

3.3.4.6.1. All matches to start no later than 6:15 pm. Clubs should make every effort to #getthegameon.

3.3.4.6.2. For example: if rain is forecast later and teams and officials are in place earlier than 6:15 pm then there is no reason why play should not commence earlier

3.3.4.7. Admission Charges

3.3.4.7.1. Clubs may levy an Admission charge or ground collection with maximum charges set at £3.00 (£1.00 concessions). Gate receipts shall be retained by the home Club for all games up to and including the quarter-finals (round of 8).

3.3.4.7.2. Gate and raffle etc. receipts will be shared in the Semi-Finals and the Final when they shall be divided equally between the two competing Clubs after the deduction of Umpire's expenses.

3.3.4.8. Umpires

3.3.4.8.1. Umpires for all matches will be appointed by the Greater Manchester Cricket League Umpires and Scorers Association where numbers allow. Umpires' fees are to be paid by the Home Club prior to the commencement of the game.

3.3.4.8.2. Fees are £30.00 for each Umpire in a game which is commenced: £15.00 if the game is called off before commencement and Umpires are present at the ground: no fee will be paid if the game is cancelled earlier so that Umpires have not been required to travel.

3.3.4.9. Players

3.3.4.9.1. All registered club players are eligible to represent their club in the competition.

3.3.4.9.2. Substitute professionals are not allowed.

3.3.4.10. Clothing, Equipment & Sightscreens.

3.3.4.10.1. Coloured clothing should be worn if owned by the club.

3.3.4.10.2. Sightscreens must be white.

3.3.4.11. Match Balls.

3.3.4.11.1. The approved match ball is the Oxbridge Orange or Pink Magna and games must be started with a new or nearly new ball.

3.3.4.11.2. Each Club shall supply a match ball of suitable quality plus two suitable spares.

3.3.4.11.3. The balls are to be presented to the Umpires for approval before the toss.

3.3.4.12. Result Submission

3.3.4.12.1. The result procedure will follow that for normal GMCL games.

3.3.4.13. Early Cancellation

3.3.4.13.1. When it is evident to the home club that as a result of the weather a match will not be able to be played the Home Club may contact the Visiting Club who may then elect to agree that the match be cancelled or if nearby, they may choose to send a representative to view and consider the fitness for play of the ground.

3.3.4.13.2. If both Clubs agree to the cancellation of the match the Home Club shall immediately notify the Umpires T20 Appointments Secretary via email or text (bmthexile@gmail.com 07946 512185) in order that the Umpires may be advised not to travel.

3.3.4.13.3. In the knockout stages, if the distance is too great for a club representative to attend then the services of the GMCLUA Umpires weather panel may be considered.

3.3.4.14. Innings & Number of Overs Per Bowler.

3.3.4.14.1. The standard game will be of 20 overs of 1 innings per side, this may be adjusted for a

number of reasons as detailed later in this document.

3.3.4.14.2. No bowler may bowl more than four overs, or if reduced no more than one fifth of the overs available. Irrespective of this, for rain interruptions mid-over, the interrupted over must be completed at resumption.

3.3.4.14.3. Declaration of an innings is not permitted.

3.3.4.15. Interval

3.3.4.15.1. There will normally be two sessions of play separated by an interval of 15 minutes, 10 minutes max where any rain interruption #getthegameon

3.3.4.15.2. During the interval the pitch shall be re-marked, repaired etc. and the Captain of the side batting second can request the pitch be rolled for no more than 4 minutes.

3.3.4.15.3. No drinks intervals are permitted.

3.3.4.16. Playing Time

3.3.4.16.1. A full 20 over innings shall not exceed 1 hour 15 minutes

3.3.4.16.2. If the team batting first is dismissed in fewer than 20 overs, the team batting second shall be entitled to bat for 20 overs.

3.3.4.16.3. If the bowling team fails to bowl 20 overs by the scheduled time, please see the rules below but umpires should be prepared to allow for conditions in order to get a complete game in but ensure neither side is deliberately slowing play.

3.3.4.16.4. When playing time has been lost the revised total number of overs for the game (time already played and time still available less any interval) should be based on a rate of 4 mins per over in the total time available for play. Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be rounded up.

3.3.4.16.5. Any changes to the overs for the game should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless they completed their innings in less than the allocated overs.

3.3.4.17 Delay or interruptions to the innings of the team batting second.

3.3.4.17.1. Where interruptions prevent the team batting second from having the full or same number of overs, any recalculation can include time saved in the game if the first innings ended early but the team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in fewer than its allocated overs.

3.3.4.17.2. A rescheduled time for the close of play will be fixed by applying a rate of 4 minutes per over in respect of each over already bowled and/or re-scheduled. This calculation should not cause the match to finish earlier than the time that was set for the cessation of play at the commencement of the second innings.

3.3.4.17.3. To constitute a match, a minimum of 5 overs have to be bowled to the team batting second unless a result has been achieved earlier.

3.3.4.17.4. If the team bowling second fails to bowl their overs by the scheduled time, please see the rules below but umpires should be prepared to allow for conditions in order to get a complete game in but ensure neither side is deliberately slowing play.

3.3.4.18. Over-Rate Penalties

3.3.4.18.1. In a match in which there is no delay or interruption all sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hr 15 minutes playing time. In the event of them failing to do so the batting side will be credited with penalty runs for every whole over that has not been bowled. The penalty runs for each whole over that has not been bowled will be equal to those runs scored by the batting side in the over in which they scored most runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or

past their victory target, then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled cessation time for the innings. If the innings is terminated before the scheduled cut-off time, no over-rate penalty shall apply.

3.3.4.18.2. If the innings is delayed or interrupted all sides are expected to be in position to bowl the first ball of the penultimate over before the revised cessation time for that innings and in default penalty runs will be awarded as above.

3.3.4.18.3. The Umpires shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpires will inform the fielding Captain, the batsman of any time allowances as and when they arise. (This cannot be changed after the resumption of play or the end of the game).

d. Umpires shall apply the penalty run Laws for time wasting especially strictly bearing in mind that conditions for play are likely to be difficult by 9PM. This is the only penalty for a slow over-rate. (For the purpose of net run-rate calculations in the Group Stage, any runs accrued through application of this clause shall be included in calculations).

3.3.4.19. Captains' Agreement.

3.3.4.19.1. If both Captains agree prior to the commencement of a match that weather is likely to intervene during the match they may agree to start the match as a reduced number of overs match providing that a minimum number of 5 overs is to be received by each Club. In those circumstances the game as agreed between the Captains may start at any time which allows the agreed number of overs together with a reduced interval of 10 minutes to be completed by 9pm.

3.3.4.19.2. Should weather intervene and make the agreement impossible to achieve then the match must either be abandoned, or the overs reduced in accordance with these rules.

3.3.4.20. The Result

3.3.4.20.1. The DLS method will be applied to all games to determine the winner, should Penalty runs be added at any time the scorers should be advised immediately so that they may update the CricHQ scorecard before submission.

3.3.4.20.2. When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs (including any penalty runs imposed under Rule 16.3) shall be the winner.

3.3.4.20.3. In the event of the scores being tied, the following shall apply:

3.3.4.20.3.1. In a Group Stage match, no account shall be taken of wickets lost, the match is tied, each team shall be awarded one point.

3.3.4.20.3.2. In the knockout stages and the final, the team losing fewer wickets shall be the winner.

3.3.4.20.3.3. if the result cannot be decided on wickets, the winner shall be the team with the higher score after 5 overs, or if still equal after 4 overs, or if still equal after 3 overs etc.

3.3.4.21. If weather delays or interrupts the match and more than 5 overs have been bowled in the second innings and the team batting second is unable to receive the same number of overs as the team batting first then, the winner will be determined by DLS.

3.3.4.22. No Ball – Penalty

3.3.4.22.1. The penalty for a no ball will be 2 runs and,

3.3.4.22.2. A free hit after any No Ball for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball even if the delivery for the free hit is called wide ball.

3.3.4.22.3. Field changes are not permitted for free hit deliveries unless there is a change of striker except that in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the

same line no more than 15 yards from the striker.

3.3.4.22.4. The Umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

3.3.4.22.5. Any ball, having pitched, that passes above shoulder height of the batsman when standing upright at the crease, shall be called "No-Ball".

3.3.4.23. Wide Ball

3.3.4.23.1. Umpires are instructed to apply a very strict and consistent interpretation in regard to "Wides" to prevent negative bowling wide of the wicket.

3.3.4.23.2. A penalty of one run for a Wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.

3.3.4.23.3. Any ball passing behind the striker, from where he is standing or from a normal guard position that subsequently passes wide of leg stump shall be called "Wide". Any ball passing too wide of the off stump to allow the batsman from where he is standing, or from a normal guard position, to play a normal cricket shot, shall be called "Wide".

3.3.4.24. Timed Out

3.3.4.24.1. The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute of the fall of the previous wicket or the retirement of a batsman. The incoming batsman is expected to be ready to make his way to the wicket immediately and is expected to jog to the wicket.

3.3.4.25. Fielding Restrictions

3.3.4.25.1. At the instant of delivery there shall not be more than five fielders on the leg side.

3.3.4.25.2. For the first 6 overs only of each innings (the "PowerPlay"), at the instant of delivery only two fielders are permitted to be outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 25 yards) and joined by a parallel line on each side of the pitch (the fielding circle). The fielding circle should be marked by white plastic or rubber (but not metal) discs.

3.3.4.25.3. For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery.

3.3.4.25.4. Where the innings is reduced the "PowerPlay" overs shall be as follows: – 5–8 overs – 2 PowerPlay overs, 9–11 – 3, 12–14 – 4, 15–18 – 5

3.3.4.25.5. If following an interruption, on resumption the total number of Field Restriction or "PowerPlay" overs for the innings has already been exceeded, then there will be no further Field Restriction or "PowerPlay" deliveries bowled in the innings. Note that this is the only circumstance under which the Field Restriction status can be changed during an over.

3.3.4.25.6. In the event of an infringement of any of the above fielding restrictions or more than 2 behind square rule, the striker's end Umpire shall call and signal 'No Ball'.

3.3.4.25.7. If the Umpire does not call the no ball, either batsman may draw the matter to that Umpire's attention immediately the ball becomes dead.

3.3.4.25.8. If the striker's end Umpire is able to verify the breach, he shall call and signal No Ball.

3.3.4.25.9. If the striker's end Umpire is unable to verify the breach, then he shall confirm that the events of the delivery shall be unchanged.

3.3.4.26 Short Pitch Bowling

3.3.4.26.1. There shall be no more than one Short Pitched Delivery per over.

3.3.4.26.2. A breach will result in the awarding of a no ball.

3.3.4.27. Any issues not covered by these GMCL20 playing conditions can be referred to the league via GtrMcrCricket@mail.com for consideration by the Board

3.3.5 Player Eligibility GMCL20 Comp

3.3.5.1 The cup tying between the two T20 competitions does not apply to U18s other than overseas amateurs as defined in the general rules.

3.3.5.2 Adults are cup tied if they have either played in any knockout round or have played 2 or more games in the 6 match group stage of either GMCL20 competition.

4. Fixtures & Cancellations

4. The Fixtures

4.1. Fixture Dates

4.1.1. Saturday Fixtures

4.1.1.1. All Saturday League fixtures and all cup fixtures shall be played on the dates arranged by the Board.

4.1.1.2. No alteration to these fixtures shall be allowed, unless approved by The Board for exceptional circumstances.

4.1.2 Other Fixtures

4.1.2.1. The League will sanction the re-arrangement of a Sunday league or cup fixture if that fixture clashes with a Lancashire Cup, or National Knockout Competition, when a member club reaches the semi or final of the Lancashire Cup or the National semi or final of that Competition.

4.1.2.2. In rounds, other than those above, the League will not object to fixtures being re-arranged if both clubs agree, on the understanding that the fixture can only be re-arranged once,

4.1.2.3. For league fixtures played on a Sunday for the Saturday Competition (only 3rd XIs playing in the Saturday competition), the wishes of clubs shall be taken into consideration when fixtures are compiled, however, clubs will be expected to fulfil the fixture on the due date, unless The Board agrees that the fixture can be rearranged.

4.2. Fixture Publication

4.2.1. Fixtures will be published by the AGM

4.2.1.1 Unless changes to the division structure are required in the event of new teams or new clubs joining the league

4.2.1.2 In which case an extra month's preparation may be required.

4.2.2 Late changes to fixtures

4.2.2.1. The league reserves the right to change fixtures or divisional placements where there are late team withdrawals or changes at clubs affecting the level at which they can play

4.2.2.2. The league will act appropriately as regards any action to be taken against the clubs involved.

4.3. Loss of Ground

4.3.1. If the home club does not own a ground

4.3.1.1. and such club is refused the use of the ground and a fixture is therefore prevented from taking place, the home club must notify in writing the opposing club, to the league e-mail account (fixtures@gtrmcrcricket.co.uk) and the umpire's ~~secretary~~ association (gmclumpire@gmail.com) of the cancellation and the proposed revised date for the match to be played. This must be advised within 24 hours of being made aware of the unavailability.

4.3.1.2. If the clubs cannot agree a revised date The Board shall determine a revised date for the match and their decision shall be binding on both clubs.

4.3.2. Own ground unavailability

4.3.2.1. Membership of the league requires that your ground is available for all your fixtured games, but should there be an emergency that prevents any fixture going ahead then you should contact the league GtrMcrCricket@mail.com immediately with details and expected length of time that the ground will be out of action.

4.3.3. Communications

4.3.3.1. In any communication to other clubs and the league, it is the issuing club's responsibility to ensure that a reply is received from all parties confirming that the change is agreed.

4.4. Fixture Forfeit

4.4.1. Cancellation notification

4.4.1.1. Any cancellation of a match must have prior approval of the Board.

4.4.1.2. clubs failing to provide notification and to fulfil fixtures shall:

4.4.1.2.1. be reported to the Board by the non-offending club and

4.4.1.2.2. incur a Fine

4.4.2. Fine

4.4.2.1. If the game is forfeited on or before the Wednesday preceding the game a fine of £25.00 will be incurred,

4.4.2.2. this will increase incrementally from Thursday to Saturday, by £25.00 per day. e.g. a club cancelling a match on a Saturday will be fined £100.00.

4.4.2.3. If the offending club's fixture is an away fixture, the away club will also be liable for the home club's expenses who must submit a claim for expenses actually incurred, including umpire fees paid out (up to a maximum of £50.00), scorer's fees paid out (up to a maximum of £20.00) and cost of teas paid out (up to a maximum of £40.00*) but NOT for loss of bar or gate takings.

4.4.2.3.1. *a claim for teas can only be submitted if the game is cancelled after noon on Friday and must be accompanied by valid receipts for the expense incurred.

4.4.3 Additional Sanctions for Forfeiting Matches

In addition to the fines for forfeited matches outlined in Rule 4.4.2 (which the Board reserves the right to review in subsequent seasons) there shall be the following additional consequences for forfeiting matches

4.4.3.1 Forfeit of a league match - on each occasion, for a club with one senior team, it shall incur a 10 point penalty. For a club with 2 or more senior teams, there will be an aggregate of 10 points penalty, all allocated against the club's most senior team if that team is the team forfeiting the match, or otherwise as to 5 points penalty against the team forfeiting and 5 points penalty against that club's most senior team.

4.4.3.2 Multiple forfeiture - in addition to the fines and points penalties for each game forfeited, if a particular team at a club forfeits 3 or more league games in a season:

* this is unacceptable for the competition and shows a lack of respect to opponents

* the recommendation from the Board is that that team will be demoted at the end of the season, and senior club officials must make representations to the Board to avoid this

4.4.3.4 - Forfeiture on Match Day - this is totally unacceptable unless there are exceptional circumstances (which does not include insufficient players). Without any reasonable excuse, forfeiture on match day shows a total lack of organisation and preparation at the club and a lack of respect for opponents and the competition.

In addition to the fines and points penalties, if required by the Board, the 2 most senior club officials and captain will be asked to attend a hearing with representatives of the the Board to explain the club's behaviour and provide a list of and reasons for all players unavailable and state what measures have been put in place to avoid this happening in the future.

4.4.3.5 Forfeiture of a GMCL Cup Match (this does not apply to any GMCL20 Match) - for any cup match forfeited, the relevant team at the club shall -

* incur the fine set out in Rule 4.4.2, plus a further £100 (payable to the non forfeiting club) if the forfeiture is of an away game on match day

* be banned from any GMCL cup competition relevant to that team for the next 2 seasons

4.4.4 Points Awarded

4.4.4.1. If a fixture is not played due to the fault of one of the clubs, the non-offending club shall be awarded the maximum number of points, but no bonus points.

5. Match Day Preparation & Rules

GMCL rules are intended to be comprehensive and should be read in their numbered order and only referenced with the full paragraph.

The Board recognises that there will be times where a combination of events gives rise to circumstances where the rules might be viewed by some as open to interpretation. On any such occasion application should be made to the league on GtrMcCricket@mail.com for a ruling.

Where an issue of interpretation arises in-play then the umpires standing shall be deemed the arbiters on the day and the matter referred to the league for a formal decision post-match. The umpires' decision on the day is final as regards that game in play but not binding until confirmed by The Board after the game upon application. The Board ruling will apply to all similar combination of events from that point forward, the retrospective position will also be considered at that point.

Please note that umpires do not rule on Player Eligibility - any concerns should be raised with the league before match day. The use of ineligible players will be punished post-match.

5. League Match Structure & Timings

5.1. General Laws

5.1.1. All matches must be played under the Laws of Cricket produced by the M.C.C. except as provided by these rules, or as the GMCL Board might decide.

5.2. Match Commencement

5.2.1. Team Cards

5.2.1.1. MCC Law 1.2 Nomination of Players: – Each Captain shall nominate his players in writing to one of the umpires before the toss. No player may be changed after the nomination without the consent of the opposing captain.

5.2.1.2. The Umpires should immediately make the lists available to the scorers to ensure that the CricHQ team on the Scoring App is completed ready to start the game.

5.2.2. The Toss

5.2.2.1. Captains shall toss up no later than 30 minutes before the commencement of the game, after which the batting sides captain can request that the pitch be rolled for not more than 7 minutes.

5.2.3. The Bell

5.2.3.1. A hand bell must be rung 10 minutes prior to the time play should commence, and 5 minutes from the resumption of play at the interval.

5.2.3.2. Players must take the field along with the umpires 5 minutes prior to the time a match shall commence and at the interval. The ringing of the bell is to be the responsibility of the umpires.

5.3. Late starts

5.3.1. Circumstances where no blame attached

5.3.1.1. Where a late start arises because of the late arrival of players/team due to circumstances beyond their control;

5.3.1.2. for every 7.5 minutes lost, the match shall be reduced by 2 overs to a minimum of 40 overs, i.e. 20 overs per team, with the first innings allowed to a maximum of half the remaining overs.

5.3.2. Where one team responsible for late start

5.3.2.1. Penalties can be levied against clubs responsible for a late start to be decided by the Board.

5.3.2.2. Umpires should report the reasons given for any late starts other than weather.

5.3.3. When overs lost to bad weather

5.3.3.1. Overs can be lost due to bad weather before the start of the game – see section 10

5.4. Timings & Length of Games

5.4.1. Matches in the Premier Division, Division One and Division Two

5.4.1.1. shall commence at 1.00 p.m. except for matches in April and from the 3rd Saturday in August, when matches will commence at 12.30 p.m.

5.4.1.2. will consist of two innings. Each innings shall be limited to 50 six ball overs.

5.4.1.3. Both sides must bowl their overs within a timescale of 3 hours 10 minutes.

5.4.2. Matches in Division Three, Divisions Four and Divisions Five

5.4.2.1. shall commence at 1.30 p.m. except for matches in April and from the 3rd Saturday in August, when matches will commence at 1.00p.m.

5.4.2.2. will consist of two innings. Each innings shall be limited to 45 six ball overs.

5.4.2.3. Both sides must bowl their overs within a timescale of 2hrs 50 mins.

5.4.3. Matches in the Sunday competition

5.4.3.1. shall commence at 2.00 p.m. except for matches in April and from the 3rd Saturday in August, when matches will commence at 1.30p.m. Or 1pm by club agreement.

5.4.3.2. However, and this is for Sunday competition games only

5.4.3.2.1. in certain circumstances, such as where bad weather is forecast and where both teams and umpires agree, the game may be brought forward to allow the fixture to go ahead.

5.4.3.2.2. The deadline to agree an earlier start must be a minimum of 24 hours before the scheduled start time whereby both teams and both Umpires agree to the earlier start.

5.4.3.3. will consist of two innings. Each innings shall be limited to 40 six ball overs.

5.4.3.4. Both sides must bowl their overs within a timescale of 2hrs 25 mins

5.4.4. For Rain Affected games and information on start times see Section 10

5.5. Bowling Restrictions in League Games

5.5.1. Maximum for Bowlers

5.5.1.1. No bowler will be allowed to bowl more than 30% of the overs of an innings (the expected innings length at the time the over is bowled).

5.5.1.2. The maxima are therefore:

5.5.1.2.1. 50 over game max 15 per bowler,

5.5.1.2.2. 45 over game max 14 overs,

5.5.1.2.3. 40 over game max 12 overs.

5.5.2. Reduction when overs lost

5.5.2.1. Bowlers maximum overs can change in Rain Affected Games – see section 10

5.6. Over Rates

5.6.1. Responsibility

5.6.1.1 The Captain of the fielding side is responsible for his teams over rate, which he may check with the umpires at any time during the innings.

5.6.2. Umpires Advice

5.6.2.1. Umpires should inform the fielding captain of the passage of each full hour of playing time and the number of overs then bowled. Umpires will allow a maximum five minutes per drinks interval, if taken, and will make appropriate allowances for unavoidable stoppages caused by injuries or other extenuating circumstances.

5.6.3. Failure

5.6.3.1. If a side fails to bowl their overs within the allotted time scale the umpires must report the matter on the Umpires match report form, which they complete at the end of each match. On receiving such a report, the League will apply the following sanction:

5.6.3.1. 1st occasion – issue a warning;

5.6.3.2. 2nd occasion – a One-point deduction;

5.6.3.3. 3rd occasion – a Two-point deduction;

5.6.3.4. 4th occasion – a Three–point deduction;

5.6.3.5. In the event of further reports, the points deduction will increase by one point for each report.

5.7. Tea interval

5.7.1. The tea interval shall be 30 minutes.

5.7.2. In the event of tea taken early, time can be reclaimed with the turnaround time set at 10 minutes between innings.

5.7.3. All tea costs are to be paid by the home side in League and Cup Competitions

5.8. Declarations

5.8.1. In matches in all Saturday and Sunday League matches the side batting first has the right to declare its innings.

5.8.2. In the event of a declaration, any remaining overs from the first innings will be lost, there is no carry forward of overs. From 2017 there is no carry forward of overs.

5.8.3. The side batting second will not be allowed to declare.

6.Match Balls

6. The Match Balls

6.1. The Mandatory balls for use in the GMCL will be as published each year on the GMCL website.

6.2 Ordering and Payment

6.2.1 See the form here:

6.2.1.1. <https://goo.gl/forms/aPD4qecPQPz00tWe2>

6.2.2 Payment

6.2.2.1. 50% of the cost is due before collection is released, 50% is due at May 31st

6.2.2.2. Late payments will attract a supplementary cost and a points penalty to all teams from any club still owing.

6.2.2.3. Any issues over payment should be referred to the Board as soon as problems are identified and no later than the start of the season. Please mail finance@gtrmcrcricket.co.uk

7. Ground & Facility

This section of the rules covers GMCL requirements for matchday including sightscreens, boundary, changing facilities, ground watering and local ground information for visitors and also gives rules on Start Times, Team Numbers, Player's clothing, Scorers and Captain's Report.

7. Ground & Facility Rules

7.1. Sightscreens

7.1.1. This is New Legislation from the ECB

7.1.2. Where sightscreens are normally inside the boundary marking (i.e. wholly or partly within the field of play), all clubs shall place a boundary line sufficient to allow the movement of the sightscreen to accommodate all bowlers' actions during the whole game.

7.1.3. Where a rope delineates the boundary, this rope must be in position before start of play to allow the sightscreen to be moved without moving or alteration to the boundary throughout the game and any ball pitching behind the line and within the extremities of the sightscreen will count six runs.

7.2. Boundary Perimeter

7.2.1. Clubs should endeavour to remove overhanging trees and branches

7.2.2. If this is not possible umpires must advise captains of the local rule

7.3. Watering of Grounds

7.3.1. Under no circumstances shall the pitch be watered after 9:00 p.m. on the day but one before the day of the match. (i.e. 9pm Thursday for Saturday)

7.4. Visitors Changing

7.4.1. Clubs should ensure that visitors changing rooms are clean and tidy prior to their arrival

7.5. Umpires facilities

7.5.1. Clubs should ensure that Umpires changing rooms are clean and tidy prior to their arrival

7.6. Ground Information

7.6.1. With many clubs visiting new venues for the first time we ask that clubs make information available to inform visitors of such things as the location of first aid kits, local rules, practice areas, neighbour issues etc.

8. Match Day Rules

8. Match Day Rules – League Matches

8.1. Start Time

8.1.1. Prompt starts are expected always and a fine of £25.00 shall be imposed for a late start in circumstances where the Umpires consider that the circumstances were not beyond the control of the offending players/team, unless The Board or an Executive Sub-Committee shall excuse the offending team on reasonable grounds.

8.2. Full Team

8.2.1. Incomplete Team

8.2.1.1. A fine, with a minimum of £10.00 for first teams per player and £5.00 for 2nd teams per player, shall be imposed on any club not playing a full team, unless The Board, shall excuse them on reasonable grounds.

8.2.2. Minimum Players

8.2.2.1. The minimum number of players to constitute a team at the start of play will be 7.

8.2.3. Participation of Late Arrivals

8.2.3.1. MCC law 24.2 will apply to those players who arrive late with regards as to when they bat/bowl.

8.3. Cricket Costumes

8.3.1. Base layer

8.3.1.1. Players wishing to wear a visible base layer underneath a shirt may do so, as long as the base layer is white in colour.

8.3.2. Whites

8.3.2.1. All players must appear in full cricket attire and

8.3.3. Caps

8.3.3.1. If caps are worn by any player these must be crested club, league or county caps ONLY.

8.4. Scorers

8.4.1. Mandatory Scorers

8.4.1.1. Competing clubs are to have scorers for all teams.

8.4.1.2. If one team does not supply a scorer, then

8.4.1.2.1. they must, in advance of the game, notify the other team that they don't have a scorer and

8.4.1.2.2. the team not supplying the scorer must pay the normal fee of the scorer in attendance

8.4.1.3. the team with the scorer need only pay the excess agreed by the teams for the scorer scoring alone.

8.4.2. CricHQ

8.4.2.1. All matches from Under 11's to Premier Division MUST be scored using CricHQ with either

8.4.2.1.1. Live ball by ball connected via wi-fi or the phone network to the CricHQ match Centre or

8.4.2.1.2. Scored on the app and the full scorecards to be uploaded post-match

8.4.2.1.2.1. For Senior games within an hour of the end of the game

8.4.2.1.2.2. For Juniors within 24 hours of completion of the game.

8.4.2.2. All matches in the Premier Division, Divisions 1, Divisions 2 and Divisions 3 MUST be scored 'Live' using wi-fi or data connection.

8.4.2.3. "Live" scoring is requested but not mandatory for all other divisions.

8.5. Captain's Umpires Report

8.5.1. Each captain, within 48 hours following a match, must submit the GMCL Captain's Match Report

found via the GMCL League website. (Fines to be imposed on clubs for late submission of forms after Wednesday Midnight).

9. In Play Rules

This section of the rules covers **Fielding Restrictions, young players playing in GMCL competition (age limits, bowling restrictions & equipment), leg side wides, Dangerous & Unfair bowling, bowler striking stumps.**

9.1. Minimum Age to play in Senior Cricket

9.1.1. Under 13s

9.1.1.1. Any player in the Under 13 or Under 12 age group must have explicit written consent from a parent or guardian before participating in adult matches.

9.1.1.2. Clubs must ensure that their player registration procedures ensure that consent is obtained.

9.1.1.3. The ECB guidance relating to changing and showering must be adhered to.

9.1.2. County Under 12s

9.1.2.1. Players who are selected in a County U12 squad in Spring or a Summer squad deemed by ECB Performance Managers to be of a standard above “District Level” for that season are eligible to play Open Age Cricket provided they are at least 11 years old, and in School Year 7 on 1st September in the year preceding the season and have written parental consent to play.

9.1.3. Detailed Guidance

9.1.3.1. can be found in the ECB document in our Junior Documents page of the GMCL website.

9.1.4. Duty of Care

9.1.4.1. In allowing these players to play in Open Age Cricket it is essential that Clubs and Coaches recognize the “Duty of Care” obligations towards their young players.

9.2. Fielding Restrictions

9.2.1. Restriction on the placement of fielders

9.2.1.1. At the moment of delivery, a minimum of 4 fielders (plus the Bowler and Wicket Keeper) must be within the area bounded by two semi-circles centred on each middle stump, each with a radius of 30 yards and joined by a parallel line at each end of the pitch.

9.2.1.2. The fielding circle shall be marked at 5 yard intervals by a plastic or rubber disc measuring around 7 inches in diameter.

9.2.1.3. In the event of infringement, the Striker’s End Umpire shall call and signal “No Ball”.

9.2.2. Proximity of Young Fielders

9.2.2.1. No young fielder except the wicket keeper, shall be allowed to field nearer than the distances shown below, measured from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball: –

9.2.2.1.1. Under 15 players – 8 yards (7.3metres)

9.2.2.1.2. Under 13 players – 11 yards (10 metres)

9.2.2.1.3. These minimum distances apply even if the player is wearing a helmet.

9.2.2.2. Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.

9.2.2.3. In addition, any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18 must wear a helmet and, for boys, an abdominal protector (box) when fielding within 6 yards (5.5 metres) of the bat, except behind the wicket on the off side.

9.2.3. Protective Equipment

9.2.3.1. All Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

9.3. Wide Balls

- 9.3.1. For Premier, Division 1, Division 2 and Division 3, Umpires shall call and signal “Wide” to deliveries that go behind the batsman’s legs and miss the batsman’s leg stump
- 9.3.2. This is in addition to any ball that would traditionally be called wide.

9.4. Bowling Restrictions – ECB Directives

9.4.1. Under 19 Directives

- 9.4.1.1. The number of overs per bowler, now includes the E.C.B. Fast Bowling Directives, relating to players Under 19 and below.
- 9.4.1.2. The E.C.B. Fast Bowling Directives 2013 version will apply to all matches in the Greater Manchester Cricket League and Cup Competitions.
- 9.4.1.3. A fast bowler is defined as a bowler to whom a wicket keeper in normal circumstances would stand back to take the ball and the restrictions apply to any bowler bowling “seam up”.
- 9.4.1.4. Bowlers aged Under 19, cannot bowl more than 7 overs in any one spell with a maximum of 18 overs per day.
- 9.4.1.5. For Under 17 and Under 16 players the restriction is a maximum of 7 overs in any one spell with a maximum of 18 overs per day.
- 9.4.1.6. For Under 15 and Under 14 players the restriction is a maximum of 6 overs in any one spell with a maximum of 12 overs per day.
- 9.4.1.7. For Under 13 players the restriction is a maximum of 5 overs in any one spell, with a maximum of 10 overs per day.
- 9.4.1.8. Having completed a spell, the bowler cannot bowl again, from either end, until an equivalent number of overs to the length of his spell have been bowled from the same end.
- 9.4.1.9. A bowler can change ends without ending his current spell provided that he bowls the next over that he legally can from the other end. If this does not happen his spell is deemed to be concluded. If play is interrupted, for any reason, for less than 40 minutes, any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption have been bowled from the same end. If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.
- 9.4.1.10. Once a bowler covered by these Directives has bowled in a match, he cannot exceed the maximum number of overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum overs per spell if bowling spin but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell have been bowled from the same end. If he bowls spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as he reverts to bowling fast.

9.4.2. Restrictions combined with GMCL over limits

- 9.4.2.1. Note: Because of these restrictions, the maximum number of overs that can be bowled by young fast bowlers in a 50 over Greater Manchester Cricket League innings are as follows: –
- 9.4.2.1.1. Under 19 = 14 overs
- 9.4.2.1.2. Under 17, Under 16 = 14 overs
- 9.4.2.1.3. Under 15, Under 14 = 12 overs
- 9.4.2.1.4. Under 13 = 10 overs
- 9.4.2.1.5. All These overs must be reduced further if the bowler has already bowled any overs earlier in the day. This is most likely to arise for Under 13s on a Sunday afternoon when they may have had an Under

13 game on Sunday morning.

9.4.2.1.6. The maximum may also be reduced in games losing overs to weather or other circumstances

9.5. Young Players and Helmets

9.5.1. ECB Guidance

9.5.1.1. The England and Wales Cricket Board has issued safety guidance on the wearing of cricket helmets by younger players.

9.5.1.1.1. A helmet is to be worn by young players when batting and when standing up to the stumps when keeping wicket against a hard cricket ball in matches and in practice.

9.5.1.1.2. A young player should not be allowed to bat or to stand up to the stumps when keeping wicket without a helmet against a hard ball.

9.5.1.2. The ECB recommends that this guidance is followed by all players up to the age of 18. It applies to young players in adult cricket as well as to all junior cricket played with a hard cricket ball.

9.5.2. Mentor Care

9.5.2.1. Coaches, teachers, managers and umpires should always ensure that a young player wears a helmet.

9.5.3. Self-Governance

9.5.3.1. Players should regard a helmet with a faceguard as a normal item of protective equipment when batting against a hard ball

9.6. Dangerous and Unfair Bowling

9.6.1. In addition to Law 41.6 the following regulations shall apply:

9.6.2. Short Pitched Delivery

9.6.2.1. Any delivery, after pitching, is clearly over the head of the striker standing upright at the crease will be called No Ball.

9.6.2.2. A bowler shall be limited to one fast short pitched ball per over.

9.6.2.2.1. A fast-short pitched ball is defined as a ball which passes or would have passed above the shoulder of the batsman standing upright in the crease.

9.6.2.3. The Umpire at the bowler's end shall make it clear to both the bowler and the batsman when such a delivery has been bowled.

9.6.3. Penalties

9.6.3.1. If this limit is exceeded the Umpire at the bowler's end shall call and signal "No Ball" on each occasion.

9.6.3.2. If the bowler exceeds his limit of short pitched deliveries in an over not only must the Umpire call "No Ball" but he must invoke the procedures of Law 42.7 (a) regarding cautioning the bowler.

9.6.3.3. If a bowler is "No Balled" a second time in the innings for the same offence the Umpire shall advise the bowler that this is his final warning as provided for in that innings.

9.6.3.4. A third such offence in the same innings shall cause the Umpire to invoke Law 42.7 (c), i.e. the bowler shall be removed forthwith and shall not be allowed to bowl again, in that innings.

10. Weather Affected Games

This section of the rules covers procedures for any league or cup matches shortened due to unfit surfaces or bad weather.

10. Weather Affected League Matches

10.1. Bonus Points

10.1.1. Bonus Points do not apply in any reduced over games.

10.2. Rain Panel

10.2.1. Rain Panel

10.2.1.1. If the home team consider that the ground for a Saturday Fixture is not fit then the club can call in a Rain Panel Umpire to make a decision in advance of the game to save costs and travelling.

10.2.1.2. For 2017 onwards this will only apply in Divisions 4 and 5

10.2.1.3. Details of available umpires will be published before the start of the season

10.2.1.4. The home club must ensure sufficient time is available for the umpire to attend and carry out a thorough inspection and make a decision. The decision to cancel a game **MUST** be made at least two hours before the scheduled start time so sufficient time must be allowed for the Rain Panel Umpire to visit the ground, inspect and make a decision on whether the match be cancelled, that time must be no less than two hours prior to the scheduled start time.

10.2.1.5. So for example, a match due to start at 1.00pm, the Rain Panel Umpire must have made his decision before 11.00am on the day of the match. In practice this requires the Home club to make contact with a Rain Panel Umpire around 9.00am on the day of the match. This will allow the Umpire time to travel to the ground, carry out an inspection, maybe consult with colleagues and then inform the club of his decision.

10.2.2. Notifications

10.2.2.1. The Rain Panel Umpire will inform the appointed Umpires of the cancellation of the fixture and

10.2.2.2. The home club can inform the away team.

10.2.3. Game to go ahead

10.2.3.1. If the Rain Panel Umpire believes play may be possible then he will inform the club of his decision and allow the standing umpire/s attend for the match as normal.

10.2.4. No Play possible

10.2.4.1. If the Rain Panel Umpire decides no play will be possible on the day, then he calls the match off and both clubs and the umpire(s) are informed as per the process outlined above.

10.2.5. Payment

10.2.5.1. The Rain Panel Umpire will be paid £10.00 at the time of the inspection by the club whose ground is being inspected.

10.2.6. Umpire Actions

10.2.6.1. We strongly recommend in such instances the Rain Panel Umpire takes photos if possible, in support of their decision to call the match off. Most umpires now have smartphones which can be used to do this.

10.2.6.2. Umpires who are informed that their match is cancelled, should contact the appropriate Umpires Appointments Secretary to see if there is another match that they can be appointed to. If such a game exists, they will umpire that game and receive the appropriate fee.

10.2.7. Benefits

10.2.7.1. The benefit of this proposal is to try to stave off unnecessary expense on the day. Some clubs may not have roll on/roll off covers and water removal equipment, therefore this option may save a

considerable expense on a match day, the cost of Umpires, teas, etc. when there is little prospect of play is an expense that can be avoided.

10.3. Delayed Start to Game

10.3.1. Game cannot start as scheduled

10.3.1.1. If bad weather delays the start of the match, overs will be reduced at the rate of 2 overs i.e. one per side for every 7.5 minutes lost, equivalent to two overs per side every 15 minutes.

10.3.1.2. Umpires are to notify the scorers of any calculation of revised overs before taking the field.

10.3.1.3. Calculation charts for overs lost at the start of the game can be found at the Appendices of these rules.

10.3.1.4. When a game does start, both sides must have an equal number of overs available.

10.3.1.5. When a game does start, each side must have at least 20 overs, see next paragraph on “Latest Start”

10.3.2. Latest Start

10.3.2.1. No league game can start without sufficient time for 40 overs, 20 each innings. If the start time is later than any times calculated here, then the game must be Abandoned with each side taking 2 points.

10.3.2.2. Based on our varied start times and the standard loss of overs of 7.5 minutes for 1 over per side, all our games would end up with a different latest start time therefore we have agreed the following:

10.3.2.2.1. Games in April or from the 3rd Saturday in August

10.3.2.2.1.1. Where tea not taken during the delay: latest start is 16:15

10.3.2.2.1.2. Where tea taken is taken during the delay: latest start is 16:35

10.3.2.2.2. Games from May up to the 3rd Saturday in August

10.3.2.2.2.1. Where tea not taken during the delay: latest start is 16:45

10.3.2.2.2.2. Where tea taken is taken during the delay: latest start is 17:05

10.4. Weather Interruptions during the first innings

10.4.1. Overs Lost Calculation

10.4.1.1. If play is suspended during the first innings, overs shall be deducted equally from each innings at a rate of one each side for every 7.5 minutes lost, equivalent to 2 for each side deducted for every 15 minutes lost between the time of the interruption up to the time of the proposed restart as determined by the umpires.

10.4.1.2. Calculation charts can be found at the Appendices of these rules.

10.4.1.3. This same procedure will occur for every such break.

10.4.1.3.1. If at any time, the total overs already faced plus overs still to play totals less than 20, then rule 10.4.2 will apply

10.4.1.4. Prior to taking the field the umpires will notify the scorers of the overs lost up to the proposed restart and the scorers will input the overs lost into the CricHQ system to ensure that the

10.4.2. First Innings revised to less than 20 overs

10.4.2.1. Should the reduction(s) during the innings mean that the side batting first has a total from overs already played plus revised overs to come that is recalculated to less than 20 overs then the game must be Abandoned, and each side awarded 2 points.

10.4.3. First Innings overs remaining used up by an Interruption

10.4.3.1. Should the game be interrupted, and the first innings has to be reduced by more overs than are unused at the time of the interruption then the first innings shall come to an end.

10.4.3.1.1. If less than 20 overs have been faced by the team batting first, then the game is Abandoned, and each side awarded 2 points.

10.4.3.1.2. If the team batting first had already used more than 20 overs,

10.4.3.1.2.1. then the scorers should be advised that the first innings has ended so they can enter overs lost into CricHQ.

10.4.3.1.2.2. Tea will be taken and

10.4.3.1.2.3. as soon as the umpires are able to advise the proposed time for restart the scorers should be notified of the overs lost from the second innings so they will be able to enter the overs lost for the delay and

10.4.3.1.2.4. If there are more than 20 overs for the side batting second to face, then the side batting second has a Revised Target to chase.

10.4.3.1.2.5. If there are less than 20 overs available for the second innings, the game is Abandoned and each side takes 2 points.

10.5. Weather interruptions after the first innings has ended

10.5.1. First innings completed, all overs used, overs lost from the second innings.

10.5.1.1. Should the team batting first bat their full complement of overs and then weather prevents the restart after tea at the scheduled time then overs are lost from the second innings at a rate of 1 overs every 3.75 minutes from the time of the scheduled restart after tea up to the time the game can restart, as determined by the umpires.

10.5.2. If the overs faced plus overs remaining falls below 20

10.5.2.1. following one or more interruptions, then the game would normally come to an end but the umpires can instruct the scorer to show a reduction that leaves a 20 over innings so that the D/L/S calculation in CricHQ creates the Revised Target for a 20 over innings.

10.5.2.1.1. Because the team batting first has had a completed innings the team batting second is offered the chance to chase the 20 over target ascertained as above from CricHQ but only with the number of overs actually available.

10.5.2.1.2. To balance this the side bowling second is also offered the chance to bowl out the side batting second.

10.5.2.1.3. If either side wants to take that option, then the game can continue. The Revised Target for the batting side is the 20 over target in the overs actually available

10.5.2.1.3.1. but should one or more overs be lost in a further interruption after the restart then the game ends as Abandoned, two points each.

10.5.2.1.3.2. D/L/S Par score does not come into play because should the game come to an abrupt end then less than 20 overs will have been played and the result is "Abandoned", 2 points each

10.5.2.1.4. If play does continue to the end of the revised overs available and the score is not reached or the side is not bowled out, then this is an incomplete game and recorded as Abandoned 2 points each.

10.5.3. If after interruptions there are still more than 20 overs for the innings (including any overs already faced)

10.5.3.1. then the umpires will notify the scorers of the overs lost up to the proposed restart and the scorers will input the overs lost into the CricHQ system and they will then notify the umpires of the D/L/S Revised Target generated to be notified to the captains. The second Innings continues with the revised target set,

10.5.3.1.1. Since there are more than 20 overs in the innings, D/L/S Par score still applies unless the game ends suddenly before 20 overs are played whereby the game is Abandoned – 2 points each

10.5.4. First innings completed, side all out with unused overs, overs to be lost from the second innings.

10.5.4.1. Should the team batting first be all out before completing their overs, the unused overs will no longer carry forward for the use of the team batting second.

10.5.4.2. In line with match rules in international 50 over cricket ODIs, we will therefore set any unused overs against weather interruption before reducing the overs from the side batting second. Examples of

this are: –

10.5.4.2.1. Where the side batting first in a 45 over game is all out in 39 overs then there are 6 unused overs, a rain delay of 1 hour in the second innings requires a reduction of 16 overs, in this case the reduction should be reduced to 10 and the umpires will notify the scorers of the 10 overs lost up to the proposed restart and the scorers will input the 10 overs lost into the CricHQ system and they will then notify the umpires of the D/L/S Revised Target generated to be notified to the captains.

10.5.4.2.2. Where the side batting first in a 45 over game is all out in 30 overs then there are 15 unused overs, a rain delay of 30 minutes in the second innings requires a reduction of 8 overs, in this case the reduction should be reduced to nil and the umpires will notify the scorers that no overs should be recorded as lost and the game continues with the team batting second having the same number of overs as they did before the interruption. This also leaves 7 overs in the pot for any further weather interruptions.

10.5.4.2.3. At no time will the side batting second have an increased number of overs.

10.5.4.3. If there are more than 20 overs remaining, then the game continues with the Revised Target set by D/L/S.

10.5.4.4. If there are less than 20 overs remaining, normally the game would be Abandoned but If the batting side inform the umpires that they believe they can attain the Revised Target (based on 20 overs being remaining) or the bowling side inform the umpires that they believe they can bowl out the opposition then the game can resume with the lower number of overs, on the understanding that if neither side wins, the game will be recorded as Abandoned, incomplete.

10.6. Game comes to an abrupt end during the second innings

10.6.1. No further play is possible

10.6.1.1. Should the game end with 20 overs or more of the second innings played then the game will be decided by the D/L/S Par Score comparison, see “Determining a Result in a Rain Affected Game” below.

10.6.1.2. Should the game end with less than 20 overs played then the game will end Abandoned – Incomplete. – 2 points each.

10.7. Duckworth Lewis Stern (D/L/S) scoring for weather interrupted games

10.7.1. Revised Target

10.7.1.1. D/L/S on CricHQ will replace our previous system for calculating a revised target in rain affected games that reach a conclusion.

10.7.1.2. Instead of a “runs per over” calculation, D/L/S is internationally approved calculation based on resources available (batsmen/overs) against runs required and generally considered more accurate way of testing both sides.

10.7.1.3. Where weather interrupts a match after the start of the game during either or both innings D/L/S will provide a revised target for the team batting second at the resumption of play after each weather break.

10.7.1.4. The revised target will be a whole number and may be higher or lower than the first innings score.

10.7.2. Par Score

10.7.2.1. D/L/S will also provide a “par score” after every ball bowled in the second innings.

10.7.2.2. This will be a whole number and is intended to reflect where a team should be with the number of overs used and the number of wickets lost.

10.7.2.3. That par score will only be used if the game ends abruptly due to weather or bad light. The actual score and the par score at that point are compared to determine the result.

10.7.2.4. Of course the benefit to both sides is that they can see the trend in where they stand but remember that the actual comparison for a result can only be made after the last ball is bowled.

10.8. Scoreboard requirements

10.8.1. We recommend that all clubs, whether they have electronic scoreboards, flip numbers or tins look for solutions around their own scoreboard functionality to display “Revised Target” alongside the first innings score and be ready to amend this should overs continue to be lost.

10.8.1.1. We didn’t request that clubs displayed Revised Targets on scoreboards in 2016 but we feel that everyone has knowledge of D/L/S from TV and big match cricket so understands the concept.

10.8.1.2. This can be a few extra nails, numbers standing on a shelf or a new electronic display we will leave this to your local arrangements, so long as players, umpires and spectators can understand.

10.8.2. Where the “par score” is likely to be relevant (in that weather is threatening and so the game may come to an abrupt end) or the umpires or batsman request it, all clubs must consider how they will share the D/L/S Par at the end of each over (or the ultimate solution to display it after each ball).

10.8.2.1. Senior Divisions at the top of the pyramid have been asked to make walkie talkies available to enable direct communication between umpires and scorers as well as look at solutions to display the “Par Score”.

10.8.2.2. We could have displayed similar in 2016 on the runs per over adjustment that we used but didn’t do this but hope that clubs will make the best attempt to work with this new system that is more easily understood and visible from CricHQ with no calculations required.

10.9. Determining a Result in a Rain Affected Game

10.9.1. No interruptions after game starts

10.9.1.1. The teams have equal overs available.

10.9.1.2. The team that scores the most runs is the winner. 5 points, no bonus.

10.9.1.3. Where the scores are equal a tie is declared. 3 points each.

10.9.2. Interruption to play after game starts

10.9.2.1. 2nd Innings more than 20 overs, game reaches natural conclusion.

10.9.2.1.1. The team batting second wins 5–0 if it equals or exceeds the Revised Target.

10.9.2.1.2. Where the team batting second ends on one less than the target score then the game is a tie – 3 points each.

10.9.2.1.3. The team bowling second will win 5–0 if it bowls out the batting side for less than the Revised Target score,

10.9.2.1.4. The team bowling second wins 5–0 if the batting team fail to score one less than the Revised Target score.

10.9.2.2. 2nd Innings less than 20 overs, game reaches natural conclusion.

10.9.2.2.1. The team batting second wins 5–0 if it equals or exceeds the Revised Target.

10.9.2.2.2. The team bowling second will win if it bowls out the batting side for less than the Revised Target score.

10.9.2.2.3. All overs used, batting side not all out and fail to reach Revised Target – game incomplete 2 points each.

10.9.3. Weather / Bad Light brings the game to early conclusion

10.9.3.1. Second innings has had 20 overs or more

10.9.3.1.1. If the score of the team batting second exceeds the D/L/S Par score re calculated after the final ball bowled and details have been entered into CricHQ then the side batting second will be the winner; 5 points, no bonus points.

10.9.3.1.2. If the score is equal to the D/L/S Par score, then the game is a tie; 3 points each

10.9.3.1.3. If the score is below the D/L/S Par score, then the side bowling second will be the winner; 5 points, no bonus points.

10.9.3.2. Where less than 20 overs bowled in Second Innings

10.9.3.2.1. The game is incomplete – 2 points each.

10.9.4. Run Rate Calculations

10.9.4.1. Run rate calculations will no longer be required.

10.10. Rain affected Games Bowlers overs

10.10.1. This maximum will be reduced pro rata at the time of any recalculation of overs in rain interrupted matches.

10.10.2. Where the calculation equals part of an over the figure will be rounded up to the nearest whole over. (e.g. An innings reduced to 41 overs; 30% of 41 = 12.3, a bowler may bowl a maximum of 13 overs).

10.10.3. There will be no penalty if a bowler has already bowled more than this maximum following any recalculation and

10.10.4. Should the innings resume, the bowler at the time of any interruption can complete any over part completed when the match interruption came.

10.10.5. Scorers and umpires should note that the scoring app will not highlight that a bowler has completed their allocated overs after a recalculation to reduce the overs.

11. Points, Outcomes and Awards

This section covers how points and the bonus point are awarded, how tables are decided, relegation and promotion places and the qualifications for league awards.

11. The Points & Outcomes

11.1. League Game Points

11.1.1. Five points for a win, three for a tie, two points where there is no result, no points for a defeat.

11.2. Bonus points

11.2.1. No bonus points are awarded in any reduced over games

11.2.2. Only one bonus point is awarded in a League Game.

11.2.3. Winning Team Bonus Point

11.2.3.1. One bonus point to a team dismissing their opponents in the second innings for less than 75% of their total.

11.2.3.2. One bonus point for a team winning by 7 wickets or more (chasing down a total and losing no more than 3 wickets)

11.2.4. Losing Team Bonus Point

11.2.4.1. One bonus point for a team batting second who fail to equal or beat their opponents score but, score 75% or more of the total and have not been dismissed by the end of their innings.

11.2.4.2. One point for a team taking 7 wickets in the second innings but losing the match.

11.3. Finding the Season's Winners

11.3.1. All Points Count

11.3.1.1. All points achieved in all league games less any penalty points will count toward the final placing in the Division.

11.3.2. League Champions

11.3.2.1. The club scoring the most points in each division at the end of the season shall be considered the Champions of that division for that year.

11.3.3. Where teams have equal points

11.3.3.1. and the position relates to either title winning, promotion or relegation places or placing teams in the following season.

11.3.3.1.1. the club having the most outright (5 & 6 point) wins shall occupy the higher position.

11.3.3.1.2. If clubs are still level, then the club with the most points gained in the fixtures between the tied clubs shall take the higher league position.

11.3.3.1.3. If clubs with equal records at this point are at the head of the table and are still level, the title shall be shared.

11.3.3.1.4. If clubs with equal records at this point prevent promotion or relegation places or placing being determined, then the net run rate for the league season as displayed on the league table in cricHQ shall be used and the team with the highest NRR taking the higher place.

11.3.3.1.5. If still equal the promotion and relegation or placing will be determined by the club scoring the most runs in the league season taking the higher place.

11.4. Promotion and relegation

11.4.1. Promotion and relegation will flow through the structure

11.4.1.1. We will continue to maximise the opportunity for promotion and relegation as stated in the prospectus.

11.4.1.2. The GMCL Board will announce the future structure and promotion and relegation which will be determined by the Board after consultation with clubs and announced at the AGM prior to the season, if

not earlier.

11.4.1.3. It is not always possible to state the exact makeup of our divisions whilst the County, National and League Cricket Conference allow a resignation date in the middle of the season.

11.4.2. Exemptions to the normal flow of promotion & relegation

11.4.2.1. No teams from the same club may play in the same division or same tier, except the lowest tier.

11.4.2.1.1. If a team is relegated and a team from the same club is in the recipient tier then BOTH teams must be relegated, unless the team is being relegated into the lowest tier, in which case clubs will play the following season in separate divisions of the lowest tier.

11.4.2.1.2. A team cannot be promoted if there is a team from the same club in the division above.

11.4.2.2. No Second XI can be promoted to play in the same or higher level than the same club's First XI,

11.4.2.3. No Third XI may play in a higher level than the same club's First XI or Second XI.

11.5. New teams and the effect on Promotion and Relegation

11.5.1. Current league regulations across the country require resignation from old leagues in mid-season which gives us little time to prepare for clubs joining us for the following season

11.5.1.1. The GMCL Board therefore reserve the right to review the Promotion and Relegation numbers for the end of season in the July of each season.

11.5.1.2. The GMCL Board always seek to place new clubs with teams of equal ability

11.5.1.2. The GMCL Board will always aim to lessen the impact on current GMCL clubs as much as possible.

12. League Awards

12. Annual League Awards

12.1. Information

- 12.1.1. All information taken from CricHQ.
- 12.1.2. Named Professionals and Overseas Players are not included in these awards
- 12.1.3. Awards will be presented at the Annual Presentation Evening for each Senior Division
- 12.1.3.1. The details of the Senior Awards Dinner will be placed on the league website and newsletters

12.2. Categories

12.2.1. The awards categories are:

- 12.2.1.1. Highest Batting Average
- 12.2.1.2. Lowest Bowling Average
- 12.2.1.3. Wicket Keepers, Highest number of victims
- 12.2.1.4. Fielding, most catches
- 12.2.1.5. MVP, highest score for the season as determined by CricHQ

12.3. Qualification

12.3.1. Minimum 12 league matches

- 12.3.2. Cup matches will not be included in the League Awards
- 12.3.3. Category Qualification
 - 12.3.3.1. Batting – minimum 400 runs
 - 12.3.3.2. Bowling – minimum 30 wickets
 - 12.3.3.3. Wicket-keeping – highest number
 - 12.3.3.4. Fielding – highest number

12.4. Averages of Professionals and Overseas Amateur players

- 12.4.1. All averages are shown in the divisional averages, displayed on the website but no awards are given

13. GMCL Cup Competitions

GMCL rules are intended to be comprehensive and should be read in their numbered order and only referenced with the full paragraph.

The Board recognises that there will be times where a combination of events give rise to circumstances where the rules might be viewed by some as open to interpretation. On any such occasion application should be made to the league on GtrMcCricket@mail.com for a ruling.

Where an issue of interpretation arises in-play then the umpires standing shall be deemed the arbiters on the day and the matter referred to the league for a formal decision post-match. The umpire's decision on the day is final as regards that game in play but not binding until confirmed by The Board after the game upon application. The Board ruling will apply to all similar combination of events from that point forward, the retrospective position will also be considered at that point.

Please note that umpires do not rule on Player Eligibility - any concerns should be raised with the league before match day. The use of ineligible players will be punished post-match.

13 GMCL Cup Competitions

13.1. Disputes

13.1.1. The Board or any Sub Committee set up by the Board shall have power to adjudicate in all disputed matters in the Competitions, and their decision shall be final.

13.2. Cup Match Bye-Laws

13.2.1. All matches shall be played under the revised Rules of M.C.C. and League Match Bye-Laws, unless stated in these Rules.

13.3. Game Time

13.3.1. All cup matches will commence at 1:00 p.m. (12.30 p.m. in April and from the 3rd Saturday in August)

13.3.1.1. The early start for all cup games will give the games the best chance to be completed on the day

13.3.2. All matches shall consist of one innings per side,

13.3.3. The First XI and Second XI cups shall be limited to 45 six ball overs.

13.3.3.1. Each innings of 45 overs must be bowled in 2 hours 50 minutes.

13.3.4. The Sunday Cup shall be limited to 40 six ball overs.

13.3.4.1. Each innings of 40 overs must be bowled in 2 hours 30 minutes.

13.3.5. Slow Over Rate

13.3.5.1. If the fielding team in either innings fails to bowl the required number of overs by the scheduled time for the cessation of the innings (2 hours, 50 minutes for 45 over games, 2 hours 30 minutes for 40 over games), a penalty of 6 runs per full over not bowled will be added to the batting sides score at the time that the time limit is passed and then play shall continue until the required number of overs has been bowled. If penalty runs are added in the second innings and these runs take the team batting second past the required score, the match will cease with the team batting second winning the match.

13.3.5.2. Umpires have discretion on the cause of irregular delays and should notify batsmen if they are deemed to be causing a delay at the time that delay occurs. Where any penalty has been applied to the bowling side, this must be reported on the umpire's report for the game.

13.4. Bowling Restrictions

13.4.1. At the start of the game

13.4.1.1. Bowlers are limited to one fifth of the overs available at the start of the game.

13.4.1.2. In the First and Second XI cup competitions, no bowler may bowl more than 9 overs.

13.4.1.3. In the Sunday Cup competition, no bowler may bowl more than 8 overs.

13.4.2. Overs lost to weather

13.4.2.1. If the match overs are reduced, then the maximum overs per bowler is recalculated at one fifth of the total overs for the innings per bowler, rounded down,

13.4.3. When the number is not divisible by five.

13.4.3.1. Up to four bowlers may then bowl one extra over.

13.4.3.2. e.g. 32 overs – 2 bowlers may bowl 7 overs; maximum for others is 6 overs.

13.5. Power Plays & Fielding Restrictions

13.5.1. First and Second XI Cups

13.5.1.1. At the instant of delivery, there may be no more than 5 fielders on the leg side.

13.5.1.2. Overs 1 to 10 – Only two players can be outside the 30 yard fielding circle

13.5.1.3. Overs 11 to 45 – A maximum of four players outside the 30 yard fielding circle

13.5.2. Sunday Cup

13.5.2.1. At the instant of delivery, there may be no more than 5 fielders on the leg side.

13.5.2.2. Overs 1 to 8 – Only two players can be outside the 30 yard fielding circle

13.5.2.3. Overs 9 to 40 – A maximum of four players outside the 30 yard fielding circle

13.5.3. In Bad Weather following loss of overs

13.5.3.1. In circumstances when the number of overs of the batting team is reduced, the number of power play overs shall be reduced in accordance with the following table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

<u>Innings Duration</u>	<u>Powerplay Overs</u>
10–15	3
16–20	4
20–25	5
26–30	6
31–35	7
37–40	8
41–43	9
44–45	10

13.5.3.2. After the compulsory power play overs have been completed, at the instant of delivery there may be a maximum of four players outside the 30 yard fielding circle.

13.5.3.3. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal ‘No Ball’.

13.6. Wide Balls

13.6.1. All Cup Competitions

13.6.1.1. Umpires shall call and signal “Wide” to deliveries that go behind the batsman’s legs and miss

the batsman's leg stump

13.6.1.2. This is in addition to any ball that would traditionally be called wide.

13.7. No balls being a 'free hit'

13.7.1. After Any No-Ball

13.7.1.1. The delivery following a no ball regardless of the reason it was called shall be a free hit for whichever batsman is facing it.

13.7.1.2. 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 will become a free hit for whichever batsman is facing it.

13.7.2. Free Hit restrictions

13.7.2.1. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

13.7.2.2. Field changes are not permitted for free hit deliveries unless there is a change of striker.

13.7.3. Umpire Signal

13.7.3.1. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

13.8. Match Completion

13.8.1. Every effort should be made to have cup matches played on the fixture day.

13.8.2. Once a game is started it must be completed on the day,

13.8.2.1. in accordance with the bad weather rules below and the cup result rules below.

13.8.3. In case of complete washout,

13.8.3.1. there are reserve dates for all rounds of the senior cup competitions however,

13.8.3.2. with a full fixture programme for 50 Sunday Teams, there are no completely free dates

13.8.3.3. venues may not always be available at both clubs as it is not possible to predict the cup draw and fixture league games accordingly.

13.8.3.4. If the weather forecast is not good, then clubs should agree before the game as to whether the reserve date is available or a bowl out should be the solution.

13.9. Tea Interval

13.9.1. The tea interval shall be 30 minutes, between the innings.

13.9.2. If tea has been taken in bad weather breaks, then there should be a 10 minute break between innings.

13.10. Bad Weather in Cup Games

13.10.1. Start Delayed

13.10.1.1. If bad weather delays the start of the cup match, the number of overs will be re-arranged so that each side bats for the same number of overs.

13.10.1.2. This shall be calculated by deducting 2 overs for every full period of 7.5 minutes of delay, to be deducted equally from each side.

13.10.1.3. e.g. 30 minutes' delay is 8 overs lost = 4 overs per side

13.10.2. First Innings Interrupted

13.10.2.1. If play is suspended during the first innings, the number of overs will be re-arranged so that each side bats for the same number of overs.

13.10.2.2. This shall be calculated by deducting 2 overs for every full period of 7.5 minutes of delay, to be deducted equally from each side.

13.10.2.3. e.g. 37.5 minutes' delay is 10 overs lost = 5 overs per side

13.10.2.4. The team batting second will be subject to a revised D/L/S target, taken from CricHQ.

13.10.3. Second Innings Interrupted

- 13.10.3.1. If play is suspended during the second innings, the side batting second will lose overs.
- 13.10.3.2. This shall be calculated by deducting 1 over for every full period of 3.75 minutes of delay
- 13.10.3.3. e.g. 15 minutes' delay is 4 overs lost from the second innings.
- 13.10.3.4. The team batting second will be subject to a revised D/L/S target, taken from CricHQ.

13.10.4. Multiple Interruptions

- 13.10.4.1. Overs lost should be recalculated at each interruption
- 13.10.4.2. The D/L/S revised target will be recalculated after each interruption when the umpires confirm the number of overs lost to the scorers.

13.10.5. Less than 20 overs

- 13.10.5.1. If there are less than 20 overs remaining, normally the game would be Abandoned but if the batting side inform the umpires that they believe they can attain the Revised Target (based on 20 overs being remaining) or the bowling side inform the umpires that they believe they can bowl out the opposition then the game can resume with the lower number of overs, on the understanding that
 - 13.10.5.1.1. If there is a further rain delay or
 - 13.10.5.1.2. if neither side wins,
 - 13.10.5.1.3. then the game will be recorded as Abandoned, incomplete.
 - 13.10.5.1.4. In which case a bowl out will be required.

13.11. Scoring & Scoreboards

13.11.1. Both sides are to have scorers

- 13.11.1.1. Umpires are to report clubs without scorers
- 13.11.1.2. Same rules as league games to apply on payment.

13.11.2. All games are to be scored on the CricHQ App.

- 13.11.2.1. All Derek Kay Cup games shall be scored connected to Wi-Fi or the phone network to provide ball by ball updates to the CricHQ Match Centre
- 13.11.2.2. All other games can be scored connected to the Match Centre or scored offline on CricHQ but if scored offline the match result must be uploaded to CricHQ Match Centre within an hour of the end of the game.

13.11.3. Scoreboards

- 13.11.3.1. Any D/L/S Revised Target should be displayed at all times.
- 13.11.3.2. Where there has been any adjustment to overs after the start of the game then the CricHQ system will show a D/L/S "Par Score" during the second innings and this is to be communicated to the players in accordance with the rules in the main body of this document.

13.12. Cup Result

13.12.1. Where a Revised target does not come into play

- 13.12.1.1. the side with the highest aggregate will be the winners.
- 13.12.1.2. If the scores are equal at the end of the match,
 - 13.12.1.2.1. the side losing the least number of wickets shall be declared the winners.
 - 13.12.1.2.2. If the number of wickets lost by both sides is equal, the result shall be decided on the average scoring rate overall.
 - 13.12.1.2.3. Should this not bring about a decision, the scoring rate on the first 30 overs (20 overs, 10 overs, 9 overs and then reducing by one over) should be considered until a result has been realised.

13.12.2. Where a Revised Target does come into play,

- 13.12.2.1. the team batting second will always be the winner if it meets or exceeds the revised target, irrespective of the overs faced.
- 13.12.2.2. If the team batting second scores one short of the Revised Target, then the game is tied and a bowl out is required

13.12.2.3. the team bowling second will always be the winner if it bowls out the batting side prior to reaching the tied score or the revised target, irrespective of the overs faced.

13.12.3. Where the Revised target is not reached and a side is not bowled out

13.12.3.1. If 20 overs have not been faced when the game ends, then the game is incomplete – and a bowl out is required

13.12.3.2. If 20 overs have been played, then where the team batting second reaches the end of their allocated overs however many changes there have been and they have not reached the Tied score or the Revised target then the bowling team is the winner.

13.12.4. Where the game is brought to an end by weather / bad light

13.12.4.1. If the team batting second has batted more than 20 overs and then the D/L/S Par score comes into play and

13.12.4.1.1. if the team batting second exceeds the Par score for the last ball bowled when the game ends, they will be the winner.

13.12.4.1.2. If the team batting second are below the D/L/S Par score for the last ball bowled when the game ends, then the side bowling second will be the winner.

13.12.4.1.3. If the score and Par score are equal when the game is brought to an early end then there is a tie so a bowl out will take place.

13.12.4.2. If the team batting second were still batting but had not batted 20 overs, then there must be a bowl out, see instructions below.

13.12.5. Run rate calculations will no longer be required.

13.12.5.1. The 20 over rule applies unless the second innings is reduced in length through a slow over rate.

13.12.6. Should play not be possible

13.12.6.1. and a reserve date is not available, or no result is achieved under the above, then a bowl out will be used to determine the winning team.

13.12.7. The Bowl Out

13.12.7.1. A result is achieved using the following procedure: –

13.12.7.2. Five players from each team, in the order nominated to the umpires, will each bowl two fair over-arm deliveries at a wicket and from a wicket (conforming to Law 8, e.g. including bails) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9).

13.12.7.3. The five cricketers to take part in the ‘bowl-out’ must be selected from the 11 players named on the team sheet.

13.12.7.4. The captains will toss a coin and the winner will decide which team bowls first.

13.12.7.5. One umpire will stand at the bowlers end to adjudge ‘no balls’, the other will stand square to the target wicket to remake the wicket and check the position of a wicket-keeper.

13.12.7.6. Each team will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

13.12.7.7. The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires’ approval.

13.12.7.8. If a bowler bowls a ‘no ball’ it will count as one of his two deliveries but will not count towards the score of the team. A fair delivery must pitch before reaching the wicket and only bounce once.

13.12.7.9. The first bowler from ‘Team A’ will bowl two deliveries, then the first bowler from ‘Team B’ will bowl two deliveries, then the second bowler from ‘Team A’ will bowl two deliveries, etc.

13.12.7.10. The team which bowls down the wicket (defined in Law 28.1) most times shall be the winner.

13.12.7.11. If the scores are equal, the other players from each team will bowl, in the order nominated to the umpires, one ball each alternately to achieve a result on a ‘sudden death’ basis, should all 11 have bowled then the players go again with alternate balls until a winner is found.

13.12.7.12. Should it not prove possible to bowl at the stumps, the match shall be decided on the toss of a coin

14. Cup Bye-Laws

14. Cup Bye-Laws

14.1. Derek Kay Cup Matches

14.1.1. Coloured clothing

14.1.1.1. All teams competing in the Derek Kay Cup and ONLY the Derek Kay Cup are permitted and are encouraged by the GMCL Board to wear coloured clothing.

14.1.1.2. Each Member Club shall be entitled to choose the colours and design of its playing clothing subject to the following restrictions:

14.1.1.2.1. The clothing shall be coloured other than a predominantly pink or red colour which is likely to make the sighting of a pink ball difficult.

14.1.1.2.2. The colours and design of the playing clothing (including Logos) shall be uniform to all members of the same team.

14.1.2. The Ball

14.1.2.1. The ball to be used in the Derek Kay Cup matches will be the Oxbridge Pink Windsor.

14.1.2.2. Each fielding team shall have one new ball for its innings.

14.2. Player Eligibility

14.2.1. Only players meeting the registration requirements as set out in League Match Bye-Laws Respecting Players shall be eligible to play in the Competition.

14.2.2. Competing clubs may play their registered professional in the First XI cups only

14.2.3. Starred First XI regulars cannot play in the Second XI Cup Competition

14.2.4. Starred Second XI regulars cannot play in the Third XI or Fourth XI in the Sunday Cup Competition

14.3. Late arrival

14.3.1. MCC law 1 will apply to those players who arrive late with regards as to when they bat/bowl.

14.3.2. The minimum number of players to constitute a team at the start of play will be 7. If there are not seven players or more after 30 minutes, the team will forfeit the game.

14.4. Player Transfers

14.4.1. No player shall be allowed to play for more than one club in GMCL Cup Competitions.

14.4.2. A player who transfers from one club to another within GMCL and who has played in the Cup for his previous club, shall not be allowed to play in any cup competition for his new club in the same season.

14.5. Eligibility across competitions

14.5.1. Appropriate Players

14.5.1.1. Clubs are reminded that the cup competitions are meant to be for the appropriate players at their club, attempts to play higher grade players without valid reason will be frowned upon and penalties considered after consideration by the Board

14.5.2. Same Round of Cup

14.5.2.1 No player, having played for the First XI in the Cup shall be allowed to play for the Second XI in the same round of the cup competition (and vice-versa). No player, having played for the Third XI in the Cup shall be allowed to play for the Fourth XI in the same round of the cup competition (and vice-versa).

14.5.3. One team eliminated

14.5.3.1 In the case of the Second XI Cup, for all rounds after the round in which the first team have been eliminated, any player who has played 50% or more of their personal league match appearances in the current season for the First XI, up to the 2nd XI round in question, shall not be eligible for participation in the Second XI cup round in question.

14.5.4. Teams playing same day

14.5.4.1. When a club's First and Second XI's are engaged in their respective competitions on the same day there are no eligibility restrictions.

14.5.5. After the first round of cup competitions

14.5.5.1. for Second and Third XI, the following rules of eligibility shall apply

14.5.5.1.1. For the Sunday Cup competition, in respect of Second XIs, the same rules apply as per the Second XI Cup

14.5.5.1.2. For The Sunday Cup competition, in respect of Third XIs and Fourth XIs, players who have played for their First XI or Second XI in any competition must have played in at least 50% of the league games played by the Third XI or Fourth XI to be eligible for the Third XI or Fourth XI in cup competition.

14.5.6. If any club feels that there should be an exception to these rules, they should apply to the Board (GtrMcrCricket@mail.com), in writing by 9pm on the Thursday before the match for a decision on eligibility.

14.6. Disputes

14.6.1. In the event of any objection made by any club to the Board, not later than 3 days after the fixture has taken place, the Board or Sub-Committee shall have power to reverse the result and the offending club shall be liable to a fine of £100.

14.6.2. This penalty will also apply on evidence of non-eligibility being subsequently discovered by the Board or delegated officer on perusal of the official scoresheet.

14.7. Breaches of Bye Laws

14.7.1. The Board or Sub-Committee have the power to deal with any breach of these bye-laws as they deem necessary.

15. Umpires

15.1. Umpire Appointments

15.1.1. The process of appointing and managing Umpires lies with the Greater Manchester Cricket League Umpires Association (GMCLUA)

15.1.2. The process of appointing Umpires for Saturday matches will be as follows:

15.1.2.1. The GMCLUA will appoint Umpires to the Premier League and Divisions 1A & 1B, 2A & 2B

15.1.2.2. For matches in Divisions 3E & 3W, 4E & 4W and 5E & 5W each club must appoint an umpire to stand in all matches.

15.1.2.2.1. This umpire must either be a qualified umpire or undergo the Introduction to Umpiring course that will be organised and paid for by the GMCL Board. They must also be DBS cleared.

15.1.2.2.2. It is the club's responsibility to ensure the club umpire has a valid DBS and to arrange a suitable fee for their club umpire for each match.

15.1.2.3. There is one exception to this rule and that is for clubs that have both a First XI and Second XI in Division Three, Four and Five a GMCLUA umpire will be allocated to one of those games. (subject to a minimum of 60 Umpires being available on the relevant Saturday).

15.1.3. If a club cannot find a suitable umpire then they can apply to the GMCLUSA for an umpire to be appointed, but this must be on a week to week basis. In order to apply for a GMCL Umpire:

15.1.3.1. The club must complete an online form that can be found on the GMCL website. Emails and phone calls will not be accepted.

15.1.3.2. The form must be submitted by 8.00 pm on the Thursday preceding the match.

15.1.3.3. The GMCLUSA will appoint an umpire, where possible, and notify the club on Thursday night with the name of the umpire.

15.1.3.4. The club will pay the umpire the usual fee as set by GMCL.

15.2. Umpire Fees

15.2.1. League Appointed Umpires – Standard Fees

15.2.1.1. PREMIER DIVISION £45.00

15.2.1.2. DIVISIONS 1 & 2 £45.00

15.2.1.3. DIVISION 3,4 & 5 £40.00

15.2.1.4. GMCL20 £30.00

15.2.1.5. SUNDAY LEAGUE £35.00

15.2.1.6. CUP MATCHES £45.00

15.2.2. Club Umpires Fees

15.2.2.1. For Divisions Three, Four and Five it is not the home club's responsibility to pay both umpires, each club is responsible for the fee for their own umpire. This could potentially save clubs money during the season depending upon the agreement with your umpire.

15.2.3. Only One Umpire

15.2.3.1. Where only one League Appointed Umpire has attended the fee due is 1.5 times the Standard Fee.

15.2.3.2. Where only one Club Umpire is present at the start of the match it will be the responsibility of the Club who DO NOT Provide an Umpire to pay the FULL match fee (£40.00) for the sole Umpire,

15.2.3.3. the club supplying the umpire will only be responsible for any additional fee i.e. 50% additional match fee claimed.

15.2.4. No Umpires

15.2.4.1. When No Umpires are present at the start of the match, we would expect both clubs to have spoken to each other post the Thursday evening deadline of seeking League Panel umpires and there being

no available Umpires to officiate, to make arrangements between themselves to ensure the game takes place and that Players will have to play their part and Umpire the game to make sure it takes place. Matches should not be called off because of the lack of Umpires.

15.2.5. Match Abandoned – No Play

15.2.5.1 In the event of a game being abandoned without a ball bowled, the Umpires fees will be

15.2.5.1.1 Premier and Divisions 1 & 2 £25.00,

15.2.5.1.2. Division 3, 4, 5 & Sunday League £20.00

15.2.5.1.3. GMCL20 £15.00.

15.3. Umpire Support

15.3.1. Equity of Treatment

15.3.1.1. Club Umpires are to be afforded the same level of respect as League Appointed umpires at all times

15.3.2. Umpire Absent

15.3.2.1. Where one of the Umpires (League Appointed Umpire or Club Umpire) cannot attend for whatever reason,

15.3.2.1.1 A suitably responsible person can be appointed where there is agreement between the umpire and captains to stand at the Strikers End (Square Leg) or take a full part in the game where qualified or

15.3.2.1.2. Players from both sides will be expected to assist the one Umpire present by standing at the Strikers End (Square Leg). This player must be over 18 or over 16 if holding umpire qualifications.

16. Rules Appendices

Appendices are available on the Leagues website