

Revised Text 20 May 2021 - LATEST VERSION

SECTION A - THE LEAGUE

A(a) This section of the rules describes the league set up and how you can take part

1. Competition, Membership & Structure

1(a) This section of the rules describes how the league is managed and organised

1.1. The Competition Summary

1.1.1. Competition Name

1.1.1.1. The competition shall be named “The 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 of The Competition

1.1.2.1. Greater Manchester Cricket League Ltd (“The Company”)

1.1.2.1.1. The Competition, and the format, structure and numbers of participating clubs in each tournament within the League, falls under the management of the Board of Directors (“the Board”) of The Greater Manchester Cricket League Ltd (“The Company”)

1.1.2.1.2. The Company is limited by guarantee, registered with Companies House and created for the sole purpose of running The Greater Manchester Cricket League for the benefit of all its members, its participating clubs.

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

1.1.2.2. The Board of Directors

1.1.2.2.1. Will be engaged in accordance with the Articles of Association of the Company

1.1.2.2.2. are volunteers giving their time for the benefit of the League.

1.1.2.2.3. Can appoint new Directors when considered appropriate to do so.

1.1.2.2.4. Will welcome volunteers wishing to join the Board from within the member clubs to take on required duties in accordance with the Articles of Association of the Company.

1.1.2.2.5. Can engage experts and make payment for specialist skills in specific areas where it is deemed necessary.

1.1.2.3. Communication with the Board

1.1.2.3.1. There are a number of lines of communication available:

1.1.2.3.1.1. Each Board member has a portfolio of clubs to act as first contact should issues or questions arise. The list of contacts is on the league website under GMCL A-Z "Contact the League"

1.1.2.3.1.2. The league central e-mail of enquiries@GtrMcrCricket.co.uk can be contacted at any time

1.1.2.3.1.3. Formal Communication with the league should be sent to secretary@GtrMcrCricket.co.uk

1.1.2.4. Feedback & Suggestions

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

1.1.2.4.2. The Board have a feedback and suggestions page on the website <https://www.gtrmccricket.co.uk/pages/feedback-suggestions> this is available 24/7 365.

1.1.2.5. Sponsor Agreements

1.1.2.4.1 The Board shall add sponsors names to the competition and the tournaments within the League, as such agreements arise.

1.2. GMCL Competitions

1.2.1. Number of competitions

1.2.1.1. GMCL Tournaments - Annual Amendments & Reviews

- 1.2.1.1.2. 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.
- 1.2.1.1.1. The Cup and Pool Tournaments (e.g. GMCL20 - our 20 over competition) will be reviewed annually to ensure maximum participation for the changing member clubs registered.

1.2.1.2. New competitions

- 1.2.1.2.1. As well as the tournaments listed in this section the league will seek to add tournaments as appropriate to support national and county board development initiatives
- 1.2.1.2.2. Any suggestions for additional tournaments or competitions are welcome, please submit to club-director@GtrMcCricket.co.uk

1.2.2. League Competition - Open Age League Cricket, overview

1.2.2.1. The GMCL Saturday competition will contain multiple tiers

- 1.2.2.1.1. each with one or more divisions providing promotion and relegation throughout.
- 1.2.2.1.2. Divisions above the lowest tier will be constructed with a minimum of 12 teams wherever possible and
- 1.2.2.1.3. each team will play all other teams in the division Home and Away wherever possible.

1.2.2.2. The GMCL Sunday competition will contain several levels

- 1.2.2.2.1. Each will contain one or more divisions and
- 1.2.2.2.2. One structure will provide promotion and relegation throughout and provide the "Sunday Champions"
- 1.2.2.2.3. A second will be regionalised with no promotion or relegation and have fewer games
- 1.2.2.2.4 A third will be targeted at those who wish to play young development teams only
- 1.2.2.2.5 Any further structures in the Sunday competition will be introduced by Board decision from time to time

1.2.3. Cup Competitions - Open Age Cup Cricket, overview

1.2.3.1. GMCL Cups Overview

- 1.2.3.1.1. All matches shall be played under the revised M.C.C. Laws of Cricket and League Match Bye-Laws, unless stated in these Rules.
- 1.2.3.1.2. The Board or any Sub Committee set up by the Board shall have power to adjudicate in all disputed matters in the Cup competitions, and their decision shall be final.

1.2.3.2. GMCL will organise multiple Cup competitions

- 1.2.3.2.1. There will be one or more Sunday Cups which are open to all Third XIs and Fourth XIs playing in the Sunday League.
- 1.2.3.2.2. All Second XI teams playing on Saturday or Sunday who wish to take part in the cup competitions shall play in the Second XI Cups.
- 1.2.3.2.3. The number of First XI cup competitions will vary (as determined by the Board to take account of changing numbers of First XIs from time to time) 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 aims to provide, as a minimum, the following
 - 1.2.3.2.3.1. The highest placed First XI teams shall compete for "The Derek Kay Cup". (number dependent on Lancs KO teams requiring a bye in the first round of this cup)
 - 1.2.3.2.3.2. The next 32 Saturday First XI teams shall compete for "The 1st XI Championship Cup"

1.2.3.2.3.3. The remaining Saturday First XI teams and any First XI teams playing in the Sunday League shall compete for “The John Barrow League Cup”.

1.2.3.3. Entry into Cup Competitions

- 1.2.3.3.1. Entry into the appropriate 1st XI competitions shall be compulsory for all 1st XI teams playing on Saturday or Sunday
- 1.2.3.3.2. Teams competing in the 2nd XI Saturday competition & Sunday Competition can choose not to play in Cup competitions

1.2.4. GMCL20 - 20 over tournament, overview

1.2.4.1. GMCL20 - Competition Structure

- 1.2.4.1.1. The GMCL20 shall be under the control of the Board
- 1.2.4.1.2. The number of competitions and their format will be reviewed annually based on the number of entrants
- 1.2.4.1.3. The structure will be set to provide pool games to maximise the number of home games for each club
- 1.2.4.1.4. The number of pools will determine how the knockout rounds will be determined
- 1.2.4.1.5. The final four teams will play on a single final’s day, featuring two semi-finals and a final.

1.2.5. Fixture Overview (<mailto:webadmin@GtrMcrCricket.co.uk>)

1.2.5.1. Fixture Generation

- 1.2.5.1.1. Fixtures will be generated after the club registrations deadline
- 1.2.5.1.2. This may be delayed where changes to the division structure are required in the event of multiple new teams or new clubs joining the League at the deadline date, in which case up to an extra month’s preparation may be required.

1.2.5.2. Fixture Publication

- 1.2.5.1.1. the aim is to publish all fixtures within a month of the final registration date for each tournament
- 1.2.5.2.1. initially via a text searchable pdf, an Excel sheet, and fixture upload to the scoring app will follow before the season

1.2.5.3. Fixture Changes

- 1.2.5.3.1. The League reserves the right to change fixtures or divisional placements
- 1.2.5.3.2. This can happen where there are unavoidable late team withdrawals or changes at clubs affecting the level at which they can play.

1.2.6. Junior Competitions overview (<mailto:juniors@GtrMcrCricket.co.uk>)

1.2.6.1. The league will organise and manage junior cricket tournaments

- 1.2.6.1.1. Regionalised Junior Leagues, with multi team match nights for Under 9s
- 1.2.6.1.2. Regionalised Junior Leagues and Cups for Under 11, 13, 15 & 17

1.2.6.2. The number of teams entering the junior competitions changes year on year

- 1.2.6.2.1. Therefore. the Junior sub-committee will determine the structure of competitions in each age group following receipt of the entry forms prior to each season

1.3. Membership of the League

1.3.1. Club Annual Registration (enquiries@GtrMcrCricket.co.uk)

1.3.1.1. All clubs to register all teams annually

- 1.3.1.1.1. This covers Under 9 through to senior competition.

- 1.3.1.1.2. Clubs may enter all their teams or selected teams in our competition and
- 1.3.1.1.3. Clubs can change the teams entered from year to year
- 1.3.1.1.4. Clubs may retain teams in other league competitions
- 1.3.1.1.5. By entering a team or teams, Clubs (whose most senior team will play in the GMCL) are deemed to have applied to be members of the Company

1.3.1.2. All clubs playing in the League must provide basic contact information to the league each year.

- 1.3.1.2.1. to provide accurate and up to date contact details for selected officials and
- 1.3.1.2.2. to provide the full address, postcode and directions to their home ground for the season ahead.

1.3.2. Club to League Memorandum of Understanding (enquiries <mailto:club-director@GtrMcCricket.co.uk>)

1.3.2.1. All clubs playing in the League must provide the following commitments, in writing, each year through our memorandum of understanding (MOU).

- 1.3.2.1.1. To confirm, where participating in the Saturday competition, that any designated home ground will be available every Saturday with no more than two exceptions per club for long standing / traditional events, which must be advised with the registration. There can be no change to Saturday dates available after October 31st.
- 1.3.2.1.2. to confirm that the club has enough players, eligible to play all games in the applicant team's relevant divisions
- 1.3.2.1.3. to confirm that the club will not forfeit any matches apart from in exceptional circumstances upon application to the Board
- 1.3.2.1.4. to confirm that the club will provide a "club umpire" when required.
- 1.3.2.1.5. to confirm that all their players are fully aware of the disciplinary regulations and
- 1.3.2.1.6. to confirm that the club officials will work with the league to reduce the number of disciplinary incidents and be the first part of the procedure when dealing with disciplinary reports.
- 1.3.2.1.7. to confirm that the club will play the game as it was intended to be played with respect for the competition and respect for your opponents and officials at all times in the spirit of cricket.

1.3.3. Clubs: Cost of Membership (enquiries <mailto:finance@GtrMcCricket.co.uk>)

1.3.3.1. Membership subscriptions

- 1.3.3.1.1. Club payments due to the league are reviewed annually, the subscription for "the current season" is nil,

1.3.3.2. Lancashire Cricket Foundation (LCF) fees from clubs

- 1.3.3.2.1. The fees are set by the LCF annually
- 1.3.3.2.2. The fees are based on each club's level of participation in cricket
- 1.3.3.2.3. GMCL are required to collect these fees from clubs and send 100% of the fees collected to the LCF.

1.3.3.3. The Annual Dinner

- 1.3.3.3.1. The league requires mandatory purchase of a small number of Annual Presentation Dinner tickets, the number to be decided annually by the Board

1.3.3.4. New Club Deposits on Registration

- 1.3.3.4.1. Returnable deposits may be required from new clubs joining GMCL.

1.3.4. Mandatory Match Balls

1.3.4.1. Clubs must use GMCL approved match balls in all GMCL matches

- 1.3.4.1.1. GMCL require all teams to purchase league stamped balls from our partner ball supplier.

1.3.4.2. GMCL Match Balls - Ordering and Payment

- 1.3.4.2.1. Orders must be placed annually on the order form on the GMCL website
- 1.3.4.2.2. Payment terms will be published annually on the order form
- 1.3.4.2.3. Payment terms should be discussed with the supplier following issue of the invoice.
- 1.3.4.2.4. If you have any questions please mail finance@gtmcricket.co.uk
- 1.3.4.2.5. Where invoices remain outstanding a points penalty will apply to all teams from any club still owing.

1.3.4.3. Mandatory Match Ball Standard by Division or Cup

1.3.4.3.1. Saturday Divisions above Divisions 3 & 4

- 1.3.4.3.1.1. Match to commence with NEW Windsor Ball
- 1.3.4.3.1.2. Spare Ball must be a Used Windsor Ball

1.3.4.3.2. Saturday Divisions 3 & 4 and all Sunday Divisions

- 1.3.4.3.2.1. Match to commence with a NEW or used Windsor Ball, a NEW Hampton Ball or a NEW St James Ball
- 1.3.4.3.2.2. Spare Ball must be a Used Windsor Ball, Used Hampton Ball or Used St James Ball

1.3.4.3.3. Derek Kay 1st XI Cup, Championship 1st XI Cup & GMCL20

- 1.3.4.3.3.1. Match to commence with NEW PINK Windsor Ball

1.3.4.3.4. 1st XI League Cup and 2nd XI Cups

- 1.3.4.3.4.1. Match to commence with NEW Windsor Ball
- 1.3.4.3.4.2. Spare Ball must be a Used Windsor Ball

1.3.4.3.5. 3rd XI, 4th XI & 5th XI in cups

- 1.3.4.3.5.1. Match to commence with a NEW Windsor Ball, a NEW Hampton Ball or a NEW St James Ball
- 1.3.4.3.5.2. Spare Ball must be a Used Windsor Ball, Used Hampton Ball or Used St James Ball

1.4. GMCL & cricHQ

1.4.1. cricHQ and GMCL partnership

1.4.1.1. cricHQ - Annual Registration

- 1.4.1.1.1. Players must register annually on cricHQ before the season or before their first game in a season
 - 1.4.1.1.1.1. This creates a player record on cricHQ
 - 1.4.1.1.1.2. The player details registered must include
 - 1.4.1.1.1.2.1. Full name,
 - 1.4.1.1.1.2.2. Date of Birth
 - 1.4.1.1.1.2.3. and, for anyone playing in any of our open age competitions, a passport style photo
 - 1.4.1.1.1.2.4. together with any other requirements as may be needed from time to time to enable the league to carry out its stated role.
 - 1.4.1.1.3. Registration on cricHQ is mandatory
 - 1.4.1.1.4. The registration must be accompanied by any payment required at the time of registration
 - 1.4.1.1.4.1. In advance of the annual registration the Board will list the benefits and services provided to all registering
 - 1.4.1.1.4.1.1. This will include access to the cricHQ app to view all scorecards and stats in GMCL and games around the world.

1.4.1.2. cricHQ - Club Administrator

- 1.4.1.2.1. Each club must have one or more cricHQ administrators ("cricHQ admin")
- 1.4.1.2.2. Each cricHQ admin is responsible for
 - 1.4.1.2.2.1. verifying that all the club's players are registered on cricHQ and
 - 1.4.1.2.2.2. managing the allocation of the club's players to the teams at the club and
 - 1.4.1.2.2.3. adding scorers to the club's cricHQ profile

- 1.4.1.2.3. To add an administrator or scorer
- 1.4.1.2.3.1. Any current club administrator can add another club member into the roles
- 1.4.1.2.4. If this is not possible, the club chairman or secretary, as previously notified to us, must e-mail GtrMcCricket@mail.com in an e-mail headed "cricHQ new administrator needed" and state the name of the club, name of the person wishing to be an administrator and their e-mail address and signed off with the sender's name and position at the club.

1.4.1.3. cricHQ - Scorer Action

- 1.4.1.3.1. Once registered by the club as an official scorer for the club / team
- 1.4.1.3.1.1. this automatically gives the scorer access to the team's matches and
- 1.4.1.3.1.2. allows them to enter the players from the club for any match for the team
- 1.4.1.3.2. Scorers register on the cricHQ scoring app for each match
- 1.4.1.3.2.1. this allows them to score any match for that team

1.4.1.4. cricHQ - Automatic processes

- 1.4.1.4.1. cricHQ automatically adds players registered for the relevant club and team to the squad available for any game for the appropriate team
- 1.4.1.4.1. cricHQ automaticall adds the stats for the match to the team's record and the player's record

1.4.1.5. cricHQ - "App"

- 1.4.1.5.1. Whilst the app is connected to the internet by the scorer
- 1.4.1.5.1.1. The match and ball by ball commentary on the game is visible to all users of the cricHQ app
- 1.4.1.5.2. Access to the cricHQ app is provided free to all GMCL registered players as part of the registration fee. Any other users can see basic information for free but can access the premium service for a small monthly fee

2. Joining the League

2(a). *This section of the rules details how clubs can join the competition as full members or add teams*

2.1. GMCL Requirements for joining or adding teams

2.1.1. GMCL is open to Clubs in and around Greater Manchester

2.1.1.1. Joining GMCL – The Board will accept teams meeting requirements

- 2.1.1.1.1. From current member clubs,
- 2.1.1.1.2. From a new member club or
- 2.1.1.1.3. From clubs in other leagues for our Sunday competition including Third XI and Fourth teams from or
- 2.1.1.1.4. From member clubs or clubs in other senior leagues adding junior teams to GMCL competition
- 2.1.1.1.5. or any combination of the above

2.1.2. Grounds and Facilities Requirement

2.1.2.1. Joining GMCL - Verification of Available Ground

- 2.1.2.1.1. All teams registering for the competition must have a ground available that has
- 2.1.2.1.1.1. changing facilities, tea-room facilities and a suitably cut and managed square which meet the league's minimum standard and
- 2.1.2.1.1.2. an agreement in place at October 31st that the ground is available, and paid for, for the season ahead.

2.1.2.2. Joining GMCL - Standard of Ground

- 2.1.2.2.1. GMCL has a Ground and Facilities standard requirements document
- 2.1.2.2.1.1. This document will be used to assess all clubs wishing to join the league wholly or partly from 2021 season
- 2.1.2.2.1.2. The tier at which a club can be placed is dependent on the standard of ground set by the document.

2.1.2.3. *Joining GMCL - Ground Required*

- 2.1.2.3.1. The Board do not supply a venue for any club or team, so if you require assistance with locating a venue, please e-mail GtrMcrCricket@mail.com and the Board will provide details of any known contacts who may be able to help.

2.1.3. Barriers to Acceptance

2.1.3.1. *Joining GMCL - Ground Suitability*

- 2.1.3.1.1. The Board has the right to refuse applications where the club is unable to verify the availability of a ground and facilities for the duration of the season for which application has been submitted (that includes lease, ownership or rental agreements and confirmation that the financial requirements have been met).
- 2.1.3.1.2. The Board will refuse entry where the ground does not meet our required minimum standard

2.1.3.2. *Joining GMCL - Good Standing*

- 2.1.3.2.1. GMCL has the right to refuse applications, where clubs, their administrators or their coaching staff are banned from competing by County or National Governing Bodies or have debts or unpaid charges involving other clubs, other leagues or cricket Governing Bodies.

2.1.3.3. *Joining GMCL - Large movement of players*

- 2.1.3.3.1. GMCL will refuse applications where players, administrators or coaching staff have moved in numbers from an existing club, from any league, without that club's agreement and where that movement puts the participation or the existence of that club in jeopardy.

2.2. Procedure & Relevant Dates for joining GMCL

2.2.1. *Joining GMCL - Registering interest or asking questions*

2.2.1.1. *Clubs may register interest or request further information in advance of any application*

- 2.2.1.1.1. by e-mail to GtrMcrCricket@mail.com.
- 2.2.1.1.2. GMCL should be notified of your interest or intention to join at the earliest possible date to allow the league to prepare the structure for the season ahead.

2.2.2. *Joining GMCL - Relevant Dates for Registrations*

2.2.2.1. *Joining GMCL - 1st relevant date: 31st March, 12 months prior to the joining season*

- 2.2.2.1.1. for example by 31st March 2021 for season 2022
- 2.2.2.1.2. If the applying club wishes the Board to consider placing 1st & 2nd XI using the GMCL matrices, formal application should be sent by e-mail headed "New 1st XI / 2nd XI application" to GtrMcrCricket@mail.com.
- 2.2.2.1.3. GMCL matrices are based on past performance and standard of ground & facilities
- 2.2.2.1.4. The Board cannot guarantee any calculated placement where to make that placement would, in the Board's view, inappropriately disrupt the current structure.

2.2.2.2. *Joining GMCL - 2nd relevant date: 30th June.*

- 2.2.2.2.1. Usual final date for resignation from a league under League Cricket Conference agreement
- 2.2.2.2.2. This may be 31st July in some leagues

- 2.2.2.3. Resignation by this date, if accepted, will leave the club free to move for the season following
- 2.2.2.4. Whilst acceptance of new applications will be given in advance, GMCL will require evidence of your resignation before formally accepting any membership application in writing

2.2.2.3. *Joining GMCL - 3rd relevant date: 31st October prior to season*

- 2.2.2.3.1. Formal application to add a 1st XI and/or 2nd XI where placement based on past performance is not possible or not required should be sent by e-mail headed "New 1st XI / 2nd XI application" to GtrMcCricket@mail.com.
- 2.2.2.3.2. Formal applications to enter a Third XI or Fourth XI in the GMCL Sunday Competition should be sent by e-mail headed "New Third XI Team / Fourth XI Team" to GtrMcCricket@mail.com.

2.2.2.4. *Joining GMCL - 4th relevant date: 31st December prior to season:*

- 2.2.2.4.1. For junior teams, applications should be sent by e-mail headed "New Junior Team" mailto:juniors@GtrMcCricket.co.uk
- 2.2.2.4.2. This date is subject to movement to take into account the annual fluctuations in the availability of players

2.2.3. *Joining GMCL - Clubs stranded after the movement of other clubs in their league*

2.2.3.1. *Joining GMCL - Clubs left stranded can be accepted into GMCL without hindrance,*

- 2.2.3.1.1 club officials should e-mail club-director@GtrMcCricket.co.uk Subject: "Application to join league for "XXXX season" at the earliest possible opportunity and provide details, to allow The Board to make preparations for the divisional structure for the season ahead.

2.2.4. *Joining GMCL - Procedure for an Application to join the League*

2.2.4.1. *A club should contact The Board by e-mail as soon as they are ready to go ahead and make an application.*

- 2.2.4.1.1. The club, via a senior club official cc'd with two other officials should e-mail GtrMcCricket@mail.com Subject: "URGENT Formal Application to join GMCL"
- 2.2.4.1.2. The league will acknowledge within 48 hours
- 2.2.4.1.3. The Board will consider the application within 48 hours of the acknowledgement and contact the applicant.

2.2.5. *Joining GMCL - Deposits Required from New Clubs*

2.2.5.1. *At the Board's discretion, deposits must be paid by clubs upon acceptance into the league, as follows*

- 2.2.5.1.1. Clubs new to GMCL £500
- 2.2.5.1.2. 3rd XIs from clubs playing in other leagues applying to join GMCL for the first time £250
- 2.2.5.1.3. Where there is any default in failing to play fixtures then the deposit will be used to reimburse the expenditure of any club suffering loss due to the default.
- 2.2.5.1.4. 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.
- 2.2.5.1.5. The deposit balance remaining is refundable at the completion of the first season.

SECTION B DISCIPLINE

B(a) This section of the rules looks at Discipline in the League, ECB Code of Conduct & League Rules

B(b) These Regulations incorporate the latest 2017 ECB Disciplinary Regulations for Leagues augmented by GMCL detailed procedures for reporting disciplinary offences and subsequent actions. It is expected that the ECB General Code of Conduct will change during 2021 and our code will be reconsidered at that time.

- B(c) These regulations will apply to all GMCL competitions, the Regulations generally apply to all those playing, officiating, watching and commenting on cricket matches and related issues – defined as Participants in a previous version of the ECB Disciplinary Regulations.
- B(d) Most of the Regulations relate to offences committed by players during matches and which are then reported by the umpires, i.e. players are the principal Participants. Other Participants include team coaches/managers, scorers, other club officials and members, and spectators.
- B(e) The Regulations also specifically deal with the misuse of social media which applies to all Participants.
- B(f) The 2017 ECB Disciplinary Regulations for Leagues also include guidance for an Internal Club Enquiry, Natural Justice, Conduct of Hearings, Appeal Process and Players Behaviour. These documents are available on the website.

3. ECB Code of Conduct & The Spirit of Cricket

3.1. The ECB Code of Conduct

3.1.1. The ECB is committed to maintaining the highest standards of behaviour and conduct.

- 3.1.1.1. This Code of Conduct incorporates the Spirit of Cricket, as set out below.
- 3.1.1.2. These regulations shall apply to any player who plays for any club at any level under the auspices of the ECB and
- 3.1.1.3. are intended to provide assistance and uniformity to all Clubs and Leagues in dealing with any alleged breach of the ECB Code of Conduct and Spirit of Cricket.

3.1.2. Management of the Code

- 3.1.2.1. The code places the emphasis on clubs and team captains who have the prime responsibility to deal with their own players' misconduct in a fair and speedy manner, once an incident has been reported.
- 3.1.2.2. Clubs will be expected to deal with disciplinary matters within the timescales laid down within the Regulations.
- 3.1.2.3. The Board via the GMCL Disciplinary Director will guide and monitor the actions taken by clubs.

3.1.3. Responsibility of Clubs, Captains, Players and Other Participants

- 3.1.3.1. The captains are responsible at all times for ensuring that play is conducted by their team
 - 3.1.3.1.1. within the Spirit of Cricket as well as within the Laws.
 - 3.1.3.2. Captains can be held jointly responsible for player actions and penalties and
 - 3.1.3.2.1. sanctions can jointly or separately apply where the captain is also charged with a breach
 - 3.1.3.3. Players are responsible for their own behaviour and must at all times accept the umpire's decision.
 - 3.1.3.4. Players must not show dissent at the umpire's decision or
 - 3.1.3.4.1. react in a provocative or disapproving manner towards another player or a spectator.
 - 3.1.3.5. Players shall not intimidate, assault or attempt to intimidate or assault an umpire, another player or a spectator.
 - 3.1.3.6. Players shall not use crude and/or abusive language (known as "sledging") nor
 - 3.1.3.6.1. make offensive gestures or hand signals nor deliberately distract an opponent.
 - 3.1.3.7. All participants shall not make racially abusive comments nor indulge in racially abusive actions against other Participants.
 - 3.1.3.8. Players shall not use or in any way be concerned in the use or distribution of illegal drugs.
 - 3.1.3.9. Clubs must operate an active open-door membership policy
 - 3.1.3.9.1. whilst respecting player qualification regulations and welcome players/members irrespective of ethnic origin.
 - 3.1.3.10. Clubs must take adequate steps to ensure the good behaviour of their members and supporters towards players and umpires.
 - 3.1.3.11. Any club found to be in breach of the ECB Code of Conduct may be expelled from ECB Competitions for the current and future seasons.

3.2. Spirit of Cricket

- 3.2.(a) Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the Spirit of the Game.
- 3.2.(b) Any action which is seen to abuse this spirit causes injury to the game itself.
- 3.2.(c) The major responsibility for ensuring the spirit of fair play rests with the captains.

3.2.1. Spirit of Cricket - Key Laws for Captains

- 3.2.1.1. **There are two Laws which place the responsibility for the team's conduct firmly on the captain.**
 - 3.2.1.1.1. Responsibility of Captains
 - 3.2.1.1.1.1. The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.
 - 3.2.1.1.2. Player's Conduct
 - 3.2.1.2.1. In the event of any player failing to comply with the instructions of an umpire, criticising his decision by word or action, showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, requesting the latter to take action.

3.2.2 Spirit of Cricket - Fair and Unfair Play

- 3.2.2.1. According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain to take action where required.

3.2.3 Spirit of Cricket - Umpire's Authority to intervene in cases of

- 3.2.3.1 Time wasting
- 3.2.3.2 Damaging the pitch
- 3.2.3.3 Dangerous or unfair bowling
- 3.2.3.4 Tampering with the ball
- 3.2.3.5 Any other action that they consider to be unfair.

3.2.4 Spirit of Cricket - involves RESPECT for:

- 3.2.4.1 Your opponents
- 3.2.4.2 Your own captain and team
- 3.2.4.3 The role of the umpires
- 3.2.4.4 The game's traditional values

3.2.5 Spirit of Cricket - It is against the Spirit of the Game:

- 3.2.5.1 To dispute an umpire's decision by word, action or gesture
- 3.2.5.2 To direct abusive language towards an opponent or umpire
- 3.2.5.3 To indulge in cheating or any sharp practice, for instance
 - 3.2.5.3.1 To appeal knowing the batsman is not out
 - 3.2.5.3.2 To advance towards an umpire in an aggressive manner when appealing
 - 3.2.5.3.3 To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

3.2.6 Spirit of Cricket - Violence in the Game

- 3.2.6.1. There is no place for any act of violence on the field of play.

3.2.7 Player's Responsibility

- 3.2.7.1. Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

3.3. Code of Conduct & The Spirit of Cricket

3.3.1. Code & Spirit - All Participant's Responsibility

- 3.3.1.1. Failure to comply with the provisions of the Code and Spirit may lead to disciplinary action, irrespective of an alleged breach being related to a match not under the jurisdiction of the League.

- 3.3.1.2. Participants shall not make any public or media comment which is detrimental to the interests or reputation of other Participants or the game in general.
- 3.3.1.2.1. In this instance, media shall include (but not necessarily be limited to) press, radio, television, external websites, club websites, social networking sites including "Facebook" and "Twitter" and a club's match programmes.
- 3.3.1.2.2. Nothing in this provision shall prevent any comment which constitutes honest opinion in regard to cricketing matters and which is made in a fair and respectful manner.
- 3.3.1.3. Participants shall not publicly disclose or comment upon any alleged breach of this Code of Conduct.
- 3.3.1.4. Participants shall not act in any manner which is against the Spirit of Cricket, otherwise improper, or prejudicial or detrimental to the interests or reputation of the League(s) or the game of cricket.

3.4. Discipline - Participants and Documents

3.4.1. The persons referred to in the procedure

- 3.4.1.1 Match Umpire or Match Umpires – the officials standing in the game where the breach occurred
- 3.4.1.2 The Participant or Participants – the individual or individuals about whom the report is submitted
- 3.4.1.3 The Team Captain – captain of a team playing in a relevant match
- 3.4.1.4 The GMCLUA Discipline Secretary – The Umpires Association official or deputy currently charged with these duties
- 3.4.1.5 The GMCL Board's Discipline Director – The Board appointed director or deputy currently charged with these duties
- 3.4.1.6 The Club Secretary – The person registered with GMCL unless otherwise advised to whom all correspondence will be sent
- 3.4.1.7 Appeal Panel – 3 or more club officials from within the league, unconnected to the club(s) at issue and not Board members.

3.4.2. The documents required in the procedure

- 3.4.2.1 Official Umpires Disciplinary Report – the form submitted by the match officials to report a breach of Law 42
- 3.4.2.2 Breach Notification Letter – sent by the GMCL Discipline Director to the club to notify the club of the breach
- 3.4.2.3 Club Internal Hearing Report – a form completed by the club to report the club hearing outcome to the GMCL Discipline Director
- 3.4.2.4 Club Hearing Response Notice – a letter from the GMCL Discipline Director to the club replying to the Club Internal Hearing Report
- 3.4.2.5 Notice of Appeal – A form submitted by the club requesting an Appeal Panel consider the breach and penalties
- 3.4.2.6 Appeal Panel Determination – A letter sent from the GMCL Discipline Director advising the result of the appeal and action required.
- 3.4.2.7 Club Failure to Respond Determination – A letter from the GMCL Discipline Director detailing the penalty to be imposed where the club does not respond to the Breach Notification Letter.

4. REGULATIONS FOR CRICKET LEAGUES

4.1 Discipline Regulations - League Aims and Jurisdiction

4.1.1. Discipline Regulations - GMCL Responsibility

- 4.1.1.1. Subject to the mutual recognition provisions (at Section 4.10.1. of the GMCL Discipline Regulations) ,the GMCL shall be responsible for the enforcement and administration of the Disciplinary Regulations in relation to Participants registered to the GMCL and/or participating in cricket-related activities under its auspices.

4.1.2. Discipline Regulations - All Participants Agreement

- 4.1.2.1. All Participants, by virtue of their registration with the GMCL (whether directly or via a club) and/or participation in cricket-related activities under the auspices of the GMCL, agree to be bound by the Disciplinary Regulations.
- 4.1.2.2. It is considered a disciplinary offence
 - 4.1.2.2.1 for a club or any of its members to act in a manner which could prejudice the standing or interests of the GMCL or
 - 4.1.2.2.2 for a club to fail to act promptly to control and/or discipline a player,
 - 4.1.2.2.3 and will leave the Club liable to fines as considered by the GMCL Disciplinary Director

4.1.3. Discipline Regulations - All Participants & Club Cooperation

- 4.1.3.1. All Participants are required to cooperate with the GMCL regarding discipline.
- 4.1.3.2. Without prejudice to the generality of this requirement, every club shall take all reasonable steps to ensure the proper conduct of its Participants in accordance with the Disciplinary Regulations and shall not act in any way which is prejudicial or detrimental to the interests or reputation of the GMCL or the game of cricket.

4.1.4. Discipline Regulations - Club Authority to act

- 4.1.4.1. There is nothing in the Disciplinary Regulations preventing or discouraging clubs from applying additional or stronger penalties in regard to breaches of the Code of Conduct beyond those set out in the Disciplinary Regulations, whether or not penalties may apply under the Disciplinary Regulations.
- 4.1.4.2. To this end, it is important that clubs have their own code of conduct and disciplinary procedures in place.

4.1.5. Discipline Regulations - Aims and Fairness

- 4.1.5.1. At all times, it is to be remembered that the core aim of the Disciplinary Regulations is to maintain the highest standards of behaviour and conduct in the game of cricket.
- 4.1.5.2. The procedures detailed in the Disciplinary Regulations are intended to be fair, straightforward and proportionate to the needs of the GMCL and Participants, respecting fundamental principles of natural justice and fairness but recognising that those involved with the procedures will not typically be, and do not need to be, legally qualified.
- 4.1.5.3. Therefore, as long as the principles of natural justice and fairness are not infringed, minor practical or technical points will not serve to invalidate the procedure or any decisions or findings under the Disciplinary Regulations.

4.1.6. Discipline Regulations - Rule Coverage & Omissions

- 4.1.6.1. If any incident or other matter occurs which is not provided for by the Disciplinary Regulations (whether it relates to conduct, jurisdiction, procedure or penalty), then the GMCL Discipline Director or a GMCL Appeal Panel may take such action as considered appropriate in the circumstances, taking into account the specific circumstances and the principles of natural justice and fairness.

4.1.7. Discipline Regulations - Higher Authority Action

- 4.1.7.1. If any alleged breach of the Code of Conduct falls under any other relevant ECB regulations (as may from time-to-time be in force), such as the ECB Safeguarding Complaints and Disciplinary Procedure, or is subject to investigation by the police or other public authority (or analogous body) or is subject to any other legal/regulatory process, the GMCL Discipline Director or a GMCL Appeal Panel may suspend the procedure under the Disciplinary Regulations.

4.1.8 Umpires Code of Conduct

- 4.1.8.1. A separate code of conduct applies to Umpires appointed to matches by GMCLUA.

4.1.9 GMCL Disciplinary Structure

- 4.1.9.1. The GMCL Discipline Director reports to the GMCL Board.
 - 4.1.9.2. Any Appeal Panel will consist of
 - 4.1.9.2.1. the GMCL Discipline Director and the GMCL Umpires Discipline Secretary who will guide the panel plus

4.1.9.2.2. three independent club officials from unconnected league clubs who will make any decisions.

4.1.10. Discipline Regulations - Multiple Offences

4.1.10.1. If a club has three disciplinary offences recorded against its players in one season

4.1.10.1.1. the club will be called to discuss indiscipline with the GMCL Board of Directors.

4.1.10.1.2. This should be seen as an opportunity for the club to review and possibly improve its processes in a frank and friendly way.

4.2. Notification of Breaches of the Code of Conduct

4.2.1. Discipline Regulations - Relevant Matches

4.2.1.1. Bans will be imposed for breaches which occur in any league or cup competition fixture and will apply to all matches under the auspices of the GMCL.

4.2.2. Discipline Regulations – Notifying Breach During Matches

4.2.2.1. Any allegation or breach of the Code of Conduct by a Match Participant

4.2.2.1.1. identified by a club official, shall be notified in writing to the GMCL Discipline Director by letter / email

4.2.2.1.2. identified by any other Match Participant during the course of the game, should immediately be reported to the Match Umpires by the Team Captain.

4.2.2.1.3. identified by an appointed Match Umpire, person standing as an umpire or referred in the game, shall be notified in writing to the GMCLUA Disciplinary Secretary on the Official Umpires Disciplinary Report

4.2.2.2. Any allegation or breach of the Code of Conduct by members or non-member spectators during a game reported to be abusive, offensive, etc., towards umpires, players, club officials or other spectators.

4.2.2.2.1. identified by a club official, shall be notified in writing to the GMCL Discipline Director by letter / email

4.2.2.2.2. identified by any other Match Participant during the course of the game, should immediately be reported to the Match Umpires by the Team Captain.

4.2.2.2.3. identified by an appointed Match Umpire, person standing as an umpire or referred in the game, shall be notified in writing to the GMCLUA Disciplinary Secretary on the Official Umpires Disciplinary Report

4.2.3. Discipline Regulations – Notifying a Breach that is not Match related

4.2.3.1. Any allegation of a breach of the Code of Conduct by non-players or participants which does not arise from an incident during the course of a match or on the field of play,

4.2.3.1.1. should be notified to the GMCL Discipline Director promptly after the incident giving rise to the allegation.

4.2.3.2. The GMCL Discipline Director shall have an overriding discretion to accept or decline reports submitted under this paragraph.

4.2.3.2.1. Save for exceptional circumstances,

4.2.3.2.1.1. such reports shall not be accepted relating to any alleged breach of the Code of Conduct which have been, or could have been, reported by an umpire pursuant to paragraph 3.6

4.2.3.2.1.2. the GMCL Discipline Director may contact an umpire for his observations/views on allegations/the content of any report or where there has been undue delay in making a notification or report.

4.2.3.3. Any complaints submitted under this paragraph must be made in good faith.

4.2.3.3.1. The submission of a report which is trivial, vexatious, made for tactical reasons or otherwise improper may itself be treated as a breach of the Code of Conduct under paragraph 3.5

4.2.3.4. The GMCL Discipline Director will investigate and respond to such complaints within 7 days

4.2.4. Discipline Regulations – Communications

4.2.4.1. All communications between officials and clubs, unless specifically mentioned otherwise, will be via email, e.g. 'in writing' implies via email.

4.2.4.2. Subject to any direction from the GMCL Discipline Director, any written report produced should allow the GMCL Discipline Director to understand

4.2.4.2.1. the background of the alleged incident,

4.2.4.2.2. why a breach of the Code of Conduct is alleged and

4.2.4.2.3. the level of the breach alleged from the guidance in this document.

- 4.2.4.3. Where possible, notifications and reports should be submitted to the GMCL Discipline Director by a Club Secretary (or in such manner as may be directed by the Discipline Director) .
- 4.2.4.4. It is the responsibility of the clubs to keep their reported and/or disciplined player fully informed of the progress of the disciplinary process.

4.2.5. Discipline Regulations - Official Umpires Disciplinary Report

- 4.2.5.1. there will be only one Official Umpires Disciplinary Report for each game where one or more breaches of Law 42 occurs, including Team Warnings

4.2.6. Section not in use

4.2.7. Responding to Level 1, 2, 3 & 4 Breaches during a game– see Section 5.11 below for offences for each Level.

- 4.2.7.1. Under Law 42 of the Laws of Cricket any of these breaches will require
 - 4.2.7.1.1. the umpires to take disciplinary action on-field at the time and
 - 4.2.7.1.2. before leaving the club after the match, the umpires to advise the club captain and/or other Club Official of their intention to report the offence and
 - 4.2.7.1.3. the umpires to prepare a report using the Official Umpires Disciplinary Report in addition to their regular end of match report form – paragraph 3.8.

4.2.8. Procedure - Umpire to notify the GMCL Umpires Association Disciplinary Secretary

- 4.2.8.2. One umpire will take responsibility for notifying the GMCLUA Discipline Secretary.
 - 4.2.8.2.1. In the first instance this should be by telephone or email within 24 hours of the end of the match.
 - 4.2.8.2.2. The Official Umpires Disciplinary Report must then be sent to the GMCLUA Discipline Secretary, preferably by email, to be received within 48 hours of the end of the match. (Overview Key Stage A)

4.2.9 Procedure – Once the GMCLUA Discipline Secretary is satisfied with the report and its content the report will be forwarded to the GMCL Discipline Director for consideration

- 4.2.9.1. The GMCL Discipline Director will consider the offence with the GMCLUA Discipline Secretary and
 - 4.2.9.1.1. make an initial assessment of the appropriate action based on the tariffs given in these Regulations
 - 4.2.9.2. Then, where a ban is appropriate under the Tariff,
 - 4.2.9.2.1. forward a copy of the Official Umpires Disciplinary Report with the Breach Notification Letter to the registered Club Secretary (Overview Key Stage B)
 - 4.2.9.2.2. within 72 hours from the midnight following the incident occurring.

4.2.10. Procedure – Club Action Following Receipt of the Breach Notification Letter

- 4.2.10.1. In the remainder of this document reference to Participant shall include each of the Participants involved in the incident as appropriate.
 - 4.2.10.1.1. so, any charge against the captain, not already in breach as a player, or club as a result of the incident shall be dealt with separately
 - 4.2.10.2. The participant's club must hold an Internal Club Hearing to consider any breach of the Code of Conduct at Level 1, 2, 3 or 4. (Overview Key Stage C) within 72 hours from the midnight following the issue of the Breach Notification Letter
 - 4.2.10.2.1. Any internal club hearing should focus on what caused the umpires to consider that a report was necessary, rather than the Umpire's right to do so.
 - 4.2.10.2.2. Any club requiring assistance on hearing procedure should ask the Discipline Director.
 - 4.2.10.3. The Secretary or an elected representative of the club shall notify the Discipline Director within 72 hours from the midnight following the issue of the Breach Notification Letter of
 - 4.2.10.3.1. any action taken by the club or which it proposes to take, including increasing the recommended ban.
 - 4.2.10.3.2. the Club Secretary should provide details on the Google Form – Club Internal Hearing Report - <https://forms.gle/rmz9mtvox2zxmHud9> (Overview Key Stage D)
 - 4.2.10.4. Where a Breach Notification Letter is issued then the player must in the first instance miss all club matches in the period from midnight following the issue of the Breach Notification Letter for 7 full days.

4.2.11. Procedure – Breach by a registered County Cricket Club player

- 4.2.11.1. the relevant county club secretary is to be advised immediately by telephone or email by the GMCL Disciplinary Director.
- 4.2.11.2. the player should discuss any hearing and appeal procedures with the county club secretary or refer to his county handbook.

4.2.12. Procedure – GMCL Discipline Director receives the Club’s Internal Hearing Report

- 4.2.12.1. the GMCL Discipline Director shall consider the breach together with the club’s report and issue the Club Hearing Response Notice (Overview Key Stage E) and resolve either:
 - 4.2.12.1.1. To endorse the disciplinary action taken by the club and the GMCL Discipline Director will post the agreed action on the GMCL website;
 - 4.2.12.1.2. or to set out the penalty considered appropriate within the relevant tariff, to be consistent and fair with similar cases across GMCL and remind the club of the appeal procedure should they wish to pursue.

4.2.13. Procedure - In the event of the club taking no action and not advising the Discipline Director as described in Paragraph 3.10 above,

- 4.2.13.1. the GMCL Discipline Director will, after 72 hours from midnight following the issue of the Breach Notification Letter,
 - 4.2.13.2. impose the recommended ban stated in the Breach Notification Letter, issue a Club Failure to Respond Determination and take further disciplinary action against the club.
 - 4.2.13.3. The ban recommended and lack of action by the club will be taken into account in any subsequent appeal.
 - 4.2.13.4. Under the Revised Disciplinary Procedures 2021 there are no GMCL Disciplinary Hearings
- 4.2.13.4.1. The Club determine their position at the Club Internal Hearing, and should there be no agreement with the GMCL Discipline Director the club can take this to an appeal panel. (see paragraph 5.7 et seq)

4.2.14. Procedure - Multiple Breaches at a club

- 4.2.14.1. Following two incidents being dealt with by a club, where a third incident in any season arises regarding any player at that club,
 - 4.2.14.1.1. the Board will call a formal meeting between the club officials and GMCL Board including the Discipline Director.
 - 4.2.14.1.2. The Board can impose financial penalties or points deduction, or both, should they not be satisfied that the club has and will take appropriate action.

4.2.15 Procedure - Further breach by a player under suspended ban.

- 4.2.15.1. Should a player commit any further offence whilst in receipt of a suspended sentence, the suspended sentence will apply immediately,
- 4.2.15.2. In addition, the full Breach procedure will be followed following an Official Umpires Disciplinary Report under paragraph 3.8 for the club to consider the latest incident

4.2.16. Procedure - Further non-playing breach whilst a participant is banned

- 4.2.16.1. The GMCL have the right to impose further penalties in the event that the participant commits a further breach,
 - 4.2.16.1.1. this could include but not exhaustive, a breach including social media or as a breach as a spectator whilst banned from playing.

4.2.17. Procedure - Alleged Breach reported by a third party, not a standing umpire.

- 4.2.17.1 On receipt of the required report (under paragraph 3.2) , the GMCL Discipline Director shall decide what action if any needs to be taken against the Participant or his club.
- 4.2.17.2. If disciplinary action is appropriate his club shall be advised and sent a Breach Notification Letter and a copy of the complaint.
- 4.2.17.3. The club must deal with the matter in accordance with paragraph 3.10 et seq

4.3. Sanctions available

4.3.1. Disciplinary Sanctions relating to Offences (See Appendix 1- Disciplinary Tariffs)

- 4.3.1.1. Offences committed under these rules are reportable offences and the club should enforce an automatic ban of one week as a minimum.
- 4.3.1.2. Clubs are expected to impose bans on their players in accordance with the tariffs as described
- 4.3.1.3. The GMCL Discipline Director will use this tariff when sending the Breach Notification Letter
- 4.3.1.4. As a guideline, the following penalties should be expected in regard to bans:
 - 4.3.1.4.1. Level 1 - 1 to 6 weeks
 - 4.3.1.4.2. Level 2 - 3 to 8 weeks
 - 4.3.1.4.3. Level 3 - 4 to 10 weeks
 - 4.3.1.4.4. Level 4 - A minimum of 10 weeks
 - 4.3.1.4.5. The severity of the offence will influence the appropriateness of the length of sentence to be imposed in all cases.

4.3.2. Disciplinary Sanctions - Discipline Director Review

- 4.3.2.1. The GMCL Discipline Director shall have the power to suspend the operation of any part, or all, of the penalty the Director imposes
- 4.3.2.2. for such period and subject to such terms and conditions as the Director deems appropriate.
- 4.3.2.3. The GMCL Discipline Director reserves the right to consider further any breach of discipline and may recommend further sanctions
- 4.3.2.4. for any other reportable offence by other participants where abusive behaviour is stated to have occurred.

4.3.3. Additional Disciplinary Sanctions - Further Sanctions Available

- 4.3.3.1. Further sanctions are available to the GMCL Discipline Director or Club Internal Hearing as follows
 - 4.3.3.1.1. To require the submission of appropriate letter(s) of apology within a specified time.
 - 4.3.3.1.2. To record a reprimand and to give a warning as to future conduct.
 - 4.3.3.1.3. To impose a fine (not to exceed £500).
 - 4.3.3.1.4. To suspend the player for a stated period of time,
 - 4.3.3.1.4.1. unless in the case of a registered player to be penalised where the committee should carefully consider whether a time or match ban is most appropriate
 - 4.3.3.1.4.2. and in any case no more than five specified days or matches can be levied.
 - 4.3.3.1.5. To deduct League points from the player's/Participant's team.
 - 4.3.3.1.6. To recommend the expulsion of the player/Participant from the league.
 - 4.3.3.1.7. All of the above can be considered for any non-player or club breach

4.3.4. Disciplinary Bans - Applicable games

- 4.3.4.1. Bans will be imposed for offences which occur in any league or cup competition fixture and
- 4.3.4.2. will apply to all matches under the auspices of the GMCL. In addition, bans imposed for a period which continues beyond the end of a season will be carried forward into the following season.

4.3.5. Disciplinary Bans - Multiple Offences

- 4.3.5.1. A player charged with more than one offence will receive (if guilty) separate penalties which are cumulative and NOT concurrent.

4.3.6. Disciplinary Bans - Measurement

- 4.3.6.1. Bans will be imposed in weeks (as multiples of seven days) in the period from midnight following the issue of the Breach Notification Letter for 7 full days .

4.3.7 Disciplinary Bans - County Board Notification

4.3.7.1 Bans of four weeks or more duration (not including parts suspended) will be reported by the Discipline Director to the appropriate County Cricket Board for national circularisation.

4.3.7.2. Such bans will normally apply to all cricket played under the auspices of the ECB

4.3.8 Disciplinary Bans - GMCL Publication

4.3.8.1. All bans and suspended bans on players will be recorded on the GMCL website.

4.3.9. Disciplinary Breach by a club - Available Sanctions

4.3.9.1. To require the club to submit appropriate letter(s) of apology within a specified time.

4.3.9.2. To record a reprimand and to give a warning as to future conduct.

4.3.9.3. To impose a fine.

4.3.9.4. To deduct League points from the club's team(s)

4.3.9.5. To relegate to any lower division of the League.

4.3.9.6. To expel the club from any competition of the League.

4.3.9.7. To expel the club from the League.

4.4. Disciplinary Procedure - Appeals - Disagreement with Penalty

4.4.1. Disciplinary Procedure - Appeals - GMCL Discipline Director has imposed a penalty via the Club Hearing Response Notice

4.4.1.1. Where a club or player disagrees with the severity or content of that penalty then a Participant shall have the right of appeal.

4.4.2. Disciplinary Procedure - Appeals - Good Faith & Reasonable Grounds

4.4.2.1. The right to appeal should only be exercised in good faith upon reasonable grounds.

4.4.2.2. Reasonable grounds will include

4.4.2.2.1. fresh evidence not available at the time of the original club hearing,

4.4.2.2.2. failure by the officials to follow these Regulations or

4.4.2.2.3. any evidence of manifest injustice.

4.4.2.3. The Appeals Panel will not accept new claims to "Personal Circumstances", "Personal Testimonials" or "Past compliance records"

4.4.2.3.1. All such claims should have been dealt with by the Club Internal Hearing.

4.4.3. Disciplinary Procedure - Appeals - Multiple Participants

4.4.3.1. Where more than one Participant (e.g. a player and his club) appeals in relation to the same incident, they must do so separately

4.5. Disciplinary Procedure - Notice of Appeal

4.5.1. Disciplinary Procedure - Submitting an Appeal

4.5.1.1. Disciplinary Procedure - A notice of appeal setting out the grounds must be given in writing by the Participant

4.5.1.1.1. to the Discipline Director within seven days of the decision of the Club Hearing Response Notice,

4.5.1.1.2. together with a deposit.

4.5.2. Disciplinary Procedure - Deposit for an appeal

- 4.5.2.1. The amount of the deposit shall be £250 for each club and a further £100 for each other Participant exercising their right of appeal.
- 4.5.2.2. Cheques should be made payable to 'GMCL' which amount, or part of the amount will be refunded in the event of a balance over expenses incurred or where such appeal is successful.
- 4.5.2.3. The club is responsible for the cost of the appeal hearing.

4.5.3. Disciplinary Procedure - Late appeal

- 4.5.3.1. In the event of the appeal not being correctly received within the 7 day period, the recommendation of the GMCL Discipline Director will stand.

4.6. Disciplinary Procedure - Appeal Hearing Arrangements

4.6.1. Disciplinary Procedure - Arranging the Appeal - GMCL Discipline Director Actions

- 4.6.1.1. If the GMCL Discipline Director accepts the grounds for an appeal, he will, within 14 days of the appeal letter, advise the Club Secretary of the time, date and venue of the appeal hearing and a panel will be appointed.
- 4.6.1.2. The advice shall give the club at least 7 days' notice of the hearing.
- 4.6.1.3. The Discipline Director will arrange for a Volunteer Panel and GMCL attendees
 - 4.6.1.3.1. The GMCLUA Discipline Secretary will take the notes of the hearing and the GMCL Discipline Director will present the sequence of events leading up to the Appeal.
 - 4.6.1.3.2. The composition of the Appeal Panel shall be at the discretion of the GMCL Discipline Director and shall consist of not less than three persons, none of whom shall be connected with the player, club or their opponents at the time of the alleged breach, one of whom will be appointed chair, by agreement of the panel, prior to the meeting.
- 4.6.1.4. The GMCL Discipline Director will provide the Appeal Panel with all relevant correspondence to date, at least 48 hours before the Appeal Hearing

4.6.2. Disciplinary Procedure - Arranging the Appeal - Club Secretary / Appellant Actions

- 4.6.2.1. Receipt of the advice must be acknowledged within 24 hours.
- 4.6.2.2. The Club Secretary shall advise all the club's Participants accordingly.
- 4.6.2.3. If the Participant is to have representation present at the hearing then, details of that representation must be given to the GMCL Discipline Director not less than 2 days before the date of the hearing.
- 4.6.2.4. The Club Secretary will provide the minutes of the Club Internal Hearing and the evidence viewed by that hearing, at least 48 hours before the Appeal Hearing

4.6.3. Disciplinary Procedure - Arranging the Appeal - Lack of Response

- 4.6.3.1. If a receipt is not received the author of the advice of the appeal hearing must contact the recipient(s) by telephone.

4.7. Disciplinary Procedure - Penalty Pending Hearing

- 4.7.1. If Notice of Appeal is given, the penalty, other than the first week's penalty, shall not take effect pending the hearing of the Appeal.

4.8. Disciplinary Procedure - Appeal Hearing Procedure

4.8.1. Disciplinary Procedure - Appeal Panel Authority

- 4.8.1.1. the Appeal Panel may call on umpires, players, independent witnesses and any other person(s) whom they may consider to be of assistance in their enquiries,

4.8.1.2. Cross examination of witnesses is the privilege of the Appeal Panel and not the Participant or their representatives.

4.8.2 Disciplinary Procedure - Appeal Panel Decision

4.8.2.1. The Appeals Committee may confirm, vary or reverse the recommendation of the GMCL Discipline Director and it shall have the power to increase the penalty and award costs of the Appeal hearing.

4.8.2.2. The standard of proof shall be on the balance of probabilities rather than the criminal standard of beyond reasonable doubt.

4.8.2.3. Decisions of the Appeal Panel (a finding that a complaint is proved or not proved or a decision on penalty) shall be by majority vote; where necessary the Panel Chairman shall have a casting vote.

4.8.2.4. In the case of a registered player the result of the Appeal Panel will be communicated within 24 hours in writing, to the Club Chairman, Club Secretary or nominated Club Representative.

4.8.2.5. The decision of the Appeal Panel shall be final and binding.

4.9. Disciplinary Procedure - Financial

4.9.1. Disciplinary Procedure - Costs of the Hearing

4.9.1.1. Travelling and any other costs or expenses incurred by the members of the Appeal Panel plus those of any others called to give evidence will be the responsibility of the player's club, deductible in the first instance from the club deposit

4.9.1.2. GMCL will pay these expenses if the appeal finds in favour of the Participant.

4.9.1.3. In the event of more than one club being involved in the hearing, the cost will be equally shared.

4.9.2. Disciplinary Procedure - Non-Attendance

4.9.2.1. Non-attendance at the Appeal Hearing by a Participant without good and valid reason for such non-attendance will automatically result in forfeiture of their right of appeal and the deposit of £250.00.

4.9.3. Disciplinary Procedure - Deposit Refund

4.9.3.1. Any refund of the deposit in part or full following deduction of expenses incurred will be dealt with post appeal, irrespective of the outcome of the appeal.

4.9.4. Disciplinary Procedure - Non-payment of Discipline Fines

4.9.4.1. Any fine levied must be paid to the Finance Director of the GMCL within 28 days of the club being notified of such fine.

4.9.4.2. Any fines still outstanding at the end of that 28 days' period shall be increased by 100% of the original fine.

4.9.4.3. At the end of that period the secretary or chairman of the offending club shall be notified to the effect that the fine is outstanding and

4.9.4.4. given a reminder that if after a further period of 14 days from that reminder, the fine is still outstanding, a deduction of five points shall be made

4.9.4.5. this points deduction shall be in regard to the team from which the fine arose or, if the fine does not arise from a particular team, the club's first team.

4.10. Disciplinary Regulations - Club & League Agreement

4.10.1. Disciplinary Regulations - Mutual Recognition of Penalties

4.10.1.1. The GMCL and clubs shall mutually recognise and give full effect to any penalty imposed by the Appeal Panels of the GMCL.

4.10.1.2. The GMCL and clubs shall recognise and give effect to penalties imposed pursuant to any disciplinary or relevant regulations of all competitions under the auspices of County Cricket Boards, as defined and listed in the ECB's Articles of Association from time-to-time, and any other competitions as directed by the ECB from time-to-time.

4.10.1.3. The GMCL and clubs shall mutually recognise and give full effect to any disciplinary penalty imposed by all competitions subscribing to or recognised by the ECB.

4.10.2. Disciplinary Regulations - Applying Penalties

- 4.10.2.1. For the purposes of this section,
 - 4.10.2.1.1. a Participant may not play in matches under the auspices of the GMCL whilst serving a suspension given by any other League or a Recognised Competition.
 - 4.10.2.1.2. For the avoidance of doubt, in the event any other League or a Recognised Competition suspends a player for a consecutive number of matches or for a period of time,
 - 4.10.2.1.3. that player may not play in any matches under the auspices of the GMCL until that suspension has been served.

4.10.3. Disciplinary Regulations - Communicating Penalties

- 4.10.3.1. In order to give effect to the mutual recognition of penalties between the GMCL and Recognised Competitions,
 - 4.10.3.1.1. the GMCL may report and receive information in regard to penalties imposed upon Participants pursuant to the Disciplinary Regulations to and from the ECB and Recognised Competitions.
 - 4.10.3.1.2. Information will be shared about the penalties imposed on Participants with the Lancashire Cricket Foundation and they will share this with other bodies who must be informed.

4.10.4. Disciplinary Regulations - Data Protection Consent

- 4.10.4.1. Each Participant shall be deemed to have agreed, for the purposes of the Data Protection Act 1998 and otherwise, that their personal data may be processed and disclosed in accordance with, and for the purposes of the implementation of, the Disciplinary Regulations.

4.10.5. Disciplinary Regulations - Confidentiality

- 4.10.5.1. All disciplinary proceedings which take place under the Disciplinary Regulations shall be confidential and shall take place in private.
- 4.10.5.2. The GMCL and the ECB shall have the right to publish any written decision of a Disciplinary Panel or Appeal Panel, including (but not necessarily limited to) publication on their websites, and Participants shall be deemed to have consented to such publication.

5 Code of Conduct Appendices

5.1. Laws of Cricket - Law 42 – Players Conduct

5.1.1. The umpires shall act upon any unacceptable conduct.

5.2. Levels of offence are identified as Level 1, Level 2, Level 3 and Level 4 offences.

5.2.1. Level 1

- 5.2.1.1. wilfully mistreating any part of the cricket ground, equipment or implements used in the match
- 5.2.1.2. showing dissent at an umpire's decision by word or action
- 5.2.1.3. using language that, in the circumstances, is obscene, offensive or insulting
- 5.2.1.4. making obscene gesture
- 5.2.1.5. appealing excessively
- 5.2.1.6. advancing towards an umpire in an aggressive manner when appealing

5.2.2. Level 2

- 5.2.2.1. showing serious dissent at an umpire's decision by word or action
- 5.2.2.2. making inappropriate and deliberate physical contact with another player
- 5.2.2.3. throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner
- 5.2.2.4. using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature

5.2.3. Level 3

- 5.2.3.1. intimidating an umpire by language or gesture
- 5.2.3.2. threatening to assault a player or any other person except an umpire

5.2.4. Level 4

- 5.2.4.1. threatening to assault an umpire
- 5.2.4.2. making inappropriate and deliberate physical contact with an umpire
- 5.2.4.3. physically assaulting a player or any other person
- 5.2.4.4. committing any other act of violence.

5.3. Disciplinary Regulations - Social Media

5.3.1. Disciplinary Regulations - Participants must be responsible for their Social Media

- 5.3.1.1 For the avoidance of doubt, any postings online and/or on social media (Twitter, Facebook or similar/equivalent platforms) also fall to be determined in accordance with the factors above. In relation to such cases, it should be noted:
 - 5.3.1.1.1. Participants are to be considered responsible for any posting(s) on their social media account(s) which are caught by the factors detailed above (the fact that a posting may have been made by someone else in the Participant's name will not necessarily prevent disciplinary action being taken);
 - 5.3.1.1.2. Disciplinary action may result from repeating comments made on social media by others (eg 'retweeting') which are caught by the factors detailed above; and
 - 5.3.1.1.3. The deleting of any inappropriate content, whilst advisable, does not of itself prevent disciplinary action being taken.

5.4. Disciplinary Regulations - Tariffs

5.4 (a) Mandatory reporting under the Laws of Cricket – LAW 42.

5.4 (b) The umpires jointly are instructed to report transgressions to the GMCLUA Disciplinary Secretary [para 4.2.7 and 4.2.8 refers] under the following headings:-

5.4.1. DISCIPLINARY BREACH AT LEVEL 1 - TARIFF 1 to 6 WEEKS

- 5.4.1.1. Actions leading to a breach at Level 1
 - 5.4.1.1.1. Abuse of cricket ground, equipment or fixtures/fittings;
 - 5.4.1.1.2. Showing dissent at an umpire's decision by word or action;
 - 5.4.1.1.3. Using language that is obscene, offensive or insulting and/or making an obscene gesture;
 - 5.4.1.1.4. Excessive appealing;
 - 5.4.1.1.5. Charging or advancing towards an umpire in an aggressive manner when appealing;
- 5.4.1.2. LEVEL 1 SANCTIONS on the field of play:-
 - 5.4.1.2.1. On the first occasion, the umpires summon the captain of the offending player and issue a first and final warning which applies to all members of that team for and lasts for the rest of the match. •However, if anyone in that team has already committed a Level 2, 3 or 4 offences during the match, the warning procedure for a Level 1 offence outlined above shall be dispensed with, and any Level 1 breach by any member of the same side will result in 5 penalty runs immediately being awarded to the opposing side.
 - 5.4.1.2.2. On the second and any subsequent occasions that a Level 1 offence is committed, the umpires award 5 Penalty runs to the opposing team.
 - 5.4.1.2.3. Any official warning or award of Penalty runs must be reported by the umpires in a joint report.

5.4.2. DISCIPLINARY BREACH AT LEVEL 2 - TARIFF 3 to 8 WEEKS

- 5.4.2.1. Actions leading to a breach at Level 2
 - 5.4.2.1.1. Showing serious dissent at an umpire's decision by words or action;
 - 5.4.2.1.2. Inappropriate and deliberate physical contact between player, umpire or official in an inappropriate and dangerous manner;
- 5.4.2.2. LEVEL 2 SANCTIONS on the field of play:-
 - 5.4.2.2.1. Award 5 Penalty runs to the opposing team on every occasion that such a breach occurs.
 - 5.4.2.2.2. Warn the captain that any future breach of a Level 1 offence by any member of his team will immediately result in Penalty Runs.
 - 5.4.2.2.3. Each occurrence must be reported by the umpires in a joint report.

5.4.3. DISCIPLINARY BREACH AT LEVEL 3 - TARIFF 4 to 10 WEEKS

- 5.4.3.1. Actions leading to a breach at Level 4
 - 5.4.3.1.1. Intimidating an umpire;
 - 5.4.3.1.2. Threatening to assault another player, team official or spectator;
 - 5.4.3.1.3. Using language or gesture that offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion or belief colour, decent, nation or ethnic origin, descent, national or ethnic origin, age, disability, gender, sexual orientation or background;
- 5.4.3.2. LEVEL 3 SANCTIONS on the field of play:-
 - 5.4.3.2.1. Inform the captain of the offending player that a Level 3 breach has occurred and instruct the captain to remove the offending player from the field of play for a specified number of overs.
 - 5.4.3.2.2. Warn the captain that any future breach of a Level 1 offence by any member of his team will immediately result in Penalty Runs
 - 5.4.3.2.3. Suspension period shall be 10 overs in a 'time' game. In a limited-overs game. one-fifth of the number of overs available to each side at the start of the match, with fractions rounded up.
 - 5.4.3.2.4. A fielder can return to the field of play immediately he has served his period of suspension and may bowl the next over immediately following his return. A substitute fielder is not permitted whilst he is off the field.
 - 5.4.3.2.5. After he has served his suspension, a batsman can return to bat at the fall of the next wicket, or he can return at any stage before the next wicket falls, in which case the batsman that he replaces is retired out. If 9 wickets are down when or whilst a batsman is suspended, then his team are all out.
 - 5.4.3.2.6. The umpires shall award 5 Penalty runs to the opposing side, inform the scorers. and shall jointly report.

5.4.4. DISCIPLINARY BREACH AT LEVEL 4 - TARIFF 10 WEEKS MINIMUM

- 5.4.4.1. Actions leading to a breach at Level 4
 - 5.4.4.1.1. Threatening an umpire;
 - 5.4.4.1.2. Physical assault of another player, umpire, official or spectator;
 - 5.4.4.1.3. Using language or gesture that seriously offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion or belief, colour, descent, national or ethnic origin, age, disability, gender, sexual orientation or background.
- 5.4.4.2. LEVEL 4 SANCTIONS on the field of play:-
 - 5.4.4.2.1. Summon the captain of the offending player, inform him that a Level 4 breach has occurred, and instruct the captain to remove the offending player from the field of play for the rest of the match
 - 5.4.4.2.2. Warn the captain that any future breach of a Level 1 offence by any member of his team will immediately result in Penalty Runs.
 - 5.4.4.2.3. If the offending player is a batsman, he is Retired out, and if 9 wickets are already down at the time of the offence, his team is all out.
 - 5.4.4.2.4. The umpires shall award 5 Penalty runs to the opposing side, inform the scorers and shall jointly report.

5.4.5. OTHER REPORTED DISCIPLINARY OFFENCES – TARIFF 1 TO 8 WEEKS

- 5.4.5.1. Throwing the ball at or near a player, umpire, official in an inappropriate and dangerous manner;
- 5.4.5.2. Dangerous and unfair bowling which results in the bowler being disallowed from bowling further in that innings;
- 5.4.5.3. Captain failing to control his players following a request; Changing the condition of the match ball;
- 5.4.5.4. Time wasting by the fielding side;
- 5.4.5.5. Deliberate distraction or obstruction of batsman

C SECTION C - THE PLAYERS

C (a) This section of the rules covers all matters relating to the players in the league

6 Paid Players and Amateurs in GMCL (Player Status)

6 (a) This section of the rules covers how we differentiate between “professional” and “amateur” players and how they can participate in the league

6.1. Player Status defined by Home Office & ECB regulations

6.1.1. Player Status – Why is this important?

6.1.1.1. *As a professional league GMCL must comply with all UK regulations*

6.1.1.1.1. The Home Office & ECB have published terms to apply equally to UK residents and players from Overseas, from 2021 to be known as "qualifying" and "non-qualifying" players.

6.1.1.2. *This ensures all competition is equal across the country*

6.1.1.2.1. because the status of a player may limit the GMCL, County or National competitions that the player can compete in

6.1.2. Player Status – Making a Decision

6.1.2.1. *It is a club’s decision to correctly allocate a player type*

6.1.2.1.1. The club must base their decision on all relevant latest information and these rules

6.1.2.1.2. The facts determine the status

6.1.2.1.2.1. Attempts to alter facts or statements in order to meet eligibility criteria will result in bans or restrictions on the player and club,

6.1.2.1.3. Any decision made may be challenged by opponents, the Board, ECB or the Home Office, so appropriate records must be kept

6.1.3. Definition of “Paid” or “Professional” player

6.1.3.1. *GMCL Definition of a “paid” player*

6.1.3.1.1. This is a player who receives or expects to receive a reward, monetary or otherwise, in relation to cricket activity as a representative of or on behalf of a club or for playing for a team

6.1.3.1.1.1. from the club or from any business, sponsor or individual

6.1.3.1.1.2. at any time, before, during or after the season

6.1.3.2. *The Home Office definition of a “Professional” Sportsperson*

6.1.3.2.1. is someone, whether “paid” or “unpaid”, who: -

6.1.3.2.1.1. is providing services as a sportsperson, playing or coaching in any capacity, at a professional or semi-professional level of sport

6.1.3.2.1.2. or is a person who currently derives, who has in the past derived or seeks in the future to derive, a living from playing or coaching and

6.1.3.2.1.3. is providing services as a sports person or coach at any level of sport, unless they are doing so as an "Amateur"

6.1.3.3. "Unpaid" players can still be defined as "Professionals"

6.1.3.3.1. This is clear. Even if you do not pay a player, they can be considered as a professional from their past career or for what they wish to be in the future.

6.1.3.4. A "paid" player is deemed to be a "professional player" in all references within these rules.

6.1.4. Definition of an "Amateur" player

6.1.4.1. The Home Office definition of an "Amateur"

6.1.4.1.1. This is a person who engages in a sport or creative activity solely for personal enjoyment and

6.1.4.1.2. who has not previously, does not now and is not seeking to derive a wage or living from the activity.

6.1.4.1.3. A person playing or coaching in a "Professional" charity game where there is no personal gain can still be considered an amateur player where there are no other indicators of being a professional player.

6.1.5. GMCL Policy on "Paid" or "Professional" players

6.1.5.1. GMCL is an "open league"

6.1.5.1.1. A club can use multiple paid or professional players in their 1st XI but

6.1.5.1.2. there is no mandatory requirement on any club at any level to have one or more "paid" players.

6.1.5.2. Paid or Professional Players - Legal requirements

6.1.5.2.1. Clubs are wholly responsible for all legal costs

6.1.5.2.1.1. This includes Visa fees to the Home Office, Tax and National Insurance contributions to HMRC in respect of all payments to players.

6.1.5.3. Paid or Professional Players – Restrictions on Appointment

6.1.5.3.1. 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.

6.1.5.3.1.1. Clubs aware of an illegal approach must e-mail GtrMcCricket@mail.com marked CONFIDENTIAL with appropriate details.

7 ECB Player Categories

7 (a) This section of the rules covers how the ECB has standardised groups of players across the country and how they can participate in the league, for 2021 season this is much changed and simplified.

7 (b) This page covers:-

7 (c) Reasoning for using ECB Categories

7 (d) Category 1 – Qualified Player, living in England or Wales

7 (e) Category 3 – Not Qualified - not normally living in England or Wales

7.1. GMCL Use ECB Standard Player Categories

7.1.1. ECB Player Categories - Reasoning for Categories

7.1.1.1. These categories standardise the descriptions of players across the country

7.1.1.1.1. Players are required to use this standard at registration on cricHQ

7.1.1.1.2. The clubs may be asked to verify the category selected for any player by the league or ECB as detailed below.

7.1.2. ECB Player Categories - Category 1 – "Qualified" player

7.1.2.1. This category includes “paid”, “professional” and “amateur” players

7.1.2.2. Category 1 criteria from April 2021 are

7.1.2.2.1. Permanent UK resident or

7.1.2.2.2. living with a home in the UK with the purpose and authority to remain and

7.1.2.2.2.1. has been living and present in the UK for 221 days since 31st March of the previous year and

7.1.2.2.2.2. Has not played as a local player in professional international or domestic cricket in another Full Member country within that period.

7.1.2.3. Category 1 players in GMCL

7.1.2.3.1. “Paid” or “Professional” Category 1 players can only play for a Saturday 1st XI in League, Cup or GMCL20

7.1.2.3.2. “Amateur” Category 1 players can play in any GMCL team, dependent on age qualification

7.1.2.3.3. There is no limit on the number of Category 1 players at a club

7.1.2.4. Verification

7.1.2.4.1. Clubs may be required to obtain copies of documents of documents to verify citizenship, birth and ordinary residence to verify eligibility.

7.1.3. ECB Player Categories - Category 2 –category no longer used

7.1.4. ECB Player Categories - Category 3 – "Not Qualified player"

7.1.4.1. This category covers “paid”, “professional” and “amateur” players who are "not Qualified" as a Level 1 player

7.1.4.2. ECB guidance should always be followed

7.1.4.2.1. ECB guidance can be found at www.ecb.co.uk/governance/regulations/governing-body-endorsement/

7.1.4.3. Category 3 players in GMCL

7.1.4.3.1. Category 3 players can only play for a Saturday 1st XI in League, Cup or GMCL20

7.1.4.3.2. A club may only have one “Paid” or “Professional” player from Category 3

7.1.4.3.3. GMCL allows a maximum of two Category 3 players in a team.

7.1.4.3.4. At First XI level this can be one "non-qualified" Professional plus one "non-qualified" Amateur player

7.1.4.3.5. At Second XI and below clubs may not use "non-qualified" players

7.1.4.3.6. See “non-qualified” Players Additional Information below

7.1.4.4. Verification

7.1.4.4.1. Online cricket records are likely to verify a Category 3 player.

7.1.4.5. “Non-Qualified” Players Additional Information

7.1.4.5.1. Documents

7.1.4.5.1.1. “Passport” & “Visa” are documents which allow a person to enter and be in the UK legally, they are not wholly determining factors in a player’s eligibility status.

7.1.4.5.1.2. A UK Passport

7.1.4.5.1.2.1. does not mean the holder is eligible as a "qualified" player and

7.1.4.5.1.2.2. does not qualify a person as resident in the UK.

7.1.4.5.1.3. A Visa from the Home Office

7.1.4.5.1.3.1. There are a range of visas available for activity in the UK, and

7.1.4.5.1.3.2. professionals require a different visa to amateurs.

7.1.4.5.1.3.3. There are several visa types that allow amateur players to play cricket and there are a number that do not.

7.1.4.5.1.3.4. See Home Office overview <https://resources.ecb.co.uk/ecb/document/2021/01/12/e9677504-880b-445a-9dd0-5cbd9adaef0d/Visa-Overview-from-1st-January-2021.pdf>

7.1.4.6. Sponsorship and Governing Body Endorsement

7.1.4.6.1. "non-Quallifying" Professionals will require ECB Governing Body Endorsement,

7.1.4.6.2. there is more ECB guidance on Governing Body Endorsement here including a Step by Step guide.

7.1.4.7. Advice & Decision Making

7.1.4.7.1. Clubs should ensure they are acquainted with the latest rules before engaging a "non-qualifying" player, but

7.1.4.7.1.1. Clubs should be aware that the Home Office rules will likely change year on year and not necessarily in line with the time at which you are looking to engage a player

7.1.4.7.1.2. The Board will ensure that any advice supplied to us from the governing body is shared with clubs through the registered club contacts.

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

7.1.4.7.2.1. The ECB or GMCL are not registered to give advice on immigration.

7.1.4.7.2.2. Information on aspects of immigration policy and law can be found on the Home Office website,

7.1.4.7.2.3. ECB can answer questions by e-mail to managedmigration@ecb.co.uk

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

7.1.5. ECB Player Categories - Category 3 Exempt – this category is no longer used

8 GMCL Player Groups & Restrictions

8 (a) This section of the rules covers how we differentiate between player roles and shows the restrictions we use in GMCL

8 (b) This page covers:-

8 (c) 8.1.1. Why do we have Named Professionals?

8 (d) 8.1.2. Selecting a "Named Professional"

- 8 (e) 8.1.3. Registering the “Named Professional”
- 8 (f) 8.2.1. Club eligibility for a substitute / deputy professional
- 8 (g) 8.2.2. Player eligibility to be Deputy Professional
- 8 (h) 8.2.3. Substitute or Deputy Professional - Application Process

8.1. Named Professional Player

8.1.1. Why do we have Named Professionals?

8.1.1.1. Named Professionals reasoning

- 8.1.1.1.1. In order to maintain the standard in the highest league competitions, in certain circumstances, GMCL allows for one paid player who may be injured, affected by illness or otherwise made unavailable to be replaced by a substitute / deputy of similar standard

8.1.2. Selecting a “Named Professional”

8.1.2.1. Named Professionals – who can be a “Named Professional”?

- 8.1.2.1.1. a club may nominate only one player as a “Named Professional” and
 - 8.1.2.1.1.1. Where a club has a “paid” and “non-qualifying” player that player must be their “Named Professional”.
 - 8.1.2.1.1.2. Where a club has no paid “non-qualifying” player but has one or more “paid” players, the club must nominate one of those players as a “Named Professional”.
 - 8.1.2.1.1.3. By definition these substitute / deputy rules do not apply to “non-qualifying” Amateur players.
- 8.1.2.2. A player who has been a “Named Professional” or deputy professional in another league in the season in question
 - 8.1.2.2.1. can only transfer to a GMCL club if he becomes the GMCL club’s only “Named Professional”
 - 8.1.2.2.2. and he cannot transfer to a GMCL club if it already has a “Named Professional”.
 - 8.1.2.3. No player registered as a “Named Professional” shall be allowed to play for more than one club in any GMCL Competition during the season
 - 8.1.2.4. Only GMCL Named Professionals can be a substitute or a deputy professional in another League.

8.1.3. Registering the “Named Professional”

8.1.3.1. The “Named Professional” must be registered on the League’s Google Form <https://forms.gle/ng6MTCw7Sb2V5qCx6>

- 8.1.3.1.1. before the player’s first game and no later than 31st May.
- 8.1.3.2. Named Professional’s contract
 - 8.1.3.2.1. A signed copy of the Named Professional’s contract (only redacting financial details)
 - 8.1.3.2.1.1. must be lodged with the League prior to the start of the season and
 - 8.1.3.2.1.2. sent to the Club Director via e-mail club-director@gtrmcrcricket.co.uk

8.1.4. Named Professional Record on cricHQ

- 8.1.4.1. When a player is registered, and that player is the “Named Professional”
 - 8.1.4.1.1. the cricHQ admin should add “(Pro)” in the players “Surname” field after the name so that this shows up on all scorecards.

8.2. Substitute or Deputy for the “Named Professional”

8.2.1. Club eligibility for a substitute / deputy professional

- 8.2.1.1. if the registered “Named Professional” fails to arrive for the start of the season.
 - 8.2.1.1.1. A substitute will be considered upon application but

- 8.2.1.1.1.1. If the player has not arrived and is not available for selection by the 4th scheduled set of league fixtures of the season the club involved will NOT be allowed to engage a deputy professional AFTER that date, until such time that the “Named Professional” arrives, or a permanent replacement is engaged.
- 8.2.1.1.2. If the “Named Professional” falls seriously ill or is injured during the season
 - 8.2.1.2.1. A substitute will be considered upon application but
 - 8.2.1.2.2. the “Named Professional” must be in the UK and available for examination as the Board see fit.
- 8.2.1.1.3. If the “Named Professional” is called up for duties in his home country
 - 8.2.1.3.1. A substitute will be considered upon application
 - 8.2.1.3.2. in the event of a “Named Professional” being unable to fulfil his contractual obligations by reason of having been required to represent his Country or his County equivalent in an International, or First Class, List A, or T20 games
- 8.2.1.3.2.1. please note that List A and non-international T20s are being removed from this list from GMCL season 2021 onwards,
- 8.2.1.3.3. provided that the Club in question obtains and delivers to the League confirmation in writing from the appropriate Board of Control, County Board (or other like Authority), that the Named Professional was so required to represent his Country and/or County (or equivalent) (“the Confirmation”) and that as a result of such requirement the named Professional would be unable to perform his contractual obligations.
- 8.2.1.4. A deputy professional will NOT be allowed for any reason if a signed copy of the Named Professional’s contract (only redacting financial details) has NOT been lodged with the League nor for (but not limited to these circumstances): -
 - 8.2.1.4.1. A named professional travelling away for personal or family events of any nature
 - 8.2.1.4.2. Any contracted absence
 - 8.2.1.4.3. A UK county contracted player called up to the county

8.2.2. Player eligibility to be Deputy Professional

- 8.2.2.1. Deputy must be a professional player from outside the league
- 8.2.2.2. Deputy must be a player of equal standing
 - 8.2.2.2.1. Any proposed replacement must not have played at a standard higher than the standard played by the player being replaced in the last 5 years
- 8.2.2.2.1.1. For example, a former county player cannot replace a player who only played at second XI county level and a current test player cannot replace a professional who last played Test Cricket over 5 years ago.
- 8.2.2.3. Players NOT eligible (but not limited to)
 - 8.2.2.3.1. Amateur players from within the league or from other leagues cannot be used.

8.2.3. Substitute or Deputy Professional - Application Process

8.2.3.1. Deputy Professional applications must contain

- 8.2.3.1.1. The reason for the request and
- 8.2.3.1.2. details of the timing of any injury / illness with medical reports and
- 8.2.3.1.3. must be submitted in the fullest detail
- 8.2.3.1.4. including how the player may be contacted at the time of the application.

8.2.3.2. Deputy Professional applications must be made to the league by e-mail

- 8.2.3.2.1. to deputypros-loanplayers@gtrmcrcricket.co.uk
- 8.2.3.2.2. by 8pm on a Thursday before the Saturday or Sunday games (cc to GtrMcrCricket@mail.com please) and
- 8.2.3.2.3. must be repeated for each weekend the deputy is required, even if the same player is used.

8.2.3.3. Deputy Professional applications e-mail

- 8.2.3.3.1. should be headed: URGENT – Deputy Professional – XX CC and the following should be stated in the body of the e-mail:

- 8.2.3.3.1.1. Full name of the named professional who needs to be replaced
- 8.2.3.3.1.2. Full explanation surrounding the request, reason, injury details, when occurred, length of expected layoff and medical opinion sought, or the Confirmation if Rule 2.6.1.3 applies.
- 8.2.3.3.1.3. full name of the proposed replacement
- 8.2.3.3.1.4. Current Club
- 8.2.3.3.1.5. Highest standard played by this player in last 5 years
- 8.2.3.3.1.6. Current club has given permission (where applicable)
- 8.2.3.3.1.7. Status of player – Qualified or Non-Qualified
- 8.2.3.3.2. The Board will respond to the sender of the application.

8.3. Restrictions on Players in GMCL

8.3. (a) This page covers:-

8.3. (b) Banned or Suspended Players

8.3. (c) Age Restrictions on Players

8.3. (d) Intro to Starred Players (for full detail go to Player Qualification)

8.3. (e) Loan Players

8.3.1. Banned or Suspended Players

8.3.1.1. Bans or suspensions imposed by GMCL, other Leagues or ECB

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

8.3.2. Age Restrictions

8.3.2.1. For open age GMCL competition

- 8.3.2.1.1. School Year 6 (under 11) and below
 - 8.3.2.1.1.1. Players from School Year 6 or below may not compete in GMCL Open Age Cricket
 - 8.3.2.1.2. School Year 7 (under 12)
 - 8.3.2.1.2.1. Players from School Year 7 must meet the following criteria
 - 8.3.2.1.2.1.1. the player must be selected in a County U12 squad in Spring or a Summer squad for that season which is deemed by ECB Performance Managers to be of a standard above “District Level” (or its equivalent from time to time) are eligible to play Open Age Cricket and
 - 8.3.2.1.2.1.2. the player must be at least 11 years old on 1st September preceding the season and
 - 8.3.2.1.2.1.3. the player must have written parental or guardian consent to play, lodged with their club.
 - 8.3.2.1.3. School Year 8 (under 13)
 - 8.3.2.1.3.1. Players in School Year 8 must have explicit written consent from a parent or guardian lodged with their club before participating in Open Age matches.
 - 8.3.2.1.4. Clubs must ensure that their player registration procedures ensure that consent is obtained.
 - 8.3.2.1.5. The ECB guidance relating to changing and showering must be adhered to.
 - 8.3.2.1.6. All players in School Year 9 (under 14) and above may play unhindered in GMCL Open Competition where it is considered safe for them to do so.
 - 8.3.2.1.7. Players Under 19 and below may face restrictions in their role in a game.
 - 8.3.2.1.8. Detailed Guidance can be found in the ECB document in our Junior Documents page of the GMCL website.

8.3.2.2. Club’s Duty of Care

- 8.3.2.2.1. In allowing any junior players to play in Open Age Cricket
 - 8.3.2.2.1.1. it is essential that Clubs and Coaches recognise the “Duty of Care” obligations towards their young players.
 - 8.3.2.2.1.2. Junior player’s safety and protection must be utmost in club officials’ and captain’s thinking

8.3.2.3. For GMCL junior competition

- 8.3.2.3.1. All players must be amateur players who must meet the age group criteria,
- 8.3.2.3.1.1. concessions may be granted as determined by the junior committee.

8.3.3. Starred Players

8.3.3.1. Overview of Starred Player system

- 8.3.3.1.1. GMCL have a Starred Player system to prevent the best players from playing at 2nd XI, 3rd XI & 4th XI level and below
- 8.3.3.1.1.1. Clubs are required to identify their best players pre-season and mid-season and maintain their lists to ensure a fair competition.
- 8.3.3.1.1.2. The full Starred Player rules are under Player Qualification for GMCL League and Cup Competitions

8.4. Player Shortages

8.4.1. Loan Players

8.4.1.1. Loan Player – Why do we have Loan Players?

- 8.4.1.1.1. GMCL have introduced the Loan Player rule to give competitive cricket to more players
- 8.4.1.1.1.1. This allows players not selected at their own club to help another club fulfil a league fixture where they are short-handed and so not spoil a game for those players who are available and supports the ECB's "Get the Game On" policy.

8.4.1.2. Loan Player - When can Loan Players be used?

- 8.4.1.2.1. Where a club knows in advance that it may have a shortage of players for a League fixture
- 8.4.1.2.1.1. it may apply to the league to use loan players from other local GMCL clubs.
- 8.4.1.2.2. All teams in Divisions 3 and 4 and the Sunday competition are allowed to take loan players for League matches.
- 8.4.1.2.3. Loan players cannot be used in cup or GMCL20 matches

8.4.1.3. Loan Player - Player Eligibility

- 8.4.1.3.1. The player loaned must be a registered GMCL player but
- 8.4.1.3.1.1. No starred player may be loaned, this includes Junior Exempt Players that are starred and
- 8.4.1.3.1.2. players may not play against their parent club
- 8.4.1.3.2. For a Saturday match,
- 8.4.1.3.2.1. players must not have been selected for their own club's equivalent games on that day and choose to play on loan
- 8.4.1.3.3. Where a Saturday team has no game on a particular day,
- 8.4.1.3.3.1. players cannot be loaned when they have played in 2 of the last 3 matches in which that player was available for selection.
- 8.4.1.3.4. For a Sunday match,
- 8.4.1.3.4.1. players not selected for their own club's game that day who did not play in the Saturday teams for their home club on the preceding day.

8.4.1.4. Loan Player - Arrangements

- 8.4.1.4.1. The league makes no arrangements for loans to take place.
- 8.4.1.4.2. Clubs should
- 8.4.1.4.2.1. contact the league on deputypros-loanplayers@grmccricket.co.uk with sufficient time to ensure full arrangements can be completed by 8pm 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.
- 8.4.1.4.2.2. ensure they have written agreement of the club holding the player's registration to the arrangement.
- 8.4.1.4.3. When all is agreed and approved, GMCL will add a player record to the team on cricHQ to be used on matchday.

9 Player Registrations

9 (a) This section of the rules details the registration requirements for players at club and league level

9 (b) This page covers:-

9 (c) Mandatory Registration with a club

9 (d) Registering with a new club

9 (e) Registering on crichQ at a new club

9 (f) Adding New Players to teams at a club

9 (g) Player Leaving your club

9.1. Player – Club Registrations

9.1.1. All players must, irrespective of age, be registered with a club

9.1.1.1. As a bone fide, fully paid up member of any club that they represent

9.1.1.1.1. Or as a registered professional or “non-qualified” player of the club, or

9.1.1.1.2. Or be on temporary loan to that club through agreed procedures.

9.1.1.2. Multiple Club Registrations

9.1.1.2.1. No player may be registered with a club or play for that club where registered for more than one club in open age competition in any league in any season unless

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

9.1.1.2.1.2. there is an agreed temporary loan in place between GMCL clubs in accordance with GMCL rules

9.1.1.2.1.3. the player is a club’s named professional and he plays as a deputy professional in another league on a day when his GMCL club does not have a first team league, first team cup or GMCL20 game

9.1.1.2.2. eg A player registered at Club A who does not get a game, cannot turnout for Club B or vice-versa unless the loan procedures can come into play.

9.1.1.3. Multiple Competitions

9.1.1.3.1. No player registered in another league can play open age cricket for a GMCL team in any season unless

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

9.1.1.3.1.2. the player is playing in a GMCL game as a deputy professional approved by the GMCL Board

9.1.1.3.1.3. eg A player playing at Team A in a Saturday League outside GMCL may not play for Team B in GMCL Sunday Competition or vice versa

9.2. Player – Registration with the League

9.2.1. Players registering with a new GMCL club

9.2.1.1. Player Registration - Google form must be completed by the player joining a new club

9.2.1.1.1. <https://www.gtrmcrcricket.co.uk/pages/transfers> for the following

9.2.1.1.1.1. Any player over 13 new to club cricket or

9.2.1.1.1.2. Any player re-joining after a 3-year spell away from the game who will play for an open age team at the club

9.2.1.1.1.3. Any player registering as a club “Named Professional” for the season

9.2.1.1.1.4. Any player registering as an Non-Qualifying Amateur player for the season

9.2.1.1.1.5. Any player transferring from inside or outside the league to a GMCL club with less than 3 years between clubs – also see “Player transfer requirements” below

9.2.1.1.2. The details required on this form are sufficient to meet ECB requirements on registration of "Non-Qualifying" players and may be used for verification purposes.

9.2.1.2. Player Registration - Deadline dates

9.2.1.2.1. All Named Professionals and "Non-qualifying" players must be registered by 31st May in the season

9.2.1.2.2. All players who have played any open age first class or list A cricket in any country in the 3 years prior to the 31st May in the season in question must be registered by 31st May in the season in question.

9.2.1.2.3. All other players must be registered by 31st July in the season.

9.2.1.3. Player Transfer requirements

9.2.1.3.1. The League operates a two-stage paperless transfer system

9.2.1.3.2. The GMCL transfer system must be driven by the player

9.2.1.3.2.1. A Google form must be completed by the player, this is on the GMCL website Match Info / Transfer & New Players

9.2.1.3.2.2. Deliberately incorrect or misleading/false statements will result in a fine to the club of £100.00 per player,

9.2.1.3.2.3. there is no time limit to the league receiving information in respect of false details given at registration.

9.2.1.3.3. The player must then

9.2.1.3.3.1. request that their contact at the old club e-mails the league on GtrMcrCricket@Mail.com (E-mail Subject Header should be "New Player Transfer: add player Name")

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

9.2.1.3.3.3. to state that there are no outstanding liabilities and no bans currently in place.

9.2.1.3.4. For those reading this on line an e-mail can be generated [HERE](#)

9.2.1.4. Player Transfer clearance to play for new club

9.2.1.4.1. All approved transfers will be shown on the league website

9.2.1.4.2. When this is done, the transfer is confirmed

9.2.1.4.3. If the transfer is between GMCL clubs, the GMCL administrator will transfer the player record on cricHQ,

9.2.1.4.4. There is no requirement to miss any games following a transfer provided the above procedures are followed.

9.2.2. Players new to GMCL - cricHQ registration

9.2.2.1. All players must be registered on cricHQ,

9.2.2.1.1. All players new to GMCL must register on cricHQ before they can play in GMCL competition

9.2.2.1.2. Registration procedures are shown on the league website

9.2.2.2. Failure to register on cricHQ and incorrect registrations

9.2.2.2.1. Players not registered by the first game will not be able to play until properly registered.

9.2.2.2.2. It is the club's cricHQ admin's responsibility to ensure all their players are registered on cricHQ

9.2.2.2.2.1. and registered in accordance with laid down procedures particularly for transfers and "non-qualifying" players

9.2.2.2.2.2. failure to do so will result in a fine of £50.00 in each case per game to be paid by the club.

9.2.3. Adding new players to cricHQ Team Squads

9.2.3.1. After a player has registered for the club,

9.2.3.1.1. the club's cricHQ admin must ensure that the player is allocated to all the club's squads (age groups, 1st XI, 2nd XI etc) for whom they may play.

9.2.4. Player Leaving your club

9.2.4.1. Please do not delete any records on cricHQ.

9.2.4.1.1. The player record should be archived at your club,

- 9.2.4.1.2. The club's cricHQ admin should find the player on the club's player list and click on the ...•••..and any new club will pick up the cricHQ record when needed

SECTION C - THE PLAYERS

10 Player Qualification for GMCL League & Cup Competitions

10 (a) This section of the rules helps you determine the players that are available for each team

10 (b) This page covers:-

10 (c) 10.1.1.Appropriate Players & Eligibility - Summary

10 (d) 10.1.2.Exceptions & Disputes - Summary

10 (e) 10.2.1.First XI Restrictions on Selection

10 (f) 10.3.1.Starred Players - Second XI, Third XI & Fourth XI Restrictions on Selection

10 (g) 10.3.2.Procedure for recording the club's starred players

10 (h) 10.3.3.Junior Exempt Players - Reasoning

10 (i) 10.4.1.Second XI Restrictions on Selection

10 (j) 10.5.1.Third XI and Fourth XI Restrictions on Selection

10 (k) 10.6.1.Restrictions in GMCL20

10.1. GMCL League and Cup Competitions - Summary Notes

10.1.1. Appropriate Players & Eligibility - Summary

10.1.1.1. Clubs are reminded that all GMCL League & Cup competitions are meant to be for the appropriate players at their club

10.1.1.1.1. The First XI competitions are for the best players you have available but

10.1.1.1.2. Attempts to play higher grade players in lower teams without valid reason will be frowned upon and penalties considered after consideration by the Board.

10.1.1.2. Only players meeting the registration requirements as set out in these full rules regarding players shall be eligible to play in the League and Cup Competitions.

10.1.1.3. Paid players, Professionals and "non-qualifying" players are only eligible to play at First XI level in GMCL League & Cup Competitions

10.1.1.4. Starred player rules apply to GMCL League and Cup Competitions

10.1.1.5. Loan players are not allowed in GMCL Cup & GMCL20 competitions.

10.1.1.6. The exemption for Junior Exempt Players does NOT apply to cup games or GMCL20 games

10.1.1.7. No player shall be allowed to play for more than one club in GMCL Cup Competitions in the same season - "Cup-Tied"

10.1.1.7.1. This includes players who have transferred between GMCL clubs who played in a GMCL cup at their original club but

10.1.1.7.2. players transferring in from outside GMCL are eligible.

10.1.1.8. For the purpose of these rules relating to the Cup, reference to "the same round" refers to Round of 32, Round of 16, Round of 8 etc,

10.1.1.8.1.i.e. the number of teams remaining in each competition at the start of the round.

10.1.2. Exceptions & Disputes - Summary

10.1.2.1. Before the match

10.1.2.1.1. If any club feels that there should be an exception to these rules, in advance of the game, there are full procedures below

10.1.2.1.2. It is the responsibility of clubs to select eligible and appropriate players

10.1.2.1.3. Umpires do not give rulings on eligibility on match day and should not be asked to.

10.1.2.2. After a match

- 10.1.2.2.1. any club may object to any player used by any team, see below
- 10.1.2.2.2. the Board, on consideration of the official scorecard, umpire's reports, and captain's reports may object to any player used by any team, see below
- 10.1.2.3. The Board or appointed Sub-Committee have the power to deal with any breach of these eligibility rules as they deem necessary including, without limitation, disciplining the captain of an offending club.

10.2. GMCL First XI League & Cup Match Eligibility

10.2.1. First XI Restrictions on Selection

10.2.1.1. All players registered at a club are eligible to play for the club's First XI in League and Cup competitions with the following exceptions

- 10.2.1.1.1. Any player currently banned or otherwise deemed ineligible within these rules must not play for the First XI.
- 10.2.1.1.2. Players must meet the minimum Age Restriction for GMCL Open Age competition
- 10.2.1.2. There are additional restrictions for League competition.***
- 10.2.1.2.1. First XIs playing in the Sunday League may use only Category 1 players and a maximum of 2 unpaid Category 3E (Exempt)
- 10.2.1.2.2. First XIs playing in the Saturday competition are limited to 2 Category 3 or 3E players
- 10.2.1.2.3. First XIs playing in the Saturday competition may only play 1 Professional Category 3 player
- 10.2.1.3. There are additional restrictions for the cup***
- 10.2.1.3.1. First XI - In the Cup, matches in the same round on different days
- 10.2.1.3.1.1. No player, having played for the Second XI in the Cup shall be allowed to play for the First XI in the same round of the cup competition (and vice-versa).
- 10.2.1.3.2. First XI - In the Cup from the quarter final ("last 8" / "Round of 8") onwards,
- 10.2.1.3.2.1. by the date of the match in question the following player types must have played in at least four matches (league or cup but not GMCL20) for the team concerned in the current season.
- 10.2.1.3.2.1.1. all Category 2 and Category 3 players
- 10.2.1.3.2.1.2. all players who have played any open age first class or List A cricket in any country in the 3 years prior to 31st May in the season in question.
- 10.2.1.4. This rule does not apply to a deputy/substitute professional properly appointed
- 10.2.1.5. Any reference to a match in this rule shall not count a match in which there is no play.

10.3. Starred Players - Managing restrictions and fair competition below First XI cricket

10.3.1. Starred Players - Second XI, Third XI & Fourth XI Restrictions on Selection

10.3.1.1. Starred Player system in GMCL relates to League & Cup matches

- 10.3.1.1.1. There are restrictions around who can and cannot play for Second XI, Third XI and Fourth XI (and below) in GMCL League and Cup Competitions and these rules are below
- 10.3.1.1.2. These rules must be operated by all clubs with an open age team in GMCL competition irrespective of how many of those teams play in GMCL or where the club's senior teams play.
- 10.3.1.1.3. The 'Starred Player' system is not in place to equalise the Sunday competition across clubs of different standards, clubs must still develop and improve their players
- 10.3.1.1.4. The starred players list is for all registered players at a club and should include all juniors where they meet the criteria

10.3.1.2. The 'Starred Player' system is designed to

- 10.3.1.2.1. be the most straightforward system available to provide a fairer and more even competition in GMCL at all grades below 1st XI.
- 10.3.1.2.2. prevent the absolute best players at a club from playing at Second XI at any stage of the season in cup or league games and

- 10.3.1.2.3. prevent all First XI players and the best Second XI players from playing Third XI and Fourth XI cricket (and below) in cup or league games, but
- 10.3.1.2.4. allow those who play Second XI but do not bat and bowl regularly to play at Third XI and Fourth XI level (and below) and
- 10.3.1.2.5. encourage clubs to register more players and play more juniors across the levels.

10.3.1.3. Deciding on the club's starred players

- 10.3.1.3.1. All clubs with two or more teams, irrespective of the league competitions where their open age teams play, must complete List A.
 - 10.3.1.3.1.1. List A players
 - 10.3.1.3.1.1.1. are not allowed to play for any team lower than the First XI at any time.
 - 10.3.1.3.1.2. List A (minimum 5 names) must include
 - 10.3.1.3.1.2.1. all players in receipt of any payment in cash or kind in respect of cricket made by the club or any associated person, business or sponsor and
 - 10.3.1.3.1.2.2. all players deemed to be "professional"
 - 10.3.1.3.1.2.3. all Category 2 and Category 3 players (excluding Category 3E) and then,
 - 10.3.1.3.1.2.4. if the number of players from those three segments is less than 5 then the club must add the best players (based on performance) at the club to make the list up to 5.
 - 10.3.1.3.2. All clubs with three or more teams, irrespective of the leagues where their teams play, must also complete List B.
 - 10.3.1.3.2.1. List B players
 - 10.3.1.3.2.1.1. are not allowed to play for any team lower than the Second XI at any time.
 - 10.3.1.3.2.2. List B must be made up of the next best players at the club not listed on List A to make the total of List A + List B equal to 16 players.

10.3.1.4. Restrictions to the Lists A and B

- 10.3.1.4.1. Players can only be placed on the starred players list when they are available to play, for example
 - 10.3.1.4.1.1. a player who is available only from July can only be on the list from July
 - 10.3.1.4.1.2. a banned player cannot be on a starred player list for the period of their ban
 - 10.3.1.4.1.3. Players can only be placed on the starred player list if they are available for selection on a regular basis for all teams at the club and play more games than not.

10.3.1.5. Any club found to be deliberately not listing players in order to strengthen the 3rd, 4th XI or below will attract a penalty from the Board.

10.3.2. Procedure for recording the club's starred players

10.3.2.1. Starred player lists must be notified to the League before the beginning of each season

- 10.3.2.1.1. The form for creating and updating your List A and List B can be found here

10.3.2.2. the list of your starred players will be published on the league website

- 10.3.2.2.1. All starred players must be acceptable to the GMCL Board before players play for any lower team
- 10.3.2.2.2. The list is open to challenge by the Leagues compliance team or opponents

10.3.2.3. Every club should review their list of starred players regularly to make changes as they happen,

- 10.3.2.3.1. any amendment must be submitted on the same form, re-listing all your starred players.
- 10.3.2.3.2. Any revision will be checked for eligibility.
- 10.3.2.3.3. In addition, at 30th June each year,
 - 10.3.2.3.3.1. any un-starred player at that date who has played fifty percent or more of the players personal league games in the 1st XI must become a starred player and therefore not be allowed to play in the Third XI from that point unless exempted.
 - 10.3.2.3.4. Accepted changes will be published on the Starred Players page on the website.

10.3.3. Junior Exempt Players - Reasoning

10.3.3.1. *The starred players list is for registered players of all ages at a club who play at the higher levels and should include all juniors where they meet the criteria.*

10.3.3.1.1. However, the league wishes to give junior players who may only play secondary roles in the first or second XIs the opportunity to play leading roles in lower grade matches

10.3.3.2. *The Exemption*

10.3.3.2.1. The exemption is that

10.3.3.2.1.1. Amateur Category 1 (England qualified) & Amateur Category 3 (Exempt) players who are under 17 years of age on 1st September of the previous year (eg 1st Sept 2020 for 2021 Season)

10.3.3.2.1.1.1. who have not played county level at Under 16 level or above in the current or any of the previous two seasons,

10.3.3.2.1.1.2. are eligible at any time for any league game at any level at their age group and above including Second XI, Third XI and Fourth XI.

10.3.3.2.2. The exemption applies to League Games only and not cup games but in any Sunday Development Division this exemption is subject to the rules on development divisions in Rule 10.6

10.3.3.2.3. The players will be referred to as Junior Exempt Players

10.3.3.2.4. The rules on Loan Players can apply to Junior Exempt Players

10.4. GMCL Second XI League & Cup Match Eligibility

10.4.1. Second XI Restrictions on Selection

10.4.1.1. *In League and Cup competitions*

10.4.1.1.1. No player on Starred Player List A can play for the Second XI in League or Cup competitions at any time.

10.4.1.1.2. Only Category 1 (England qualified) and Unpaid Category 3 Exempt players, not on List A, are eligible to play for the Second XI.

10.4.1.1.3. Any player currently banned or otherwise deemed ineligible within these rules must not play for the Second XI.

10.4.1.2. *There are additional restrictions for League competition*

10.4.1.2.1. where the Second XI play on the same day as the First XI

10.4.1.2.1.1. then the starred player rules apply so all club registered players not on List A are eligible for the Second XI

10.4.1.2.1.2. except in the last three league matches of the season where any player who has played in six or more matches in the First XI in the season must also have played in a minimum of 3 Second XI league matches in the season to be eligible for the Second XI.

10.4.1.2.2. where the First XI play in the Saturday League Competition and the Second XI play in the Sunday League Competition,

10.4.1.2.2.1. then all club registered players not on List A are eligible for the Second XI throughout the season.

10.4.1.2.3. where the Second XI normally play on the same day as the First XI but they occasionally play on different days of the weekend for whatever reason,

10.4.1.2.3.1. then no players playing in the 1st XI shall play in the Second XI game on the same weekend

10.4.1.2.4. Any reference to a match in this rule shall not count a match where there is no play

10.4.1.3. *There are additional restrictions for the cup*

10.4.1.3.1. When a club's First and Second XI's are engaged in their respective cup competitions on the same day there are no eligibility restrictions for these games except

10.4.1.3.1.1. No player on Starred Player List A can play for the Second XI in League or Cup competitions at any time.

10.4.1.3.1.2. Only Category 1 players, not on List A, are eligible to play for the Second XI.

10.4.1.3.2. 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).

- 10.4.1.3.3. Where the Second XI remain in the cup after the round in which the First XI are eliminated (eg R16 where First XI eliminated in R32)
- 10.4.1.3.3.1. 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 (or where a reserve date is used, up to that date), shall not be eligible for participation in the Second XI cup round in question.
- 10.4.1.3.4. Any reference to a match in this rule shall not count a match where there is no play.

10.5. GMCL Third XI, Fourth XI and below League & Cup Match Eligibility

10.5.1. Third XI and Fourth XI Restrictions on Selection

10.5.1.1. In League and Cup competitions

- 10.5.1.1.1. No player on the latest Starred Player List A or List B registered by the Club is eligible to play for the Third XI or Fourth XI in League or Cup competitions at any time.
- 10.5.1.1.2. Only Category 1 players, not on List A or List B, are eligible to play for the Third XI, Fourth XI or below.
- 10.5.1.1.3. Any player currently banned or otherwise deemed ineligible within these rules must not play for the Third or Fourth XI.

10.5.1.2. There are additional restrictions for League competition

- 10.5.1.2.1. Subject to the rules above, all players registered at the club shall be eligible for the Third XI or Fourth XI with the following exclusions
 - 10.5.1.2.1.1. No un-starred player may play in any Third XI or Fourth XI League match if three of the player's last five matches have been in the First XI (League or Cup) and
 - 10.5.1.2.1.2. no player can play in the last three 3rd, 4th XI or below league matches of the season if the player has played in six or more First XI or Second XI league matches in the season, unless the player has played in Third XI or Fourth XI league matches on three or more occasions during the season prior to the match
 - 10.5.1.2.2. Any reference to a match in this rule shall not count a match where there is no play.

10.5.1.3. There are additional restrictions for the cup

- 10.5.1.3.1. When a club's Third and Fourth XI's are engaged in their respective cup competitions on the same day there are no eligibility restrictions for these games apart from
 - 10.5.1.3.1.1. No player on Starred Player Lists A or B can play for the Third XI or Fourth XI in League or Cup competitions at any time.
 - 10.5.1.3.1.2. Only Category 1 players, not on List A or List B, are eligible to play for the Third XI, Fourth XI or below.
 - 10.5.1.3.2. No player, having played for the Third XI in the Cup shall be allowed to play for the Fourth XI or below in the same round of the cup competition (and vice-versa across all such XIs).
 - 10.5.1.3.3. After the first round of the Third or Fourth XI cup in a season,
 - 10.5.1.3.3.1. an unstarred player who has played in the league for their club's First XI or Second XI in that season must have played at least 50% of his personal league matches for the Third XI or Fourth XI up to the round in question (or where a reserve date is used, up to that date) If an unstarred player (who has not played in any first team league matches that season) is solely ineligible because of this rule, the player can play for the 3rd or 4th XI (or below) in the Sunday Cup if
 - 10.5.1.3.3.1.1. The club's Second XI is playing on the same day and
 - 10.5.1.3.3.1.2. either the matches are in the same round of the cup or the player did not play in the equivalent round for the Second XI
 - 10.5.1.3.4. Where the Fourth XI remain in the cup after the round in which the Third XI are eliminated (eg R16 where Third XI eliminated in R32)
 - 10.5.1.3.4.1. any player who has played 50% or more of their personal league match appearances in the current season for the Third XI, up to the Fourth XI or below round in question (or where a reserve date is used, up to that date), shall not be eligible for participation in the Fourth XI or below cup round in question.
 - 10.5.1.3.5. Any reference to a match in this rule shall not count a match where there is no play.

10.6 Sunday Development League Rules

10.6.1. Sunday Development League - Additional Rules

- 10.6.1.1. The Development Division(s) are designed to be for clubs with a common aspiration to assist younger players in their transition into senior cricket in an environment principally aimed at participation rather than competition and is aimed principally at younger players who do not regularly feature in a club's other senior teams.
- 10.6.1.2. With that in mind the eligibility rules to play in the Development Division(s) shall be as follows (without reference to which team a club enters into that division or what the club calls the team) :
 - 10.6.1.2.1. of course, any player currently banned or otherwise deemed ineligible within the Rules must not play in the Development Division
 - 10.6.1.2.2 Only Category 1 players, not on List A or List B, are eligible to play in the Development Division.
 - 10.6.1.2.3 at the date of the match concerned at least EIGHT players on a team must be aged under 21
 - 10.6.1.2.4 no starred player can play in the Development Division(s) even if the starred player is a Junior Exempt Player

10.6.2. Development Division teams in the Sunday Cup

- 10.6.2.1 Teams from the Development Division can enter the subsidiary Sunday Cup. The relevant Sunday cup eligibility rules shall apply to them in the cup rather than the eligibility criteria set out in Rule 10.6.1

10.7. Player Eligibility in the GMCL20 Competitions

10.7.1. There are few restrictions in GMCL20

- 10.7.1.1. Only players meeting the registration requirements as set out in League Rules regarding players shall be eligible to play in the GMCL20 Competitions.
- 10.7.1.2. Players cannot play in one of the GMCL20 competitions in a season if they have played 2 or more games in the group stage or in any knockout round of the other GMCL20 competition.
- 10.7.1.3. No player shall play for more than one club in the GMCL20 in any season
- 10.7.1.4. Loan Players are not allowed in GMCL20.
- 10.7.1.5. Deputy / Substitute Professionals are not allowed in GMCL20.
- 10.7.1.6. No exceptions to these GMCL20 eligibility rules will be considered

11 Player Qualification - Exemption Requests, Objections, Appeals & Penalties

- 11 (a) This section of the rules covers circumstances where ineligible players are used
- 11 (b) This page covers:-
- 11 (c) Clubs are responsible for their decisions taken on player eligibility
- 11 (d) Umpires do not decide on player eligibility
- 11 (e) Request for exemption by 8pm Thursday in advance of a weekend game
- 11 (f) Emergency replacements for Sunday games on matchday
- 11 (g) Notifying your opponents and umpires on matchday
- 11 (h) Match Opponents or another Club objection after a match
- 11 (i) Board Procedure
- 11 (j) Appealing a decision
- 11 (k) Standard Penalties for Misuses of System
- 11 (l) Multiple Breaches

11.1. Decision on Player Eligibility

11.1.1. Clubs are responsible for their decisions taken on player eligibility

11.1.1.1. Clubs should use these comprehensive eligibility rules in advance of a game

11.1.1.2. Where they are unsure, clubs can seek guidance from GtrMcrCricket@mail.com by 8pm on the Thursday prior to the game by submitting the players details and the concern about eligibility

11.1.2. Umpires do not decide on player eligibility

11.1.2.1. Umpires should not be asked to rule and will not give a decision on matchday

11.1.2.2. If opposing captains have an objection, then this must be dealt with post-match irrespective of result

11.1.2.2.1. the penalties for playing an ineligible player are clear and should hopefully mean that the situation does not arise

11.2. Player Exemption Request in advance

11.2.1. Player Exemptions will not be given for

11.2.1.1. There will be no dispensations for the Saturday League competition

11.2.1.2. There will be no dispensations for cup games or GMCL20

11.2.1.3. A dispensation will not be granted for a List A player

11.2.2. Player Exemption Requests will be considered for a Sunday League game

11.2.2.1. In exceptional circumstances

11.2.2.1.1. where a club believe that a player is or may be deemed ineligible

11.2.2.1.2. This will only apply for an unexpected temporary shortage of eligible players.

11.2.2.2. Clubs should consider the Junior Exempt Player rules where relevant before considering selecting an ineligible player

11.2.2.3. This is for exceptional circumstances only and therefore we are limiting this to a maximum of two applications for dispensations per club per season.

11.2.3. Dispensation on player eligibility

11.2.3.1. A dispensation will normally only be granted for the lowest standard List B player available where no unstarred players are available

11.2.3.2. All dispensations granted will be published on the website and open to challenge.

11.2.4. Making a player eligibility dispensation request

11.2.1.4. The requesting club should email the league GtrMcrCricket@mail.com before 8pm on the Thursday preceding the game

11.2.1.4.1. detailing those exceptional circumstances and why there are no other eligible players available and stating the name of the registered player that the club wishes to use.

11.2.1.5. Before making an application please note that this rule can only be used to allow those fill-in players to take part without taking a leading role in the game.

11.2.1.5.1. The player used may not bowl.

11.2.1.5.2. The player used must not bat earlier in the order than all Under 18 players in the team,

11.2.1.5.3. The player may not bat higher than number 7.

11.2.1.5.4. Wicket Keepers who have not played as wicketkeepers above 2nd XI may be used but only to replace a regular wicketkeeper who is not available, batting and bowling restrictions remain in force for that player.

11.3. Player Exemption Request on Matchday

11.3.1. Emergency replacements for Sunday games on matchday

- 11.3.1.1. When clubs have found themselves short on a match day it has led to much disagreement so we must put rules in place rather than have a “sporting” agreement between clubs to use a replacement.
- 11.3.1.1.1. The league will not grant a dispensation for a player after 8pm on the preceding Thursday nor on the morning of the game.
- 11.3.1.1.2. Umpires cannot give an exemption
- 11.3.1.1.3. Ineligible players cannot be used in cup games or GMCL20
 - 11.3.1.2. Eligible players or Junior Exempt players should always be used as a late replacement where possible,
 - 11.3.1.2.1. there is no restriction on batting and bowling (other than the normal bowling maxima rules) for eligible players.
 - 11.3.1.3. Selecting a replacement on matchday
 - 11.3.1.3.1. It is the responsibility of the club involved
 - 11.3.1.3.1.1. to ensure that any player used is suitable and
 - 11.3.1.3.1.2. to ensure that the player is used appropriately so as not to overly influence the result of the game in accordance with the following rules.
 - 11.3.1.3.2. List A players cannot be used but List B players or non-qualifying players (appearances) can be used where there are no other options
 - 11.3.1.3.2.1. but such players cannot be used on more than two occasions in a season by any club where there is a late cry off.
 - 11.3.1.3.3. The restriction on that player’s role in the game is as follows
 - 11.3.1.3.3.1. The player used may not bowl.
 - 11.3.1.3.3.2. The player used must not bat before any Under 18 player and no higher than 7.
 - 11.3.1.3.3.3. Wicketkeepers who have not played as wicketkeepers above 2nd XI may be used but only to replace a regular wicketkeeper who is not available, batting and bowling restrictions remain in force.

11.3.2. Notifying your opponents and umpires on matchday

- 11.3.2.1. The captain of the team using such a player must
 - 11.3.2.1.1. Notify the captain of the opposing team and the umpires at or before the toss of any ineligible player used and the reason for use of that player
 - 11.3.2.2. The captain of the other team must
 - 11.3.2.2.1. confirm to the umpires that they have been made aware of an ineligible player being used.
 - 11.3.2.3. The umpires do not issue a ruling on the players suitability or eligibility and cannot prevent the player from playing
 - 11.3.2.4. The league must be notified as soon as possible (GtrMcrcricket@mail.com) after the game by the umpires on their report and the captain playing the ineligible player,
 - 11.3.2.4.1. The league will take up the matter after the game if there is any issue arising
 - 11.3.2.5. For the avoidance of doubt, this rule does not apply to cup matches or GMCL20, where ineligible players cannot be used.

11.4. Club Objections to a player’s eligibility after a match

11.4.1. Match Opponents or another Club objection to player eligibility after a match

- 11.4.1.1. It is not the umpires’ duty to decide on player eligibility on match day, the umpires will only check with scorers that all players are registered with the league and visible on the cricHQ app.
- 11.4.1.2. Where a club has used an emergency replacement and
 - 11.4.1.2.1. the opponents or any other club in the competition believe this to be outside the rules and/or spirit of the rules or
 - 11.4.1.2.2. the club has failed to follow rules on another player’s eligibility then

- 11.4.1.2.3. representation should be made to the league by e-mail on GtrMcrCricket@mail.com from any club's senior officials - Chairman or Secretary, summarising why you think that the rules have been breached.
- 11.4.1.2.3.1. The reason we ask that the claim is backed by the club chair or secretary is to verify that this is a club decision to challenge rather than an individual decision
- 11.4.1.2.3.2. we are not resourced to deal with individual's applications.
 - 11.4.1.3. The time limit for making an objection is 7 days from the date that the scorecard was posted to CricHQ.

11.4.2. Board Procedure

- 11.4.2.1. All clubs should be aware that in checking any objection the league will, where possible,
 - 11.4.2.1.1. check that all parties (the club at issue and the club objecting) have conformed to the rules in all their matches in the current season in the competition at issue,
 - 11.4.2.1.2. this will ensure that there can be no counterclaims between clubs in the future.
- 11.4.2.2. The appointed representatives of the Board will provide a ruling having considered
 - 11.4.2.2.1. the sporting element of the issue,
 - 11.4.2.2.2. any pre match discussion on the eligibility,
 - 11.4.2.2.3. the intentions of selecting the player and
 - 11.4.2.2.4. the role played by the player at question in the game.

11.4.3. Appealing a decision

- 11.4.3.1. Where any club has an objection to any decision or ruling made on player eligibility
 - 11.4.3.1.1. 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
 - 11.4.3.2. This representation should be made within 7 days of the notice of the ruling.
 - 11.4.3.3. The ruling on any appeal will be considered by a panel and a decision is final

11.5. Penalties for misuse of player eligibility system

11.5.1. Standard Penalties

- 11.5.1.1. Where a club is found guilty of playing an ineligible player then the penalty is
 - 11.5.1.2. Loss of the game and
 - 11.5.1.2.1. in the league loss of all points awarded for the game in question and in addition the deduction of 5 further points.
 - 11.5.1.2.2. If the non-breaching club won the game in question then they will retain the win and if in the league, the points won,
 - 11.5.1.2.3. If the non-breaching club did not win the game in question then they will be awarded the win and if in the league, they will be awarded a 5 point win to replace any points they did receive.

11.5.2. Multiple Breaches

- 11.5.2.1. Where a club is found guilty of multiple breaches on player ineligibility or deliberately using player eligibility rules to avoid the forfeiture penalties
 - 11.5.2.1.1. then the Board may increase the penalty to more than those stated in match forfeiture rules and look at a financial penalty for serious breaches.

SECTION D – UMPIRES

D (a) This section of the rules covers everything about our umpires

12. Umpires in GMCL

12 (a) This section of the rules covers how our umpires operate, club umpire requirements and fees

12.1. Umpire Appointments

12.1.1. The management and appointment of umpires in GMCL

- 12.1.1.1. Greater Manchester Cricket League Umpires Association (GMCLUA) manages and appoints all umpires independent of the GMCL Board

12.1.2. GMCL Umpire appointments by Division

12.1.2.1. The GMCLUA will appoint Umpires as follows, where numbers of available umpires allow

- 12.1.2.1.1. Saturday Competition
 - 12.1.2.1.1.1. Two umpires for all games in Premier League, Premier 2, Championship and Division 1 and
 - 12.1.2.1.1.2. Two umpires for all games in Division 2, except those featuring a Second XI, where a club umpire must be supplied for each second XI playing in a game
 - 12.1.2.1.1.3. In Division 3 and Division 4 any club that has both a First XI and Second XI in Division 3 or Division 4 a League Appointed Umpire will be allocated to one of those games. (subject to a minimum of 60 Umpires being available on the relevant Saturday).
- 12.1.2.1.2. Sunday Competition
 - 12.1.2.1.2.1. Two umpires to each game in the Sunday Competition
 - 12.1.2.1.2.2. GMCL Cup games & GMCL20
 - 12.1.2.1.2.3. Two umpires to each game in the Cup and GMCL20

12.1.2.2. Matches requiring umpires appointed by the club

- 12.1.2.2.1. All matches where a Second XI plays in Saturday Division 2 will require a club umpire for each Second XI in the match
- 12.1.2.2.2. All matches in Saturday Divisions 3 and 4 will require a club umpire for each team except those referred to above where a First and Second XI from the same club play in Divisions 3 or 4. Rule 12.1.2.1.1.3.
- 12.1.2.2.3. Club Umpires may be required in the Sunday Division if insufficient league umpires are available
- 12.1.2.2.2.1. The team having a GMCLUA appointed umpire in these circumstances will be notified of the appointment by GMCLUA

12.1.3. Club Umpire Requirements in GMCL

12.1.3.1. A club umpire must

- 12.1.3.1.1. either be a qualified umpire or undergo the Introduction to Umpiring course that will be organised and paid for by the GMCL Board and
- 12.1.3.1.2. they must also be DBS cleared,

12.1.3.2. It is the club's responsibility

- 12.1.3.2.1. to ensure the club umpire has a valid DBS and
- 12.1.3.2.2. to arrange a suitable fee with their club umpire for each match.

12.1.3.3. If a club cannot find a suitable umpire, then

- 12.1.3.3.1. they can apply to the GMCLUA for an umpire to be appointed, but this must be on a week to week basis. In order to apply for a GMCL Umpire:
- 12.1.3.3.2. The club must complete an online form that can be found on the GMCL website. Emails and phone calls will not be accepted.
- 12.1.3.3.3. The form must be submitted by 8 p.m. on the Thursday preceding the match.
- 12.1.3.3.4. The GMCLUA will appoint an umpire, where possible, and notify the club on Thursday night with the name of the umpire.
- 12.1.3.3.5. The club will pay the umpire the standard fee as set by GMCL.

12.1.4. Where Club Umpires are not present at the start of the match

- 12.1.4.1. To ensure that at least one umpire is present at a game,
 - 12.1.4.1.1. Where one or both clubs do not have a club umpire available we would expect both clubs to have spoken to each other after the Thursday evening deadline of seeking League Panel umpires should there be no available Umpires to officiate,
 - 12.1.4.1.2. Should neither club have a club umpire available,
 - 12.1.4.1.2.1. The clubs are to make arrangements between themselves to ensure the game takes place
 - 12.1.4.1.2.2. In these circumstances, players will have to play their part and umpire the game to make sure it takes place.
 - 12.1.4.1.3. Matches should not be called off because of the lack of Umpires.

12.2. Umpire Fees

12.2.1. Umpire Fees Due in GMCL

12.2.1.1. The standard fees for League Appointed Umpires where there is any play

- 12.2.1.1.1. Premier and Premier 2 Divisions, £50.00
- 12.2.1.1.2. Championship, Divisions 1 and 2, £45.00
- 12.2.1.1.3. Remaining Saturday Divisions, £40.00
- 12.2.1.1.4. Sunday League, all Divisions £40.00
- 12.2.1.1.5. GMCL20 £30.00
- 12.2.1.1.6. GMCL Cup Matches £45.00

12.2.1.2. The fees for Club Umpires

- 12.2.1.2.1. Each club using a club umpire should agree the fee they will pay their Club Umpire

12.2.1.3. Umpire Fees where Match Abandoned - No play without a ball bowled,

- 12.2.1.3.1. Premier, Premier 2, Championship, Divisions 1 & 2 and in all Cups £25.00,
- 12.2.1.3.2. All remaining Saturday Divisions & Sunday League £20.00
- 12.2.1.3.3. GMCL20 £15.00.
- 12.2.1.3.4. For Club Umpires each club to negotiate fee for abandoned games with their Umpire

12.2.2. Umpire Fees Payment in GMCL

- 12.2.2.1 The general rule is that each club bears one umpires' fees for each game (home and away) whether in the league, cups or GMCL20 and shall pay this at or before the toss. This is subject to the following:
- 12.2.2.2 If there are 2 league appointed umpires attending then each club pays one umpire and if 2 league appointed umpires are appointed but only one attends then the one attending is paid 1.5 X the divisional fee (paid as to half each by each team)
- 12.2.2.3 if there are 2 club umpires each team shall pay its own umpire
- 12.2.2.4 if 2 club umpires are due to attend and only one does then the breaching club shall pay the attending club's umpire 1.5 X the relevant divisional fee
- 12.2.2.5 if a club umpire and a league appointed umpire attend then the team with the club umpire pays that umpire and the other team pay the league appointed umpire
- 12.2.2.6 if a club umpire and a league appointed umpire are due to attend and the league appointed umpire does not attend then the club umpire is paid 1.5 X the relevant divisional fee (paid as to half by each team)
- 12.2.2.7 if a club umpire and a league appointed umpire are due to attend and the club umpire does not attend then the breaching club pays the league appointed umpire 1.5 X the relevant divisional fee

12.3. Umpire Support

12.3.1. Club Umpires - Equity of Treatment

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

12.3.2. Umpire Absent at short notice

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

12.3.2.1.1. 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

12.3.2.1.2. 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.

SECTION E – GROUNDS & FACILITIES

E (a) This section of the rules covers details for your grounds and facilities

13. 13 Ground & Facility Requirements and Standards

13 (a) This section of the rules covers the requirements for your ground and playing area

13.1. Ground Standards

13.1.1. Grounds - The venue standard

13.1.1.1. All grounds must have changing facilities, tea-room facilities and a suitably cut and managed square

13.1.2. Grounds - GMCL requirement from clubs

13.1.2.1. The Leagues has a Standard Requirement Document for Grounds and Facilities

13.1.2.1.1. This document is distributed to clubs separately but is an Appendix to and forms part of these Rules.

13.1.2.2. GMCL have set out the procedure for setting Ground Standards as Gold, Silver and Bronze

13.1.2.2.1. This will form part of the Ground Accreditation Scheme of the League and sets the protocol for improvements at every venue

13.1.2.2.2. The standard of venue will ultimately determine the club's status in the league and the tier the club will be permitted to play at.

13.1.2.2.3. The document covers all requirements so here we only cover the basics required.

13.2. Playing Area basics

13.2.1. Watering of Grounds

13.2.1.1. 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)

13.2.2. Boundary Perimeter

13.2.2.1. Clubs should endeavour to remove overhanging trees and branches

13.2.2.1.1. If this is not possible umpires must advise captains of the local rules

13.2.2.2. Clubs must use a Boundary rope / boards where they have them

13.2.3. Sightscreens

13.2.3.1. Boundaries can no longer be moved to accommodate the movement of a sightscreen during a game

13.2.3.2. Where sightscreens would normally be wholly or partly within the field of play

13.2.3.2.1. all clubs must now place a boundary line in front of the screen and supports

- 13.2.3.2.2. that boundary line must extend wide enough to allow the movement of the sightscreen from side to side to accommodate all bowlers' actions during the whole game to ensure that the sightscreen remains wholly outside the boundary for the whole of the game.
- 13.2.3.2.3. Where a rope delineates the boundary, this rope must be in position before start of play to allow the sightscreen to be moved without alteration to the boundary throughout the game to accommodate bowlers over and around the wicket
- 13.2.3.2.4. Therefore, any ball off the bat pitching behind the line and within the extremities of the sightscreen will count six runs.

13.2.4. Fielding Circle

13.2.4.1. A fielding circle shall be marked for all senior games

- 13.2.4.1.1. There should be an area made up of two semi-circles behind the stumps at each end, centred on each middle stump at 5 yard intervals by a plastic or rubber disc measuring around 7 inches in diameter.
- 13.2.4.1.2. Each semi-circle must have a radius of 30 yards and should be joined by a parallel lines at each side of the pitch.
- 13.2.4.1.3. Note for GMCL20 this should be a 25 yard circle.

13.3. Facilities basics

13.3.1. Scoreboard

- 13.3.1.1. The scoreboard must be able to display a minimum of
 - 13.3.1.1.1. total runs, wickets down
 - 13.3.1.1.2. overs remaining, current individual batsman's score, last man's score,
 - 13.3.1.1.3. total required to win,
 - 13.3.1.1.4. Duckworth-Lewis-Stern Revised Target and D/L/S Par score

13.3.2. Visitor Facilities

- 13.3.2.1. Clubs should ensure that visitors changing rooms are clean and tidy prior to their arrival
- 13.3.2.2. Clubs should ensure that Umpires changing rooms are clean and tidy prior to their arrival

13.3.3. First Aid Kit

- 13.3.3.1. Every club must have a fully stocked First Aid Kit
 - 13.3.3.1.1. A notice showing the location of the kit must be displayed in the umpires' room and the visitors changing room

13.3.4. Ground Information

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

SECTION F –THE MATCHES

F (a) This section of the rules covers all information relating to your fixtures and the matches in GMCL

14 Fixtures: Amendments, Cancellations or Forfeits

14. (a) This section of the rules concerns the changing and cancellation of fixtures

14.1. Fixture Clashes

14.1.1. Fixture Clashes - Sunday League fixtures

14.1.1.1. *Re-arrangement of Sunday League Fixtures can be approved in certain circumstances with the aim of providing a full calendar for Sunday teams.*

- 14.1.1.1.1. Application must be made more than a week in advance
- 14.1.1.1.2. Both clubs must have a vacant Sunday to take the game and
- 14.1.1.1.3. Both clubs must agree to the change.

14.1.1.2. *Where a Sunday League home fixture clashes with a home game for a club's 1st XI in a GMCL cup, Lancashire Knockout, National Knockout or Village Cup*

- 14.1.1.2.1. The first option should always be to reverse the Sunday league fixture or
- 14.1.1.2.2. If a reverse is not possible then it can be rearranged to a vacant Sunday for both teams.
- 14.1.1.2.3. Both clubs must agree to the change.

14.1.1.3. *Where a Sunday League fixture clashes with a 2nd XI, 3rd XI or 4th XI GMCL cup fixture and there are 4 or more players regulars in the cup team*

- 14.1.1.3.1. the clubs involved in the league fixture should still look to play dependent on ground availability
- 14.1.1.3.2. but where the loss of players from the league fixture to the cup game is too many then then it can be rearranged to a vacant Sunday for both teams
- 14.1.1.3.3. The players concerned must be made known and both clubs must agree to the change.

14.1.1.4. *Where a junior cup semi-final or final clashes with a Sunday League fixture and the Sunday League team will lose 4 or more regular players,*

- 14.1.1.4.1. the clubs involved in the league fixture should still look to play dependent on ground availability
- 14.1.1.4.2. but where the loss of players from the league fixture to the junior game is too many then then it can be rearranged to a vacant Sunday for both teams
- 14.1.1.4.3. The players concerned must be made known and both clubs must agree to the change.

14.1.2. Fixture Clashes - GMCL Cup fixtures

14.1.2.1. *The League will only sanction the re-arrangement of a GMCL Cup 1st XI fixture if that fixture clashes with a match for the same team in the Lancashire Cup, National Knockout or National Village Cup*

- 14.1.2.1.1. The GMCL 1st XI cup game must be played on the reserve date.
- 14.1.2.1.2. There can be no further rearrangement because this will impact the other teams in the competition.

14.1.2.2. *The League will sanction the re-arrangement of any other home GMCL Cup fixture if that fixture clashes with a home game in the Lancashire Cup, National Knockout or National Village Cup*

- 14.1.2.2.1. The first option is to reverse the league GMCL cup fixture
- 14.1.2.2.2. If this is not possible, the second option is to play on the reserve date.
- 14.1.2.2.3. There can be no further rearrangement

14.1.2.3. *The Board will consider the rearrangement of any other GMCL Cup Fixture only in exceptional circumstances*

14.1.3. Fixture Amendments not due to clash of dates

14.1.3.1. *Reasoning & Statements*

- 14.1.3.1.1. All fixtures will be based on availability dates provided by all clubs at registration on or before 31st October and available dates cannot be changed after that date
- 14.1.3.1.2. Weeks of preparation goes into the organisation of GMCL fixtures and clubs publish their fixture calendars and organise sponsor agreements ahead of the season and therefore changes are inconvenient and costly, through loss of sponsors and match day income.

14.1.3.2. *Fixture Amendments - Saturday League fixtures*

- 14.1.3.2.1. No alteration to Saturday fixtures shall be allowed after publication, in accordance with the Club-League agreement, unless there are exceptional circumstances
- 14.1.3.2.2. If a team is unable to play without exceptional circumstance this will be considered a forfeit.

14.1.3.3. *Fixture Amendments - Sunday League fixtures*

14.1.3.3.1 Re-arrangement can be approved in certain circumstances with the aim of providing a full calendar for Sunday teams.

14.1.3.3.2. Application must be made more than a week in advance

14.1.3.3.3. Both clubs must have a vacant Sunday to take the game and

14.1.3.3.4. Both clubs must agree to the change.

14.1.3.4. Fixture Amendments - GMCL Cup fixtures

14.1.3.4.1. No alteration to Cup fixtures shall be allowed after publication, in accordance with the Club-League agreement, unless there are exceptional circumstances

14.1.3.4.2. If a team is unable to play without exceptional circumstance this will be considered a forfeit.

14.1.3.5. Fixture Amendments - GMCL20 fixtures

14.1.3.5.1. Lots of preparation goes into the organisation of GMCL20 fixtures by the League and by the home clubs and so

14.1.3.5.1.1. all fixtures schedules will be based on dates provided at registration and there will no changes after the deadline published at registration.

14.1.3.5.1.2. This competition brings in much needed Revenue for clubs and forfeits will be punished.

14.1.3.5.2. Once the GMCL20 fixtures are agreed the only rearrangements shall be for games wholly wiped out by the weather and games can only be rearranged once to be played in the reserve weeks.

14.1.3.5.3. The Board will consider any other rearrangement of a GMCL20 Fixture only in exceptional circumstances

14.1.3.6. Fixture Amendments – Junior Competition

14.1.3.6.1.. Avoiding Cancellations

14.1.3.6.1.1. Junior Fixtures are organised as late as possible in order to assist clubs to know they have enough players to enter a competition and fulfil their allocated fixtures

14.1.3.6.1.2. There should be few cancellations or forfeits of junior fixtures

14.1.3.6.1.3. Please maintain communication with our junior director on juniors@GtrMcCricket.co.uk if you anticipate any issues with fixtures.

14.1.3.6.2. Junior competition – maximising fixtures to provide as many games as possible in the short time available

14.1.3.6.2.1. Please ensure that rearranged fixture dates are notified to webadmin@GtrMcCricket.co.uk and juniors@gtrmcrcricket.co.uk 48hours before any rescheduled fixture date to ensure the fixture can be posted to cricHQ ready for scoring the game

14.1.3.6.2.2. Junior competition – Full procedures can be found in the junior rules (Link Here)

14.1.4. Fixture Cancellations – Exceptional Circumstances & Misuse of Rules

14.1.4.1. Cancellations will attract a penalty on the defaulting club unless there are approved exceptional circumstances.

14.1.4.1.1. What is Exceptional?

14.1.4.1.1.1. Events that are not planned; Events that could not be anticipated; Events that clubs and players have no control over

14.1.4.1.1.2. We cannot be exhaustive in listing exceptional circumstances

14.1.4.1.1.3. So, other than the fixture clashes listed in respect of each competitions, examples we have dealt with are issues such as national pandemic or disease, fire damage to facilities or ground or threat of damage, threat to life or health, vandalism that prevents use of facilities or ground, no access to a ground or clubhouse due to last minute 3rd party activity, loss of ground outside team/club control.

14.1.4.1.2. What is not Exceptional?

14.1.4.1.2.1. Examples but not a comprehensive list include: Concerts, events, or private hire on your ground not organised or notified before 31st October prior to the season; Private events restricting player numbers; Clashes with other local or national sporting events which do not prevent access to the ground.

14.1.4.1.2.2. Such circumstances and any other circumstances not considered exceptional will attract a penalty.

14.1.4.2. Fixture Amendments - Deliberate Misuse

- 14.1.4.2.1. In negotiations between clubs the Board expect honesty and respect for each other.
- 14.1.4.2.1.1. Any attempt to manipulate final placings in leagues for titles, promotion or relegation or any trophy through the changing or cancellation of fixtures will be frowned upon and be considered in any penalty decision made.
- 14.1.4.2.1.2. Any attempt to manipulate player availability through the changing or cancellation of fixtures will be frowned upon and be considered in any penalty decision made

14.1.5. Fixture Amendments, Cancellations, or Forfeits Procedure

14.1.5.1. Fixture Amendments - Communications & E-Mail protocol

- 14.1.5.1.1. It is for the defaulting club to drive the communication with the other club involved in the relevant match and the League to achieve a solution, but
- 14.1.5.1.1.1. But all parties must ensure that an acknowledgement is issued and received to any communication they issue in the matter before any changes are considered final.
- 14.1.5.1.2. Any cancellation of a match must have approval of the Board following notification to webadmin@GtrMcCricket.co.uk before it is considered final.

14.1.5.2. Fixture Amendments - Who do you contact?

- 14.1.5.2.1. Within 24 hours of being made aware of an issue that could mean a match is cancelled,
- 14.1.5.2.1.1. as well as contacting the opponents
- 14.1.5.2.1.2. you should contact the League on webadmin@gtrmcrcricket.co.uk, club-director@gtrmcrcricket.co.uk and the umpire's on umpires@gtrmcrcricket.co.uk with details of the problem
- 14.1.5.2.1.3. If the game is a Sunday fixture you should also include sundayumpires@gtrmcrcricket.co.uk
- 14.1.5.2.2. If you are reading this online, you can [CLICK HERE](#) to generate an automatic e-mail to the league for completion
- 14.1.5.2.2.1. The defaulting club should advise all parties of any proposals in respect of the fixture
- 14.1.5.2.3. The clubs involved should discuss the issue and advise the League of any agreed changes that could resolve the issue

14.1.6. Fixture Amendments - League Action & Penalties

14.1.6.1. On receipt of the e-mail the League will ensure that

- 14.1.6.1.1. umpires are cancelled
- 14.1.6.1.2. umpires are reallocated to other games and
- 14.1.6.1.3. umpires are reallocated to any rescheduled fixture
- 14.1.6.1.4. cricHQ is updated and reschedule the fixture for any revised date and time if required

14.1.6.2. Fixture Amendments - Board Decision

- 14.1.6.2.1. The Board will consider all representations and seek clarification where needed.
- 14.1.6.2.2. A binding decision will be issued by the Board.

14.1.6.3. Fixture change approved

- 14.1.6.3.1. The League will organise a resolution with the parties involved which may still include awarding the match or penalties.

14.1.6.4. Fixture Forfeit or cancellation notification not approved

- 14.1.6.4.1. The League will act in accordance with league rules as regards any action to be taken against clubs involved in the unapproved cancellation of fixtures or failure to notify unavailability for a fixture.

14.1.6.5. Result Awarded

- 14.1.6.5.1. Where a match is not played and fault is found to be with one of the clubs,
- 14.1.6.5.1.1. The match shall be treated as an outright win for the non-offending club
- 14.1.6.5.1.2. For a league game the non-offending club shall be awarded 5 points, but no bonus point. .
- 14.1.6.5.1.3. For a cup game, the non-offending club will progress to the next round

14.1.6.6. Financial penalties

- 14.1.6.6.1. If a game is forfeited on or before the Wednesday preceding the game a fine of £25.00 will be incurred and
 - 14.1.6.6.1.1. the fine will increase incrementally from Thursday to Saturday, by £25.00 per day.
 - 14.1.6.6.1.2. eg a club cancelling a match on a Saturday will be fined £100.00.
- 14.1.6.6.2. In addition, if the offending club's fixture is an away fixture, the away club will also be liable for the home club's expenses already incurred.
 - 14.1.6.6.2.1. The home club will be requested to submit a claim for expenses actually incurred, including umpire fees paid out (where umpires attended), scorer's fees paid out (where scorer attended - up to a maximum of £25.00) and cost of teas paid out (up to a maximum of £40.00*) but NOT for loss of bar or gate takings.
 - 14.1.6.6.2.2. *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.

14.1.6.7. Non-Financial Sanctions for Forfeiting Matches

- 14.1.6.7.1. In addition to the fines for forfeited matches there shall be the following additional consequences for forfeiting matches
 - 14.1.6.7.1.1. unless the Board resolves otherwise and in particular in the Sunday competition, the Board reserves the right to permit a pre-agreed forfeiture in exceptional circumstances where it has not proved possible to rearrange the game.
 - 14.1.6.7.2. Forfeit of a league match on each occasion,
 - 14.1.6.7.2.1. for a club with one senior team in the League, it shall incur a 10 point penalty.
 - 14.1.6.7.2.2. for a club with 2 or more senior teams in the League, 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.
 - 14.1.6.7.3. 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:
 - 14.1.6.7.3.1. this is unacceptable for the competition and shows a lack of respect to opponents.
 - 14.1.6.7.3.2. 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.
 - 14.1.6.7.4. Forfeiture on Match Day - this is totally unacceptable unless there are exceptional circumstances (which does not include insufficient players).
 - 14.1.6.7.4.1. 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.
 - 14.1.6.7.4.2. 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 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.
 - 14.1.6.7.5. 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
 - 14.1.6.7.5.1. incur the financial penalties set out above,
 - 14.1.6.7.5.2. if the away team forfeit, incur a further £100 penalty payable to the non-forfeiting club,
 - 14.1.6.7.5.3. be banned from any GMCL cup competition relevant to that team for the next 2 seasons.
 - 14.1.6.7.6. Forfeiture of a GMCL20 Match
 - 14.1.6.7.6.1. The cancellation procedure and financial penalties listed in these rules shall also apply to GMCL20 adjusting the Rule accordingly to replace "Saturday" with the day of the GMCL20 game in question and amending the other references to days accordingly. For example, if a GMCL20 game on a Friday is conceded on the day of the game then the fine shall be £100, £75 if it is conceded on the Thursday and so on. There is no claim for compensation for teas or lost bar or gate takings in GMCL20.

14.2. Notifying Fixture Change or Cancellation - follow the procedure below

- 14.2. (a) If you need to notify a GMCL fixture cancellation please follow the procedures detailed below
- 14.2. (b) Please note that penalties may arise for late notification and we cannot guarantee that the umpires can be stopped from travelling.
- 14.3. (c) Games should not be cancelled within 2 hours of the start time,

14.2.1. NOTIFICATION OF JUNIOR FIXTURE REARRANGEMENT

- 14.2.1.1. Please send an e-mail to the following webadmin@gtrmcrcricket.co.uk AND juniors@gtrmcrcricket.co.uk AND the e-mail contact of your opponents
- 14.2.1.2. If we do not receive this notification the game may not be available to score on your new match day. Please give us at least 48 hours notice
- 14.2.1.3. Copy the following text to the body of your e-mail and complete the details
 - Please change the following fixture date
 - Full Division name
 - Scheduled Date of Match
 - Home Team Away Team
 - New Date of Match
 - Revised Start Time
 - Your name and club

14.2.2 NOTIFICATION OF SENIOR FIXTURE CHANGES / CANCELLATIONS

- 14.2.2. (a) THIS IS THE PROCEDURE FOR CHANGES PRIOR TO THE SCHEDULED MATCH DAY, THE EARLIEST POSSIBLE NOTICE SHOULD BE GIVEN IN ALL CASES.
 - 14.2.2.1. Please send an e-mail and copy in the following umpires@gtrmcrcricket.co.uk; webadmin@gtrmcrcricket.co.uk
 - 14.2.2.2. For GMCL20 fixtures also copy in umpirecompliance@gtrmcrcricket.co.uk
 - 14.2.2.3. The umpires reps will record this for the umpires and the league will record the change on the schedule
 - 14.2.2.4 Copy the following text to the body of your e-mail and complete the details
 - FIXTURE CHANGE - DATE dd/mm/yy
 - COMPETITION AND DIVISION of the game :
 - DATE:.....
 - HOME TEAM: AWAY TEAM:.....
 - The venue for this fixture has changed to _____
 - or
 - The revised date for this fixture will be _____ and we have agreed this with our opponents
 - or
 - This fixture has been cancelled and the game awarded to _____
 - And (for all options)
 - The reason for this is _____
 - Your name and club

PLEASE CONFIRM THAT YOUR OPPONENTS HAVE BEEN NOTIFIED

- 14.2.2.5. If you need contact details for an opponent please e-mail secretary@gtrmcrcricket.co.uk
- 14.2.2.6. You will receive e-mail confirmation from the league when changes are noted. If you do not receive confirmation it is your responsibility to ensure all parties are aware of the change so please follow up.

14.2.2.7. Cancellations on the match day should only be for weather and be approved by the rain panel or umpires attending at the scheduled time otherwise costs and fines may be incurred.

14.2.2.8. There are fines for non fulfillment of fixtures

15. GMCL League & Cup competitions, Match Structure & Timings

15 (a) This section of the rules covers Match Day basics including preparations and the time limits.

15.1. Laws of the Game

15.1.1. General Laws

15.1.1.1. 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 Board might decide

15.2. Captain's Responsibility & Team Attendance

15.2.1. Club Authority

15.2.1.1. The League deem the Club Captain present at the game as the authority over the team attending a match

15.2.1.1.1. The captain is responsible for all interactions with League Officials, scorers, and opponents.

15.2.1.1.2. The captain is responsible for the team's compliance with the rules, attitude to all participants of the match and behaviour of the team on or off the field whilst present at the match.

15.2.1.2. The Board will hold the captain accountable for any breaches in rules by the team at a match

15.2.2. Attendance and Readiness at the Match

15.2.2.1. Captains will be responsible for ensuring their team is present at the ground on time

15.2.2.2. Captains will be responsible for ensuring their team is ready to start the game on time

15.2.3. Full Team at Start

15.2.3.1. The club's agreement within the MOU includes only registering in competitions for which they have sufficient players.

15.2.3.1.1. A fine, with a minimum of £10.00 for First XI teams per player and £5.00 for Second XI teams per player, shall be imposed on any club not playing a full team unless the Board, shall excuse them on reasonable grounds.

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

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

15.2.4. Cricket Kit

15.2.4.1. The purpose of this rule is to maintain high standards in the GMCL Competition, and the captains are responsible for ensuring compliance

15.2.4.2. In the Derek Kay Cup, First XI Championship Cup Matches and GMCL20

15.2.4.2.1. Teams are permitted and are encouraged by the GMCL Board to wear coloured kits.

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

15.2.4.2.2.1. 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.

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

- 15.2.4.2.2.3. There are no restrictions to sponsors, partners or charity badges worn on kit, but these should not be excessive nor detract from the predominant colour of the kit
- 15.2.4.2.3. Teams not choosing coloured clothing must wear traditional whites
- 15.2.4.2.4. if caps are worn by any player these must be crested club, league, or county caps ONLY.
- 15.2.4.3. In the League & Other Cup Matches
 - 15.2.4.3.1. All players must appear in full “whites” cricket attire and
 - 15.2.4.3.1.1. Players wishing to wear a visible base layer underneath a short sleeve shirt may do so, as long as the base layer is the same colour as the shirt or white
 - 15.2.4.3.1.2. There are no restrictions to sponsors, partners or charity badges worn on kit, but these should not be excessive nor detract from the predominant colour of the kit
 - 15.2.4.3.2. if caps are worn by any player these must be crested club, league, or county caps ONLY.

15.2.5. cricHQ requirements

- 15.2.5.1. 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.
 - 15.2.5.1.1. No Scorer (Home or Away) should be tasked to add players to squad lists shortly before or during a game.
 - 15.2.5.1.2. The team captain will be held responsible for failure to update the CricHQ squad before the day of the game and a fine of £10.00 per player per game can be imposed by the Board.

15.3. Scorers

15.3.1. Mandatory Scorers

- 15.3.1.1. Competing clubs are to have scorers for all teams.
- 15.3.1.2. If one team does not have a scorer available for a match, then
 - 15.3.1.2.1. they must, in advance of the game, notify the other team that they do not have a scorer to check that the game will have a scorer and
 - 15.3.1.2.2. the team not supplying the scorer must pay £25 to the scorer in attendance at the tea interval irrespective of the length of the match and irrespective of any fee he receives from his own team
 - 15.3.1.2.3. The umpires must report a team without a scorer.
- 15.3.1.3. Should neither team have a scorer then
 - 15.3.1.3.1. the home club should immediately contact the league to cancel the game and umpires.
 - 15.3.1.3.2. Should this not be done in time and the umpires attend then they must be paid by the home team.
 - 15.3.1.3.3. A penalty will be levied in the sum of £50 per team and
 - 15.3.1.3.4. No points will be awarded for the game and points deducted from both teams in accordance with game forfeit rules

15.3.2. CricHQ Scoring

- 15.3.2.1. All matches from Under 11’s to Premier Division MUST be scored using CricHQ with either
 - 15.3.2.1.1. Live ball by ball connected via wi-fi or the phone network to the CricHQ Match Centre or
 - 15.3.2.1.2. Scored on the app and the full scorecards to be uploaded post-match
- 15.3.2.2. It is mandatory for all Saturday League matches to be scored live and connected to wi-fi or phone data so as to be visible to other users of cricHQ
- 15.3.2.3. It is requested that all Sunday League matches are scored live and connected to wi-fi or phone data so as to be visible to other users of cricHQ
 - 15.3.2.3.1. However, if not possible they must be scored using the cricHQ app and uploaded no later than 2 hours after the game ends
- 15.3.2.4. It is mandatory that all GMCL Cup matches be scored live and connected to wi-fi or phone data so as to be visible to other users of cricHQ

- 15.3.2.5. It is mandatory that all GMCL20 matches be scored live and connected to wi-fi or phone data so as to be visible to other users of cricHQ
- 15.3.2.6. It is requested that all Junior matches are scored live and connected to wi-fi or phone data so as to be visible to other users of cricHQ
- 15.3.2.6.1. However, if not possible they must be scored using the cricHQ app and uploaded no later than 24 hours after the game ends

15.4. Preparing for Match Commencement

15.4.1. Team Cards

15.4.1.1. MCC Law 1.2 Nomination of Players: -

15.4.1.1.1. Each Captain shall nominate his players in on an ECB Team Card to one of the umpires before the toss.

15.4.1.1.2. No player may be changed after the nomination without the consent of the opposing captain.

15.4.1.2. Notifying the Scorers

15.4.1.2.1. 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 and verify that the players listed on cricHQ match the cards.

15.4.1.2.2. The umpires to be shown the team lists on cricHQ by the scorers to confirm all players are registered to play in GMCL

15.4.2. The Toss

15.4.2.1. Captains shall toss up no earlier than 30 minutes before scheduled start time but no later than 15 minutes before scheduled or agreed start time ("the Toss Time"),

15.4.2.1.1. after which the batting side's captain can request that the pitch be rolled for not more than 7 minutes.

15.4.2.2. If a captain or person deputising for him is not available at the latest Toss Time then the other team shall have the decision as to whether to bat or bowl first.

15.4.3. The Match Ball

15.4.3.1. Prior to taking the field the captain of the bowling side must hand to the umpires a suitable new match ball and a suitable spare ball for inspection, which the umpires will hand back when on the field, ready for play.

15.4.3.2. The umpires are to report failure to provide the appropriate match ball

15.4.3.3. The Match Balls required in GMCL competition are as follows:

15.4.3.3.1. Saturday Divisions above Divisions 3 & 4

15.4.3.3.1.1. Match to commence with NEW Windsor Ball

15.4.3.3.1.2. Spare Ball must be a Used Windsor Ball

15.4.3.3.2. Saturday Divisions 3 & 4 and all Sunday Divisions

15.4.3.3.2.1. Match to commence with a NEW or used Windsor Ball, a NEW Hampton Ball or a NEW St James Ball

15.4.3.3.2.2. Spare Ball must be a Used Windsor Ball, Used Hampton Ball or Used St James Ball

15.4.3.3.3. Derek Kay 1st XI Cup, Championship 1st XI Cup & GMCL20

15.4.3.3.3.1. Match to commence with NEW PINK Windsor Ball

15.4.3.3.4. 1st XI League Cup and 2nd XI Cups

15.4.3.3.4.1. Match to commence with NEW Windsor Ball

15.4.3.3.4.2. Spare Ball must be a Used Windsor Ball

15.4.3.3.5. 3rd XI, 4th XI & 5th XI in cups

15.4.3.3.5.1. Match to commence with a NEW Windsor Ball, a NEW Hampton Ball or a NEW St James Ball

15.4.3.3.5.2. Spare Ball must be a Used Windsor Ball, Used Hampton Ball or Used St James Ball

15.4.4. The Bell

- 15.4.4.1. A bell, hand or wall mounted, must be rung 10 minutes prior to the time play should commence, and 5 minutes from the resumption of play after the interval.
- 15.4.4.1.1. The ringing of the bell is to be the responsibility of the umpires.
- 15.4.4.1.2. Players must be ready and take the field along with the umpires 5 minutes prior to the time a match shall commence and at the interval.

15.5. Late starts, not due to weather

15.5.1. When a time for restart is known,

- 15.5.1.1. The umpires should calculate the overs lost
- 15.5.1.1.1. for every 7.5 minutes lost, the match shall be reduced by 2 overs
- 15.5.1.1.2. This is one per team because the innings must be equal at the start of the game
- 15.5.1.1.3. down to a minimum of 40 overs, 20 per side.
- 15.5.1.1.4. Should the calculation go beyond this the game must be abandoned and the league will deal with the issue upon receipt of the Umpire's report

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

- 15.5.2.1. Where the circumstances were beyond a team or player's control
- 15.5.2.1.1. The Board or an Executive Sub-Committee shall record the event and may excuse the offending team on reasonable grounds.
- 15.5.2.2. Captains will be responsible for ensuring their team is ready to start the game on time
- 15.5.2.2.1. Prompt starts are expected for all games and a fine of £25.00 shall be imposed for a late start in circumstances that were not beyond the control of the offending players/team,
- 15.5.2.2.2. Where it is found that a game was deliberately delayed in order to gain an advantage then the league may levy a fine of £100 and apply a points deduction.

15.5.3. When overs are lost to bad weather

- 15.5.3.1. Overs can be lost due to bad weather before the start of the game – see "Weather Affected Games"

15.6. Timings & Length of League & Cup Games

15.6.1. Start Times for matches in GMCL

- 15.6.1.1. All start times are fixed except as follows
- 15.6.1.1.1. For Sunday League competition games only, 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.
- 15.6.1.1.2. 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 are notified and agree to the earlier start.

15.6.1.2. Match Overs

- 15.6.1.2.1. Premier, Premier 2, Championship, Div 1, Div 2 - 50 overs
- 15.6.1.2.2. Div 3 & Div 4 - 45 overs
- 15.6.1.2.3. 1st XI & 2nd XI Senior Cup Games - 45 overs
- 15.6.1.2.4. Sunday League & 3rd & 4th XI Senior Cup Games - 40 overs

15.6.1.3. Length of Innings

- 15.6.1.3.1. Premier, Premier 2, Championship, Div 1, Div 2 - 3 hrs 10 mins

- 15.6.1.3.2. Div 3 & Div 4 - 2 hrs 50 mins
- 15.6.1.3.3. 1st XI & 2nd XI Senior Cup Games - 2 hrs 50 mins
- 15.6.1.3.4. Sunday League & 3rd & 4th XI Senior Cup Games - 2 hrs 30 mins

15.6.1.4. Start Times - April

- 15.6.1.4.1. Premier, Premier 2, Championship, Div 1, Div 2 - 12.30 p.m.
- 15.6.1.4.2. Div 3 & Div 4 - 1:00 p.m.
- 15.6.1.4.3. All Senior Cup Games - 12:30 p.m.
- 15.6.1.4.4. Sunday League Games - 1:30 p.m.

15.6.1.5. Start Times - May to 2nd Sunday in August

- 15.6.1.5.1. Premier, Premier 2, Championship, Div 1, Div 2 - 1:00 p.m.
- 15.6.1.5.2. Div 3 & Div 4 - 1:30 p.m.
- 15.6.1.5.3. All Senior Cup Games - 1:00 p.m.
- 15.6.1.5.4. Sunday League Games - 2:00 p.m.

15.6.1.6. Start Times - 3rd Saturday in August to 31 August

- 15.6.1.6.1. Premier, Premier 2, Championship, Div 1, Div 2 - 12.30 p.m.
- 15.6.1.6.2. Div 3 & Div 4 - 1:00 p.m.
- 15.6.1.6.3. All Senior Cup Games - 12:30 p.m.
- 15.6.1.6.4. Sunday League Games - 1:30 p.m.

15.6.1.7. Start Times - September

- 15.6.1.7.1. Premier, Premier 2, Championship, Div 1, Div 2 - 12 noon
- 15.6.1.7.2. Div 3 & Div 4 - 12:30 p.m.
- 15.6.1.7.3. All Senior Cup Games - 12 noon
- 15.6.1.7.4. Sunday League Games - 1:00 p.m.

15.6.2. Tea Interval

- 15.6.2.1. The tea interval will be 30 minutes, with the umpires advising both captains of the restart time after leaving the field
- 15.6.2.2. If tea has been taken during a weather delay, then the break between innings will be 10 minutes with the umpires advising both captains of the restart time after leaving the field

15.6.3. Tea Costs

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

15.7. Declarations

15.7.1. In the League

- 15.7.1.1. In matches in all Saturday and Sunday League matches the side batting first has the right to declare its innings.
 - 15.7.1.1.1. In the event of a declaration, any remaining overs from the first innings will be lost, there is no carry forward of overs.
 - 15.7.1.1.2. The side batting second will not be allowed to declare.

15.7.2. In the Cup

- 15.7.2.1. There can be no declaration in the GMCL Cup competitions

16. In-Play Rules & Restrictions

- 16 (a) This section of the rules gives explanation and charts for calculating overs events during GMCL matches .

16.1. Bowling Restrictions for Over 19s in Open Age GMCL competition

16.1.1. Maximum for Bowlers in the Saturday competition

- 16.1.1.1. No bowler will be allowed to bowl more than 30% of the overs of an innings. The maximum is recalculated when overs are lost from the game on the new expected innings length at the time the first over is bowled at the restart, so for example - (taken from the appendix to these Rules showing bowling maxima which take precedence)
- 16.1.1.1.1. In the Saturday competition - 50 overs maximum is 15 overs per bowler
- 16.1.1.1.2. In the Saturday competition - 45 overs maximum is 14 overs per bowler
- 16.1.1.1.3. In the Saturday competition - 35 overs maximum is 11 overs per bowler
- 16.1.1.1.4. In the Saturday competition - 30 overs maximum is 9 overs per bowler
- 16.1.1.1.5. In the Saturday competition - 25 overs maximum is 8 overs per bowler
- 16.1.1.1.6. In the Saturday competition - 20 overs maximum is 6 overs per bowler

16.1.2. Maximum for Bowlers in the Sunday League competition

- 16.1.2.2. No bowler will be allowed to bowl more than 25% of the overs of an innings. The maximum is recalculated when overs are lost from the game on the new expected innings length at the time the first over is bowled at the restart.
- 16.1.2.2.1. In the Sunday League competition - 40 overs maximum is 10 overs per bowler
- 16.1.2.2.2. In the Sunday League competition - 35 overs maximum is 9 overs per bowler
- 16.1.2.2.3. In the Sunday League competition - 30 overs maximum is 8 overs per bowler
- 16.1.2.2.4. In the Sunday League competition - 25 overs maximum is 7 overs per bowler
- 16.1.2.2.5. In the Sunday League competition - 20 overs maximum is 5 overs per bowler

16.1.3. Maximum for Bowlers in Cup competition

- 16.1.3.3. In the cup competitions, no bowler will be allowed to bowl more than 20% of the overs of an innings. The maximum is recalculated when overs are lost from the game on the new expected innings length at the time the first over is bowled at the restart. So for example - (taken from the appendix to these Rules showing bowling maxima for cup competitions which take precedence)
- 16.1.3.3.1. In the cup competitions - 45 overs maximum is 9 overs per bowler
- 16.1.3.3.2. In the cup competitions - 40 overs maximum is 8 overs per bowler
- 16.1.3.3.3. In the cup competitions - 35 overs maximum is 7 overs per bowler
- 16.1.3.3.4. In the cup competitions - 30 overs maximum is 6 overs per bowler
- 16.1.3.3.5. In the cup competitions - 25 overs maximum is 5 overs per bowler
- 16.1.3.3.6. In the cup competitions - 20 overs maximum is 4 overs per bowler
- 16.1.3.4. For players Under 19, the number of overs per bowler in GMCL is also restricted by the E.C.B. Fast Bowling Directives, see below.
- 16.1.3.5. Bowlers maximum overs can change in games at the time overs are lost, see "Weather Affected Games"
- 16.1.3.5.1. 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, if the number is not divisible by 5 then the best split is taken eg 32 overs = 2 x 7 overs and 3 x 6 overs

16.1.4. Overs reduced - additional information

- 16.1.4.5.3. If the maximum is reduced below the number of overs already bowled by any player then a bowler may complete any over interrupted but then bowl no more
- 16.1.4.5.4. Please note that the cricHQ app will not notify that maximum reached if overs are reduced, scorers should be aware of this.

16.2. Bowling Restrictions – ECB Directives for Under 19

16.2.1. Under 19 Directives – Qualifying Bowlers

16.2.1.1. *The ECB Fast Bowling Directives 2013 version will apply to all matches in the Greater Manchester Cricket League and Cup Competitions.*

- 16.2.1.1.1. 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”.
- 16.2.1.1.2. These rules are not affected by a wicketkeeper choosing to stand up to the wicket.
- 16.2.1.1.3. 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.

16.2.2. Under 19 Directives – Bowling Spells

- 16.2.2.1. 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.
- 16.2.2.2. 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.
- 16.2.2.3. Under 13 age group (School Y7 & Y8) at date of match
 - 16.2.2.3.1. Max overs per spell - 5 overs
 - 16.2.2.3.2. Max overs per day - 10 overs
- 16.2.2.4. Under 15 age group (School Y9 & Y10) at date of match
 - 16.2.2.4.1. Max overs per spell - 6 overs
 - 16.2.2.4.2. Max overs per day - 12 overs
- 16.2.2.5. Under 17 age group (School Y11 & Y12) at date of match
 - 16.2.2.5.1. Max overs per spell - 7 overs
 - 16.2.2.5.2. Max overs per day - 18 overs
- 16.2.2.6. Under 19 age group at date of match
 - 16.2.2.6.1. Max overs per spell - 7 overs
 - 16.2.2.6.2. Max overs per day - 18 overs

16.2.3. Under 19 Directives – Interruption to play

- 16.2.3.1. If play is interrupted, for any reason, for less than 40 minutes,
 - 16.2.3.1.1. 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.
 - 16.2.3.1.2. 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.
- 16.2.3.2. If play is interrupted, for any reason, for more than 40 minutes,
 - 16.2.3.2.1. If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.

16.2.4. Under 19 Directives - Change of Action

- 16.2.4.1. Once a bowler covered by these Directives has bowled in a match,
 - 16.2.4.1.1. the player cannot exceed the maximum number of overs per day for his age group even if the player subsequently bowls spin.
 - 16.2.4.2. A player can exceed the maximum overs per spell if bowling spin
 - 16.2.4.2.1. 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.
 - 16.2.4.3. If the player bowls spin without exceeding the maximum number of overs in a spell

16.2.4.3.1. the maximum will apply as soon as he reverts to bowling fast.

16.2.5. Under 19 Directives - Restrictions combined with GMCL over limits in full game

16.2.5.1. 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.

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

16.2.5.3. Under 13 age group (School Y7 & Y8) at date of match

16.2.5.3.1. 50 over league game - 10 overs

16.2.5.3.2. 45 over league game - 10 overs

16.2.5.3.3. 40 over league game - 10 overs

16.2.5.3.4. 45 over cup game - 9 overs

16.2.5.3.5. 40 over cup game - 8 overs

16.2.5.4. Under 15 age group (School Y9 & Y10) at date of match

16.2.5.4.1. 50 over league game - 12 overs

16.2.5.4.2. 45 over league game - 12 overs

16.2.5.4.3. 40 over league game - 10 overs

16.2.5.4.4. 45 over cup game - 9 overs

16.2.5.4.5. 40 over cup game - 8 overs

16.2.5.5. Under 17 age group (School Y11 & Y12) at date of match

16.2.5.5.1. 50 over league game - 14 overs

16.2.5.5.2. 45 over league game - 14 overs

16.2.5.5.3. 40 over league game - 10 overs

16.2.5.5.4. 45 over cup game - 9 overs

16.2.5.5.5. 40 over cup game - 8 overs

16.2.5.6. Under 19 age group at date of match

16.2.5.6.1. 50 over league game - 14 overs

16.2.5.6.2. 45 over league game - 14 overs

16.2.5.6.3. 40 over league game - 10 overs

16.2.5.6.4. 45 over cup game - 9 overs

16.2.5.6.5. 40 over cup game - 8 overs

16.3 Over Rates

16.3.1. Responsibility to meet Over Rate

16.3.1.1. In order to maintain a schedule for the game and a latest tea-time and match end, we impose time limits on each innings of a game

16.3.1.1.1. 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.

16.3.2. Umpires Advice on Over Rate

16.3.2.1. Each innings is monitored independently

16.3.2.1.1. Umpires should inform the fielding captain of the passage of each full hour of playing time and the number of overs then bowled.

16.3.2.1.2. 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.

16.3.3. Failure to meet Over Rate

16.3.3.1. In the League,

16.3.3.2. 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.

16.3.3.3. On receiving such a report, the League will apply the following sanction:

16.3.3.3.1. 1st occasion - issue a warning

16.3.3.3.2. 2nd occasion - a one-point deduction for the team at fault, from the team's league record

16.3.3.3.3. 3rd occasion - a two-point deduction for the team at fault, from the team's league record

16.3.3.3.4. 4th occasion - a three-point deduction for the team at fault, from the team's league record

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

16.3.3.4. In the Cup

16.3.3.4.1. 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.

16.3.3.4.2. 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.

16.3.3.4.3. 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.

16.3.3.4.4. Where any penalty has been applied to the bowling side, this must be reported on the umpire's report for the game.

16.4. Fielding Restrictions

16.4.1. In the League, restriction on the placement of fielders

16.4.1.1. At the moment of delivery,

16.4.1.1.1. a minimum of 4 fielders (plus the Bowler and Wicket Keeper) must be within the marked Fielding Circle.

16.4.1.1.2. In the event of infringement, the Striker's End Umpire shall call and signal "No Ball".

16.4.2. In the First and Second XI Cups, subject to rules for bad weather, below

16.4.2.1. At the moment of delivery,

16.4.2.1.1. there may be no more than 5 fielders on the leg side and in

16.4.2.1.2. Powerplay Overs 1 to 10 - Only two players can be outside the 30 yard fielding circle

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

16.4.2.1.4. In the event of infringement, the Striker's End Umpire shall call and signal "No Ball".

16.4.3. In the Sunday Cup, subject to rules for bad weather, below

16.4.3.1. At the moment of delivery,

16.4.3.1.1. there may be no more than 5 fielders on the leg side and in

16.4.3.1.2. Powerplay Overs 1 to 8 - Only two players can be outside the 30 yard fielding circle

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

16.4.3.1.4. In the event of infringement, the Striker's End Umpire shall call and signal "No Ball".

16.4.4. GMCL Cup – Powerplay changes following loss of overs due to Bad Weather.

16.4.4.1. In each circumstance when the number of overs of the batting team is reduced,

16.4.4.1.1. the number of power play overs shall be reduced in accordance with the sub rules below. For the sake of clarity, it should be noted that this shall apply to both the 1st and 2nd innings of the match.

16.4.4.2. TABLE - POWERPLAY IN REDUCED OVERS GAMES

16.4.4.2.1. Inning Duration 10-15 overs - Powerplay - 3 Overs

16.4.4.2.2. Inning Duration 16-20 overs - Powerplay - 4 Overs

16.4.4.2.3. Inning Duration 21-25 overs - Powerplay - 5 Overs

16.4.4.2.4. Inning Duration 26-30 overs - Powerplay - 6 Overs

16.4.4.2.5. Inning Duration 31-35 overs - Powerplay - 7 Overs

16.4.4.2.6. Inning Duration 36-40 overs - Powerplay - 8 Overs

16.4.4.2.7. Inning Duration 41-43 overs - Powerplay - 9 Overs

16.4.4.2.8. Inning Duration 44-45 overs - Powerplay - 10 Overs

16.4.5. Proximity of Young Fielders

16.4.5.1. 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: -

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

16.4.5.1.2. Under 13 players - 11 yards (10 metres)

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

16.4.5.2. Should a young player in these age groups come within the restricted distance

16.4.5.2.1. the umpire must stop the game immediately and instruct the fielder to move back.

16.4.5.3. In addition, any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18

16.4.5.3.1. 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.

16.4.6. Protective Equipment – Fielding & Wicketkeeping

16.4.6.1. All Players should obtain and wear appropriate protective equipment before they are fielding in a position where they feel at risk.

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

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

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

16.4.6.3. 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.

16.5. Young Players and Batting Helmets

16.5.1. ECB Guidance

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

16.5.1.1.1. A helmet is to be worn by young players when batting against a hard cricket ball in matches and in practice.

16.5.1.1.2. A young player should not be allowed to bat without a helmet against a hard ball.

16.5.1.2. 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.

16.5.2. Mentor Care

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

16.5.3. Self-Governance

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

16.6. Wide Balls

16.6.1. Wide balls in GMCL competition

16.6.1.1. in Divisions 3 and above and all 1st & 2nd XI cup competitions

16.6.1.1.1. In addition to "traditional" wides Umpires shall call and signal "Wide" to deliveries that go behind the batsman's legs and miss the batsman's leg stump

16.6.1.2. In Divisions 4, all Sunday League Divisions and Sunday Cups, normal MCC Rules on wides shall apply (i.e. not automatic leg side wides)

16.7. No Balls

16.7.1. In all GMCL Cup Competitions

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

16.7.1.1.1. 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.

16.7.1.2. 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.

16.7.1.2.1. 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.

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

16.7.2. Short Pitched Bowling

16.7.2.1. In addition to Law 41.6 the following regulations shall apply in all GMCL Competitions

16.7.2.1.1. For clarity, 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.

16.7.2.1.2. Any delivery which, after pitching, is clearly over the head of the striking batsman standing upright at the crease will be called No Ball.

16.7.2.2. But in addition, our rules ensure fair play by limiting the number of fast short pitched deliveries (above shoulder) that may be bowled

16.7.2.2.1. 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.

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

16.7.3. Penalties for Short Pitched Deliveries

16.7.3.1. If this limit of one fast short pitched ball per over is exceeded

16.7.3.1.1. the Umpire at the bowler's end shall call and signal "No Ball" on each occasion.

16.7.3.1.2. And the umpire must invoke the procedures of Law 42.7 (a) regarding cautioning the bowler.

16.7.3.2. Second Offence in the game

16.7.3.2.1. 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.

16.7.3.3. Third Offence in the game

16.7.3.3.1. A third such offence in the same innings shall cause the Umpire to invoke Law 42.7 (c),

16.7.3.3.2. ie the bowler shall be removed forthwith and shall not be allowed to bowl again, in that innings.

17. GMCL20 Competition

17 (a) This section of the rules looks at the rules specific to the GMCL20 competition or rules of the GMCL20 that are important to highlight. The Laws of the game and GMCL general rules apply to the competition.

17.1. GMCL20 - Basics

17.1.1. GMCL20 - Management of the Competition

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

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

17.1.2. GMCL20 – Structure of the Competition

17.1.2.1. The competition will, dependent on the number of teams registering to participate, be a pool tournament consisting of regionalised mini-leagues with winners progressing to a knockout stage and finals day

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

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

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

17.1.2.1.4. The final four teams will meet at a single finals day at a venue to be determined from the finalists where grounds meet league requirements.

17.1.3. GMCL20 - Entrants

17.1.3.1. Participation is limited to GMCL competing clubs only.

17.1.3.2. Participation in the competition is optional for all GMCL clubs

17.1.3.2.1. Clubs should register annually by 31st October

17.1.3.3. The Board reserves the right to refuse a registration if a club is deemed to have failed to respect the GMCL20 competition in the past.

17.1.4. GMCL20 - Playing Day

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

17.1.4.1.1. However, clubs can specify their preferred day/evening for their home group stage fixtures when they register for the competition each year.

17.1.4.1.2. This will be considered when arranging the fixtures but cannot be guaranteed.

17.1.4.1.3. Should changes to a fixture night be required after fixtures are published, the home club should discuss this with the visiting club no later than one full week before the first game in the competition.

17.1.4.1.4. No changes can be made after this deadline.

17.1.4.2. Reserve dates

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

17.1.4.2.2. A game can only be rearranged once.

17.1.4.3. The League must be notified of any fixture changes in accordance with the procedure on the website

17.1.5. GMCL20 - Start Times

17.1.5.1. All matches to start no later than 6:15 pm.

- 17.1.5.1.1. 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 if all parties are informed.
- 17.1.5.2. Should matches be played at weekend
- 17.1.5.2.1. both teams must agree to this before fixtures arranged
- 17.1.5.2.2. match start times must be agreed with the umpires to check availability, which may be limited due to other GMCL league commitments
- 17.1.5.3. Interval between innings
- 17.1.5.3.1. There will normally be two sessions of play separated by an interval of 15 minutes, 10 minutes max where any rain interruption #getthegameon
- 17.1.5.3.2. 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.
- 17.1.5.4. Drinks intervals are NOT permitted.

17.1.6. GMCL20 – Innings & Overs

- 17.1.6.1. Innings
- 17.1.6.1.1. The standard game will be of 20 overs of 1 innings per side,
- 17.1.6.1.2. this may be adjusted for a number of reasons as detailed in this document.
- 17.1.6.1.3. If the team batting first is dismissed in fewer than 20 overs, the team batting second shall still be entitled to bat for 20 overs.
- 17.1.6.2. Number of Overs Per Bowler.
- 17.1.6.2.1. No bowler may bowl more than four overs or, if reduced, no more than one fifth of the overs available.
- 17.1.6.2.2. Irrespective of this, for rain interruptions mid-over, the interrupted over must be completed at resumption.
- 17.1.6.3. Declaration
- 17.1.6.3.1. Declaration of an innings is not permitted.

17.1.7. Playing Time

- 17.1.7.1. A 20 over innings' timings
- 17.1.7.1.1. In a match in which there is no weather delay or other interruption both 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.
- 17.1.7.1.2. umpires should be prepared to allow for conditions in order to get a complete game in but ensure neither side is deliberately slowing play.
- 17.1.7.2. If the bowling team fails to bowl 20 overs by the scheduled time, please see the rules below
- 17.1.7.3. If the innings is terminated before the scheduled cut-off time, no over-rate penalty shall apply.
- 17.1.7.4. 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.
- 17.1.7.5. 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.

17.1.8. GMCL20 – Ground Admission Fees

- 17.1.8.1. Clubs may levy an Admission charge or ground collection
- 17.1.8.1.1. with maximum charges set at £3.00 (£1.00 concessions).
- 17.1.8.2. Gate receipts shall be retained by the home Club for all games up to and including the quarter-finals (round of 8).
- 17.1.8.3. Gate and raffle etc. receipts will be shared in the Semi-Finals and the Final when they shall be divided equally between the competing Clubs after the deduction of Umpire's expenses.

17.2. GMCL20 - Match Detail

17.2.1. GMCL20 – Group Stage

- 17.2.1.1. Clubs should make every effort to #getthegameon.
- 17.2.1.1.1. 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 and play as many games as we can
- 17.2.1.2. Match Conceded
 - 17.2.1.2.1. If a match is conceded then the team conceding will receive no points, their opponents three points.
 - 17.2.1.2.2. The cancellation procedure and financial penalties listed in these rules shall also apply to GMCL20 adjusting the Rule accordingly to replace “Saturday” with the day of the GMCL20 game in question and amending the other references to days accordingly. For example, if a GMCL20 game on a Friday is conceded on the day of the game then the fine shall be £100, £75 if it is conceded on the Thursday and so on. There is no claim for compensation for teas or lost bar or gate takings in GMCL20.
 - 17.2.1.2.3. The League must be notified of any fixture changes in accordance with the procedure on the website
- 17.2.1.3. Points, Results and Tables
 - 17.2.1.3.1. Three points will be awarded for a Win, one point each for a Tie or No Result and no points for a Loss.
- 17.2.1.4. Final Group Positions will be determined by
 - 17.2.1.4.1. The total points when all teams have played all their group games.
 - 17.2.1.4.2. 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.
 - 17.2.1.4.3. If still equal, the teams will be ordered according to which team achieved the most points in the matches played between them
 - 17.2.1.4.4. If still equal, then the competition organisers will arrange for the toss of a coin/drawing of lots.

17.2.2. GMCL20 - Knockout Stage

- 17.2.2.1. This will be contested by the 8 best placed teams,
 - 17.2.2.1.1. 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.
 - 17.2.2.1.2. The draw for the knockout stage will be made by the Board and will not be regionalised.
 - 17.2.2.1.3. Group winners will receive a home draw unless the Board resolves otherwise prior to the start of GMCL20 in any year
 - 17.2.2.1.4. Match nights for the Knockout stages will be Friday evenings as allocated.
 - 17.2.2.1.5. Reserve dates for knock out games will be made available by the Board where the Board deems possible.
- 17.2.2.2. The Finals Day
 - 17.2.2.2.1. The venue of the final will be determined by the drawing of lots between the 4 competing clubs unless the Board resolves otherwise prior to the start of GMCL20 in any year
 - 17.2.2.2.2. A Reserve date will be made available for Finals Day

17.3. GMCL20 – Matchday information

17.3.1. GMCL20 – Umpires & Payment

- 17.3.1.1. Umpires will be appointed by the Greater Manchester Cricket League Umpires Association.
 - 17.3.1.1.1. Umpires' fees are to be paid prior to the commencement of the game, half by the home team and half by the away team.
 - 17.3.1.1.2. 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:

17.3.1.1.3. no fee will be paid if the game is cancelled earlier so that Umpires have not been required to travel.

17.3.2. GMCL20 - Equipment

17.3.2.1. Sightscreens

17.3.2.1.1. Sightscreens must be white.

17.3.2.2. Match Balls.

17.3.2.2.1. The approved match ball is the league stamped Pink Windsor or Pink Magna and games must be started with a new or nearly new ball.

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

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

17.3.3. GMCL20 - Scoring and Result

17.3.3.1. The scoring and result submission procedure will follow that for normal GMCL games, using the cricHQ app

17.3.3.2. All games must be scored "live" and the ball by ball score displayed on the GMCL Match Centre

17.4. GMCL20 – Weather Issues

17.4.1. GMCL20 – Weather - Early Cancellation

17.4.1.1. When there is bad weather on match day

17.4.1.1.1. and it is evident that a match will not be able to be played

17.4.1.1.2. 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.

17.4.1.2. If both Clubs agree to the cancellation of the match the Home Club shall immediately notify the Umpires T20 Appointments Secretary, no later than 4p.m. on match day

17.4.1.2.1. via email or text (umpirecompliance@gtrmcrcricket.co.uk 07864 545746) in order that the Umpires may be advised not to travel.

17.4.1.2.2. 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.

17.4.2. GMCL20 - Captains' Agreement

17.4.2.1. If both Captains agree prior to the commencement of a match

17.4.2.1.1. If there is agreement that weather is likely to intervene during the match, the captain's 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.

17.4.2.1.2. 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.

17.4.2.1.3. 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.

17.4.3. GMCL20 – Weather – Start of match delayed

17.4.3.1. The maximum game time is 2 hrs 45 mins (2 innings of 1hr 15mins plus 15 mins interval)

17.4.3.2. The latest finishing time is therefore 9pm

17.4.3.2.1. When playing time has been lost the revised total number of overs for the game (time already played and time still available) should be based on a rate of 4 mins per over in the total time available for play.

17.4.3.2.2. Any changes to the overs before or during the first innings of the match should ensure, that both teams have the opportunity to bat for the same number of overs

17.4.3.2.3. Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be rounded up.

17.4.3.2.4.1 New Start Time 6:18 p.m.- 19 overs

17.4.3.2.4.2 New Start Time 6:36 p.m.- 18 overs

17.4.3.2.4.3 New Start Time 6:34 p.m.- 17 overs

17.4.3.2.4.4 New Start Time 6:42 p.m.- 16 overs

17.4.3.2.4.5 New Start Time 6:50 p.m.- 15 overs

17.4.3.2.4.6 New Start Time 6:58 p.m.- 14 overs

17.4.3.2.4.7 New Start Time 7:06 p.m.- 13 overs

17.4.3.2.4.8 New Start Time 7:14 p.m.- 12 overs

17.4.3.2.4.9 New Start Time 7:22 p.m.- 11 overs

17.4.3.2.4.10 New Start Time 7:30 p.m.- 10 overs

17.4.3.2.4.11 New Start Time 7:38 p.m.- 9 overs

17.4.3.2.4.12 New Start Time 7:46 p.m.- 8 overs

17.4.3.2.4.13 New Start Time 7:54 p.m.- 7 overs

17.4.3.2.4.14 New Start Time 8:02 p.m.- 6 overs

17.4.3.2.4.15 New Start Time 8:10 p.m.- 5 overs

17.4.3.3. No game can start after 8:10pm

17.4.3.3.1. Where there is no play then a GMCL20 game can be rescheduled to any reserve date available as long as this is suitable for both teams

17.4.4. GMCL20 – Weather – Delay during first innings

17.4.4.1. Weather delay or interruptions to the innings of the team batting first.

17.4.4.1.1. When playing time has been lost during the first innings the revised total number of overs for the game (time already played and time still available) 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.

17.4.4.2. Any changes to the overs before or during the first innings of the match should ensure, that both teams have the opportunity to bat for the same number of overs.

17.4.4.2.1. The team batting second shall not bat for a greater number of overs than the first team unless the first innings ended in less than the allocated overs.

17.4.4.3. To calculate the revised number of overs available for the game the umpires must total

17.4.4.3.1. All time lost before the start of the game (6:15pm to time of actual start) plus

17.4.4.3.2. All time lost in all breaks during the first innings and use the chart below to calculate overs remaining available

17.4.4.3.3. Time Lost & Revised Overs available to both Sides

17.4.4.3.3.1 8 Minutes Lost - Revised overs 18 per side

17.4.4.3.3.2 16 Minutes Lost - Revised overs 17 per side

17.4.4.3.3.3 24 Minutes Lost - Revised overs 16 per side

17.4.4.3.3.4 32 Minutes Lost - Revised overs 15 per side

17.4.4.3.3.5 40 Minutes Lost - Revised overs 14 per side

17.4.4.3.3.6 48 Minutes Lost - Revised overs 13 per side

17.4.4.3.3.7 56 Minutes Lost - Revised overs 12 per side

17.4.4.3.3.8 64 Minutes Lost - Revised overs 11 per side

17.4.4.3.3.9 72 Minutes Lost - Revised overs 10 per side

17.4.4.3.3.10 80 Minutes Lost - Revised overs 9 per side

17.4.4.3.3.11 88 Minutes Lost - Revised overs 8 per side

- 17.4.4.3.3.12 96 Minutes Lost - Revised overs 7 per side
- 17.4.4.3.3.13 104 Minutes Lost - Revised overs 6 per side
- 17.4.4.3.3.14 112 Minutes Lost - Revised overs 5 per side

17.4.4.4. If the overs available per side

- 17.4.4.4.1. are less than the overs already faced in the first innings, then the second innings must be reduced by the excess and DLS applied, unless less than 5 overs remaining in which case the game is abandoned.
- 17.4.4.4.2. are the same as the overs already faced in the first innings, then the first innings ends and the second innings starts after a 10 minute break with the same overs and DLS revised target applied
- 17.4.4.4.3. exceed the overs already faced in the first innings, then the first innings continues up to the available overs per side.
- 17.4.4.5. Where there has been any change to the overs after the start of the game
- 17.4.4.5.1. the second innings will begin with a Revised target as set by the cricHQ app using built in D/L/S system

17.4.5. GMCL20 – Weather – Delay before or during second innings

- 17.4.5.1. The umpires should record the start time for the second innings after the completion of the first innings with a 15 minute break if no interruption or threat of rain, otherwise 10 minutes
- 17.4.5.2. Where side batting first did not use their available overs
 - 17.4.5.2.1. For example where the side batting first had no delays of interruptions so had all 20 overs available but were bowled out in 15.4 or where they had delays and interruptions and only had 15 overs available but were bowled out in 10.2. In both examples there are 4 unused overs.
 - 17.4.5.2.2. The overs not used can give a time credit for the second innings should overs be lost after the interval. The time credit for 4 overs x 4 minutes = 16 minutes.
 - 17.4.5.2.3. Where a delay or interruption to the second innings occurs then the umpires should total all the time lost and deduct any credit from the first innings to determine the Nett time lost and use this chart to determine the overs lost.
 - 17.4.5.2.3.1 4 Minutes Lost - 1 over lost
 - 17.4.5.2.3.2 8 Minutes Lost - 2 overs lost
 - 17.4.5.2.3.3 12 Minutes Lost - 3 over lost
 - 17.4.5.2.3.4 16 Minutes Lost - 4 overs lost
 - 17.4.5.2.3.5 20 Minutes Lost - 5 overs lost
 - 17.4.5.2.3.6 24 Minutes Lost - 6 overs lost
 - 17.4.5.2.3.7 28 Minutes Lost - 7 overs lost
 - 17.4.5.2.3.8 32 Minutes Lost - 8 overs lost
 - 17.4.5.2.3.9 36 Minutes Lost - 9 overs lost
 - 17.4.5.2.3.10 40 Minutes Lost - 10 overs lost
 - 17.4.5.2.3.11 44 Minutes Lost - 11 overs lost
 - 17.4.5.2.3.12 48 Minutes Lost - 12 overs lost
 - 17.4.5.2.3.13 52 Minutes Lost - 13 overs lost
 - 17.4.5.2.3.14 56 Minutes Lost - 14 overs lost
 - 17.4.5.2.3.15 60 Minutes Lost - 15 overs lost
 - 17.4.5.2.4. Should the innings be reduced to less than 5 overs the game should be abandoned.
 - 17.4.5.2.5. 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.
- 17.4.5.3. Where side batting first used all their available overs
 - 17.4.5.3.1. Where a there are one or more delays or interruptions to the second innings occurs then the umpires should total all the time lost to determine the total time lost and use this chart to determine the overs lost.

- 17.4.5.3.1.1 4 Minutes Lost - 1 over lost
- 17.4.5.3.1.2 8 Minutes Lost - 2 overs lost
- 17.4.5.3.1.3 12 Minutes Lost - 3 over lost
- 17.4.5.3.1.4 16 Minutes Lost - 4 overs lost
- 17.4.5.3.1.5 20 Minutes Lost - 5 overs lost
- 17.4.5.3.1.6 24 Minutes Lost - 6 overs lost
- 17.4.5.3.1.7 28 Minutes Lost - 7 overs lost
- 17.4.5.3.1.8 32 Minutes Lost - 8 overs lost
- 17.4.5.3.1.9 36 Minutes Lost - 9 overs lost
- 17.4.5.3.1.10 40 Minutes Lost - 10 overs lost
- 17.4.5.3.1.11 44 Minutes Lost - 11 overs lost
- 17.4.5.3.1.12 48 Minutes Lost - 12 overs lost
- 17.4.5.3.1.13 52 Minutes Lost - 13 overs lost
- 17.4.5.3.1.14 56 Minutes Lost - 14 overs lost
- 17.4.5.3.1.15 60 Minutes Lost - 15 overs lost
- 17.4.5.3.2. Should the innings be reduced to less than 5 overs the game should be abandoned.

17.5. GMCL20 - Over-Rate Penalties

17.5.1. GMCL20 – Required Over Rates

17.5.1.1. *In a match in which there is no delay or interruption*

- 17.5.1.1.1. 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.
- 17.5.1.1.2. 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.
- 17.5.1.1.3. 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 (up to that point) in which they scored most runs.
- 17.5.1.1.4. This Rule 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.
- 17.5.1.1.5. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled cessation time for the innings.

17.5.1.2. *If the innings is terminated before the scheduled cut-off time, no over-rate penalty shall apply.*

- 17.5.1.2.1. If the innings is delayed or interrupted
- 17.5.1.2.2. 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.
- 17.5.1.2.3. 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).
- 17.5.1.2.4. 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.

17.5.1.3. *Should Penalty runs be added at any time the scorers should be advised immediately so that they may update the CricHQ scorecard before submission.*

17.5.2. GMCL20 - Application of the over rate penalties

17.5.2.1. *Umpires shall apply the penalty run Laws for time wasting especially strictly*

- 17.5.2.1.1. bearing in mind that conditions for play are likely to be difficult by 9pm.
- 17.5.2.1.2. This is the only penalty for a slow over-rate.

17.5.2.2. *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.*

17.6. GMCL20 – Determining the Result

17.6.1. GMCL20 – Result when there is no weather interruption after play has commenced

- 17.6.1.1. and when both sides have had the opportunity of batting for the same agreed number of overs,
- 17.6.1.1.1. the team scoring the higher number of runs (including any penalty runs imposed) shall be the winner.
- 17.6.1.1.2. In the event of the scores being tied, in a Group Stage match
- 17.6.1.1.3. no account shall be taken of wickets lost, the match is tied, each team shall be awarded one point.
- 17.6.1.1.4. In the event of the scores being tied in the knockout stages and the final,
- 17.6.1.1.4.1. the team losing fewer wickets shall be the winner.
- 17.6.1.1.4.2. 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.

17.6.2. GMCL20 – Result in Weather affected matches

17.6.2.1. *The D/L/S method will be applied to all weather affected matches to determine the winner,*

17.6.2.2. *Where a D/L/S Revised target has been set*

17.6.2.2.1. If the team batting second scores the revised target within the available overs, they will be deemed the winner

17.6.2.2.2. If the team batting second scores one less than the revised target in the group stages

17.6.2.2.3. the game will be recorded as a tie, one point each

17.6.2.2.4. If the team batting second scores one less than the revised target in the knockout stages or final

17.6.2.2.5. Then the game is tied but must go to a bowl out because the innings are unequal in length or format.

17.6.2.2.6. If the team batting second score less than the tie score within the available overs, they will lose the game

17.6.2.3. *Where the game ends because weather stops the game and no further play is possible, D/L/S par comes into play where more than 5 overs have been bowled*

17.6.2.3.1. After the scorers have entered the details of the final ball bowled the crichQ app will display the D/L/S Par score

17.6.2.3.2. If the team batting second has scored more runs than the Par score at that point, they will be deemed the winner

17.6.2.3.3. If the team batting second exactly matches the D/L/S Par score in the group stages

17.6.2.3.4. the game will be recorded as a tie, one point each

17.6.2.3.5. If the team batting second exactly matches the D/L/S Par score in the knockout stages or final

17.6.2.3.6. Then the game is tied but must go to a bowl out because the innings are unequal in length or format

17.6.2.3.7. If the team batting second score less than the D/L/S Par, they will lose the game

17.6.2.4. *Where the game ends because weather stops the game and no further play is possible and less than 5 overs have been bowled*

17.6.2.4.1. in the group stages

17.6.2.4.2. the game will be recorded as abandoned, one point each

17.6.2.4.3. in the knockout stages or final

17.6.2.4.4. Then the game must go to a bowl out.

17.7. GMCL20 – In-Play Rules

17.7.1. GMCL20 – No balls in GMCL20 competition

17.7.1.1. *The no ball rules for GMCL20 are as per league cricket plus*

- 17.7.1.1.1. There shall be no more than one Short Pitched Delivery per over and a breach will result in the awarding of a no ball.
- 17.7.1.1.2. But note that every ball, having pitched, that passes above shoulder height of the batsman when standing upright at the crease, shall be called "No-Ball and
- 17.7.1.1.3. no balls may be called for breaches of the fielding restriction rules,
 - 17.7.1.2. The penalty for a no ball will be 2 runs added to the batting team's total and a free hit (regardless of the reason why the no ball has been called)
 - 17.7.1.2.1. A free hit after any No Ball is for whichever batsman is facing it.
 - 17.7.1.2.2. 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 also become a free hit for whichever batsman is facing.
 - 17.7.1.2.3. 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.
 - 17.7.1.2.4. Field changes are not permitted for free hit deliveries unless there is a change of striker
 - 17.7.1.2.4.1. 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.
 - 17.7.1.2.5. 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.

17.7.2. GMCL20 – Wide Ball Interpretation

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

- 17.7.2.1.1. A penalty of one run for a Wide shall be scored.
- 17.7.2.1.2. This penalty shall stand in addition to any other runs which are scored or awarded.
- 17.7.2.1.3. 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".
- 17.7.2.1.4. 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".

17.7.3. GMCL20 – Timed Out

17.7.3.1. Batsmen must be ready

- 17.7.3.1.1. The incoming batsman is expected to be ready to make his way to the wicket immediately and is expected to jog to the wicket.
- 17.7.3.1.2. 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.

17.7.4. GMCL20 – Fielding Restrictions

17.7.4.1. There are tight fielding restrictions in GMCL20

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

17.7.4.2. In a full 20 over game

- 17.7.4.2.1. 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.
- 17.7.4.2.2. For the remaining overs of each innings a maximum of five fielders are permitted to be outside the fielding circle at the instant of delivery.

17.7.4.3. In a reduced overs game

- 17.7.4.3.1. Where the innings is reduced the "PowerPlay" overs shall be as follows: -
 - 17.7.4.3.1.1. 5-8 overs in the innings – 2 PowerPlay overs,

- 17.7.4.3.1.2. 9-11 overs in the innings – 3 PowerPlay overs
- 17.7.4.3.1.3. 12-14 overs in the innings – 4 PowerPlay overs
- 17.7.4.3.1.4. 15-18 overs in the innings - 5 PowerPlay overs
- 17.7.4.3.1.5. 19 overs in the innings – 6 PowerPlay overs

17.7.4.3.2. 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.

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

- 17.7.4.4.1. 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.
- 17.7.4.4.2. If the striker’s end Umpire is able to verify the breach, he shall call and signal No Ball.
- 17.7.4.4.3. 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.

SECTION G - WEATHER AFFECTED MATCHES

G (a) This section of the rules gives details on what to do when the weather intervenes in your game

18. Duckworth Lewis Stern (D/L/S) scoring for weather interrupted matches

18 (a) This section of the rules looks at how the Duckworth Lewis Stern method helps determine results in rain affected matches in GMCL competition

18.1. What is D/L/S?

18.1.1. D/L/S is a system used in cricket to determine a result to games affected by weather

- 18.1.1.1. Duckworth Lewis Stern (D/L/S) is an internationally approved method to determine a result in a weather affected limited over cricket match, based on resources available against runs required and generally considered an accurate way of testing both sides
- 18.1.1.2. D/L/S takes into account
 - 18.1.1.2.1. how many overs have been used up,
 - 18.1.1.2.2. how many wickets have been lost and
 - 18.1.1.2.3. also adds different weighting values to overs at different part of the innings
- 18.1.1.3. The professional version of D/L/S is built in to the cricHQ app and any third party D/L/S calculation system should not be used

18.1.2. D/L/S is made up of two elements

- 18.1.2.1. A D/L/S Revised Target will be calculated for the team batting second to chase
 - 18.1.2.1.1. Where overs are lost during either innings after the start of the match
 - 18.1.2.2. the D/L/S Par score comes into play.
 - 18.1.2.2.1. Where the second innings comes to an early end due to bad weather or bad light after 20 overs or more have been played

18.2. How does D/L/S work?

18.2.1. D/L/S Revised Target

- 18.2.1.1. 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.

- 18.2.1.1.1. This is obtained from the cricHQ app by ensuring all breaks in play and overs lost are recorded on the cricHQ app at the time they happen, the Revised Target will be shown when restart is activated after the break between innings on the cricHQ App.
- 18.2.1.1.2. The revised target will be a whole number and may be higher or lower than the first innings score.
- 18.2.1.2. The D/L/S Revised Target must be posted on the scoreboard throughout the second innings
- 18.2.1.3. To win the game the side batting second needs only to equal the Revised Target.
- 18.2.1.3.1. Scoring one less than the Revised Target creates a Tie

18.2.2. D/L/S Par Score

- 18.2.2.1. D/L/S will also provide a “Par Score” on the cricHQ app after every ball bowled in the second innings and displayed on the App
- 18.2.2.2. The Par Score should be updated
- 18.2.2.2.1. after every ball on electronic scoreboards linked to the app
- 18.2.2.2.2. at the end of the over on traditional scoreboards
- 18.2.2.3. The Par Score will be a whole number and is calculated to reflect where a team should be with the number of balls used from the number available and from the number of wickets lost to be on target to meet the score needed.
- 18.2.2.4. The Par Score will only come into play if the game ends abruptly due to weather or bad light.
- 18.2.2.4.1. To determine the result, the actual score and the par score are compared after the outcome of the last ball bowled has been entered into the cricHQ App.
- 18.2.2.5. The benefit to both sides is that they can see the trend in where they stand as the Par score changes after each ball or each over
- 18.2.2.5.1. but remember that the actual comparison for a result can only be made after the last ball is bowled and not the par at the end of the previous over

18.2.3. D/L/S examples

- 18.2.3.1. These are for guidance only and not to be used in games
- 18.2.3.1.1. Where Team A batting first has their innings ended at 25 overs when they are 100 – 2
- 18.2.3.1.1.1. They have lost all of their highest scoring overs with lots of wickets available
- 18.2.3.1.1.2. Team B batting second will be chasing a Revised Target over 160 if they have 25 overs
- 18.2.3.1.2. Where Team A batting first has their innings ended at 25 overs when they are 100 – 8
- 18.2.3.1.2.1. They have lost all of their highest scoring overs but also lost most of their wickets
- 18.2.3.1.2.2. The side batting second will only be chasing a Revised Target of around 80 if they have 25 overs
- 18.2.3.1.2.3. This seems low but after batting poorly, Team A have to bowl better than their opponents to win.
- 18.2.3.1.3. Where Team A batting first scores 175 -6 off 50 overs and Team B only has 30 overs after a delay in the restart.
- 18.2.3.1.3.1. Team B batting second will be chasing a Revised Target around 130 off 30 overs, the wickets lost in the first innings make no difference to the calculation
- 18.2.3.1.4. Where Team A batting first scores 175 -6 off 50 overs and Team B bats 10 overs scoring 50-3 but then lose 20 overs and only has 20 overs available after the restart.
- 18.2.3.1.4.1. Team B batting second will be chasing a Revised Target of around 140 off their 30 overs, the wickets lost in the first innings make no difference to the calculation
- 18.2.3.1.4.2. The target is higher because of the early loss of wickets
- 18.2.3.1.5. Where Team A batting first scores 175 -6 off 50 overs and Team B bats 30 overs scoring 125-3 but then the game is rained off.
- 18.2.3.1.5.1. With 3 wickets lost the DLS Par off Team B's 30 overs is 89-3 so they needed 90 to win, so Team B win
- 18.2.3.1.6. Where Team A batting first scores 175 -6 off 50 overs and Team B bats 30 overs scoring 125-7 but then the game is rained off.

18.2.3.1.6.1. With 7 wickets lost the DLS Par off Team B's 30 overs is 137-7 so they needed 138 to win, so Team A win.

18.3. How is D/L/S operated?

18.3.1. Scorer Requirements

18.3.1.1. D/L/S relies on the scorer correctly entering all match delays and interruptions and accurately recording the game scores.

18.3.1.1.1. If the scorers do not correctly record interruptions at any point of the game for any interruption, the Revised Targets and Par Score will be wrong.

18.3.1.1.2. It is imperative that the Umpires communicate with scorers to verify overs lost and check that the scoring app has been updated before every restart.

18.3.2. Scoreboard requirements

18.3.2.1. A Revised Target must be displayed on the scoreboard as soon as it comes in to play.

18.3.2.1.1. 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 be lost.

18.3.2.2. 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,

18.3.2.2.1. all clubs must be able to share the D/L/S Par at the end of each over (or the ultimate solution to display it after each ball).

SECTION G - WEATHER AFFECTED MATCHES

G (a) This section of the rules gives details on what to do when the weather intervenes in your game

19. Weather Affected League & Cup Games

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

19.1. Bonus Points in League Games

19.1.1. Bonus Points do not apply in any reduced over league games

19.2. GMCL Rain Panel for League Games

19.2.1. Rain Panel - Reasoning

19.2.1.1. GMCL has a Rain Panel of Umpires to prevent unnecessary travel and reduce match day expenses when there are poor weather conditions at grounds in the lower levels in the league.

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

19.2.1.1.2. The Rain Panel can only be used in the Sunday Competition or in the Division 3 and below of the Saturday Competition.

19.2.1.2. The decision taken can take into account that some clubs may not have roll on/roll off covers and water removal equipment, therefore this may mean there is little prospect of play.

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

19.2.2. Rain Panel Procedure

19.2.2.1. The home club must ensure sufficient time is available for the umpire to attend and carry out a thorough inspection and make a decision.

- 19.2.2.1.1. The decision to cancel a game MUST be made by a Rain Panel Umpire 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.
- 19.2.2.1.2. So, for example, for 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.
 - 19.2.2.2. If the Rain Panel Umpire decides that the game is to go ahead or believes play may be possible
 - 19.2.2.2.1. then he will inform the club of his decision and allow the standing umpire/s attend for the match as normal.
 - 19.2.2.2.2. The home should confirm this to the away team
 - 19.2.2.3. If the Rain Panel Umpire decides that the fixture is to be called off
 - 19.2.2.3.1. The Rain Panel Umpire will inform the appointed Umpires of the cancellation of the fixture and
 - 19.2.2.3.2. The home club shall inform the away team.
 - 19.2.2.4. The Rain Panel Umpire will be paid £10.00 at the time of the inspection by the club whose ground is being inspected, whatever the decision.

19.2.3. Rain Panel - Umpire Actions

- 19.2.3.1. We strongly recommend that the Rain Panel Umpire
 - 19.2.3.1.1. checks the facilities available such as water hog, sponges, sawdust etc before making their decision
 - 19.2.3.1.2. takes photos if possible, in support of their decision. Most umpires now have smartphones which can be used to do this.
 - 19.2.3.2. 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.

19.3. Match Completion

19.3.1. Every effort should be made to have GMCL Cup matches played on the fixture day.

- 19.3.1.1. Use of reserve dates will impact other teams, other cup competitions, Sunday League games and the availability of umpires
 - 19.3.1.2. There are reserve dates for all rounds of the senior cup competitions however,
 - 19.3.1.2.1. with a full fixture programme for 50 Sunday Teams, there are no completely free dates
 - 19.3.1.2.2. venues may not always be available at both clubs as it is not possible to predict the cup draw and fixture league games accordingly.
 - 19.3.1.2.3. If the weather forecast is not good, then clubs should agree (with the umpires on the day) before the game as to whether the reserve date is available or a bowl out should be the solution.

19.3.2. Once a cup game is started it must be completed on the day, no exemptions

- 19.3.2.1.1. in accordance with the GMCL Cup bad weather rules below and the cup result rules below.

19.4. Delayed Start in League or Cup Matches

19.4.1. Weather – Delayed start due to weather

19.4.1.1. If bad weather delays the start of the match,

- 19.4.1.1.1. The overs have to be rearranged so that each team has an innings of equal overs and so overs will be reduced at the rate of 2 overs i.e. one per side for every 7½ minutes lost, equivalent to two overs per side every 15 minutes.

- 19.4.1.1.2 7.5 mins lost - Overs lost by both sides =1
- 19.4.1.1.3 15 mins lost - Overs lost by both sides =2
- 19.4.1.1.4 22.5 mins lost - Overs lost by both sides =3
- 19.4.1.1.5 30 mins lost - Overs lost by both sides =4
- 19.4.1.1.6 37.5 mins lost - Overs lost by both sides =5
- 19.4.1.1.7 45 mins lost - Overs lost by both sides =6
- 19.4.1.1.8 52.5 mins lost - Overs lost by both sides =7
- 19.4.1.1.9 60 mins lost - Overs lost by both sides =8
- 19.4.1.1.10 67.5 mins lost - Overs lost by both sides =9
- 19.4.1.1.11 75 mins lost - Overs lost by both sides =10
- 19.4.1.1.12 82.5 mins lost - Overs lost by both sides =11
- 19.4.1.1.13 90 mins lost - Overs lost by both sides =12
- 19.4.1.1.14 97.5 mins lost - Overs lost by both sides =13
- 19.4.1.1.15 105 mins lost - Overs lost by both sides =14
- 19.4.1.1.16 112.5 mins lost - Overs lost by both sides =15
- 19.4.1.1.17 120 mins lost - Overs lost by both sides =16
- 19.4.1.1.18 127.5 mins lost - Overs lost by both sides =17
- 19.4.1.1.19 135 mins lost - Overs lost by both sides =18
- 19.4.1.1.20 142.5 mins lost - Overs lost by both sides =19
- 19.4.1.1.21 150 mins lost - Overs lost by both sides =20
- 19.4.1.1.22 157.5 mins lost - Overs lost by both sides =21
- 19.4.1.1.23 165 mins lost - Overs lost by both sides =22
- 19.4.1.1.24 172.5 mins lost - Overs lost by both sides =23
- 19.4.1.1.25 180 mins lost - Overs lost by both sides =24
- 19.4.1.1.26 187.5 mins lost - Overs lost by both sides =25
- 19.4.1.1.27 195 mins lost - Overs lost by both sides =26
- 19.4.1.1.28 202.5 mins lost - Overs lost by both sides =27
- 19.4.1.1.29 210 mins lost - Overs lost by both sides =28
- 19.4.1.1.30 217.5 mins lost - Overs lost by both sides =29
- 19.4.1.1.31 225 mins lost - Overs lost by both sides =30

19.4.1.2. When a decision is made to restart

- 19.4.1.2.1. The umpires should
 - 19.4.1.2.1.1. calculate the overs lost and
 - 19.4.1.2.1.2. notify the scorers of the overs lost before taking the field and
 - 19.4.1.2.1.3. verify that the scoring app has been updated by both scorers
- 19.4.1.2.2. The scorers must update cricHQ with the overs lost

19.4.1.3. If the scorers are not notified or they do not update the scoring app, the match cannot be scored correctly.

19.4.1.4. When a game does start, both sides must have at least 20 overs and must be allocated an equal number of overs for the start of each innings.

19.4.2. Weather - Latest Start

19.4.2.1. A league or cup game cannot start without sufficient time for 40 overs, 20 overs for each innings.

19.4.2.2. If the calculated start time is later than any times shown here then the game must be abandoned,

19.4.2.2.1. in the league both sides would take 2 points,

19.4.2.2.2. in the cup the game must go to the reserve date. If this is the reserve date, then a bowl out must take place.

19.4.2.3. Because of the varied start times across our divisions and the standard loss of overs of 7.5 minutes for 1 over per side, all our games might end up with a different latest start time therefore we have agreed the following:

19.4.2.3.1 Matches in April

- 19.4.2.3.1.1 Tea Not Taken - Latest Start Time 16:15
- 19.4.2.3.1.2 Tea Taken during delay - Latest Start Time 16:35

19.4.2.3.2 Matches from May to 2nd Sun in August

- 19.4.2.3.2.1 Tea Not Taken - Latest Start Time 16:45
- 19.4.2.3.2.2 Tea Taken during delay - Latest Start Time 17:05

19.4.2.3.3 Matches from 3rd Sat in August to 31 August

- 19.4.2.3.3.1 Tea Not Taken - Latest Start Time 16:15
- 19.4.2.3.3.2 Tea Taken during delay - Latest Start Time 16:35

19.4.2.3.4 Matches in September

- 19.4.2.3.4.1 Tea Not Taken - Latest Start Time 15:45
- 19.4.2.3.4.2 Tea Taken during delay - Latest Start Time 16:05

19.5. Weather Interruptions during the first innings of League or Cup matches

19.5.1. Weather - Overs Lost during First Innings

19.5.1.1. If play is interrupted by bad weather during the first innings,

- 19.5.1.1.1. The overs have to be rearranged so that each team has an innings of equal overs and
- 19.5.1.1.2. the umpires should record the time at the start of each interruption
- 19.5.1.1.3 7.5 mins lost - Overs lost by both sides =1
- 19.5.1.1.4 15 mins lost - Overs lost by both sides =2
- 19.5.1.1.5 22.5 mins lost - Overs lost by both sides =3
- 19.5.1.1.6 30 mins lost - Overs lost by both sides =4
- 19.5.1.1.7 37.5 mins lost - Overs lost by both sides =5
- 19.5.1.1.8 45 mins lost - Overs lost by both sides =6
- 19.5.1.1.9 52.5 mins lost - Overs lost by both sides =7
- 19.5.1.1.10 60 mins lost - Overs lost by both sides =8
- 19.5.1.1.11 67.5 mins lost - Overs lost by both sides =9
- 19.5.1.1.12 75 mins lost - Overs lost by both sides =10
- 19.5.1.1.13 82.5 mins lost - Overs lost by both sides =11
- 19.5.1.1.14 90 mins lost - Overs lost by both sides =12
- 19.5.1.1.15 97.5 mins lost - Overs lost by both sides =13
- 19.5.1.1.16 105 mins lost - Overs lost by both sides =14
- 19.5.1.1.17 112.5 mins lost - Overs lost by both sides =15
- 19.5.1.1.18 120 mins lost - Overs lost by both sides =16
- 19.5.1.1.19 127.5 mins lost - Overs lost by both sides =17
- 19.5.1.1.20 135 mins lost - Overs lost by both sides =18
- 19.5.1.1.21 142.5 mins lost - Overs lost by both sides =19
- 19.5.1.1.22 150 mins lost - Overs lost by both sides =20
- 19.5.1.1.23 157.5 mins lost - Overs lost by both sides =21
- 19.5.1.1.24 165 mins lost - Overs lost by both sides =22
- 19.5.1.1.25 172.5 mins lost - Overs lost by both sides =23
- 19.5.1.1.26 180 mins lost - Overs lost by both sides =24
- 19.5.1.1.27 187.5 mins lost - Overs lost by both sides =25

- 19.5.1.1.28 195 mins lost - Overs lost by both sides =26
- 19.5.1.1.29 202.5 mins lost - Overs lost by both sides =27
- 19.5.1.1.30 210 mins lost - Overs lost by both sides =28
- 19.5.1.1.31 217.5 mins lost - Overs lost by both sides =29
- 19.5.1.1.32 225 mins lost - Overs lost by both sides =30

19.5.1.2. If a restart is agreed,

- 19.5.1.2.1. the umpires calculate the total time lost between the time of the interruption and the proposed time for restart
- 19.5.1.2.2. the umpires then use the total time lost to calculate the overs lost from each innings at a rate of one for each side for every 7½ minutes lost, equivalent to 2 for each side deducted for every 15 minutes lost, calculation charts can be found below.

19.5.1.3. If the umpires find at any time that the total overs already faced plus the overs still to play in the first innings totals less than 20, then the game is to be abandoned,

- 19.5.1.3.1. in the league both sides would take 2 points,
- 19.5.1.3.2. in the cup, because the game has started, a bowl out must take place.

19.5.1.4. Whilst overs in the first innings remain higher than 20, the procedure for restart should be followed by umpires and scorers.

19.5.2. Weather - Before restarting after each First Innings interruption

19.5.2.1. The umpires should

- 19.5.2.1.1. calculate the overs lost and
- 19.5.2.1.2. notify the scorers of the overs lost before taking the field and
- 19.5.2.1.3. verify that the scoring app has been updated by both scorers

19.5.2.2. The scorers must

- 19.5.2.2.1. update cricHQ with the overs lost

19.5.2.3. If the scorers are not notified or they do not update the scoring app, the match cannot be scored correctly

- 19.5.2.3.1. The actions taken will generate a “Revised Target” for the second innings on cricHQ which will be displayed on the cricHQ app at the time the second innings commences.

19.5.3. Further delay in first innings

19.5.3.1. If there is a further interruption

- 19.5.3.1.1. and the innings still exceeds 20 overs and there are overs remaining, this rule should be followed again

19.6. Taking an early tea, in League or Cup

19.6.1. Weather – Early Tea

- 19.6.1.1. Where a long weather interruption is expected during the first innings
 - 19.6.1.1.1. due to weather, and teas are prepared, then captains and umpires may agree to take tea early
 - 19.6.1.1.2. The benefit of this is that the turnaround between innings can be reduced to 10 minutes.

19.7. Weather interruption brings the first innings to an end in League or Cup Match

19.7.1. Weather - First Innings - Overs lost exceed overs remaining

- 19.7.1.1. Should the first innings be interrupted, and the remaining overs are lost to that interruption, then the first innings shall come to an end.
 - 19.7.1.2. If less than 20 overs have been faced by the team batting first, then the game is abandoned,
 - 19.7.1.2.1. in the league each side awarded 2 points.

- 19.7.1.2.2. In the cup, because the game has started, the game goes to a bowl out.
- 19.7.1.3. If the team batting first had already used more than 20 overs,
 - 19.7.1.3.1. then the umpires should advise the scorers that the first innings has ended so they can enter overs lost into CricHQ.
 - 19.7.1.3.2. If the scorers are not notified or they do not update the scoring app, the rest of the match cannot be scored correctly
 - 19.7.1.3.3. Tea will be taken if not already taken
 - 19.7.1.3.4. The umpires will advise both captains and scorer of the scheduled restart time after the interval between innings.

19.8. Restarting a League or Cup match after interval between innings

19.8.1. Weather – Second Innings starting on time or on rescheduled time after interval between innings

19.8.1.1. *If the match can start on time (or rescheduled time) after the interval between innings, then the second innings will begin with the same number of overs as the first innings.*

- 19.8.1.1.1. If an over was incomplete in the first innings when it ended, this will be counted as a full over for the second innings. eg first innings 25.4 overs, second innings 26 overs.

19.8.1.2. *If the side batting first were bowled out and did not complete their overs, the overs for the second innings are the number of overs the side batting first had available.*

- 19.8.1.2.1. (eg 30 overs after delays but bowled out in 26 – then side batting second has 30 overs)

19.8.1.3. *In addition, if overs were lost during the first innings, after the start of the match*

- 19.8.1.3.1. the match will have a D/L/S Revised Target which will come into play for the Second Innings,
- 19.8.1.3.2. and, providing the scorers have correctly entered the overs lost so far at the time they were lost
- 19.8.1.3.3. when the second innings is started on the app, after all overs lost have been entered, then a Revised Target will be displayed by cricHQ.

19.8.1.4. *The scorers should advise the umpires of the Revised Target and the scorers must add the Revised Target to the scoreboard*

- 19.8.1.4.1. The Umpires should notify both captains of the Revised Target before taking to the field.
- 19.8.1.4.2. For clarity, the revised target is the score needed to win.

19.8.2. Weather – Second Innings - Delayed Start after interval between innings

19.8.2.1. *If the game cannot be restarted at the agreed end of interval time, overs will be lost from the second innings*

- 19.8.2.1.1. This will mean that the game will have unequal innings and therefore a D/L/S Revised Target or a further Revised Target will come into play for the Second Innings.
- 19.8.2.1.2. As soon as the umpires have a new time for restart the umpires should calculate the time lost between the notified restart time after the interval and the new time for restart and
- 19.8.2.1.3. the umpires then use the time lost to calculate any (further) overs lost from the second innings at a rate of two for every 7½ minutes lost, four for every 15 minutes lost
 - 19.8.2.1.3.1 7.5 mins lost - Overs lost from 2nd innings =2 overs
 - 19.8.2.1.3.2 15 mins lost - Overs lost from 2nd innings =4 overs
 - 19.8.2.1.3.3 22.5 mins lost - Overs lost from 2nd innings =6 overs
 - 19.8.2.1.3.4 30 mins lost - Overs lost from 2nd innings =8 overs
 - 19.8.2.1.3.5 37.5 mins lost - Overs lost from 2nd innings =10 overs
 - 19.8.2.1.3.6 45 mins lost - Overs lost from 2nd innings =12 overs
 - 19.8.2.1.3.7 52.5 mins lost - Overs lost from 2nd innings =14 overs
 - 19.8.2.1.3.8 60 mins lost - Overs lost from 2nd innings =16 overs
 - 19.8.2.1.3.9 67.5 mins lost - Overs lost from 2nd innings =18 overs

- 19.8.2.1.3.10 75 mins lost - Overs lost from 2nd innings =20 overs
- 19.8.2.1.3.11 82.5 mins lost - Overs lost from 2nd innings =22 overs
- 19.8.2.1.3.12 90 mins lost - Overs lost from 2nd innings =24 overs
- 19.8.2.1.3.13 97.5 mins lost - Overs lost from 2nd innings =26 overs
- 19.8.2.1.3.14 105 mins lost - Overs lost from 2nd innings =28 overs
- 19.8.2.1.3.15 112.5 mins lost - Overs lost from 2nd innings =30 overs
- 19.8.2.1.3.16 120 mins lost - Overs lost from 2nd innings =32 overs
- 19.8.2.1.3.17 127.5 mins lost - Overs lost from 2nd innings =34 overs
- 19.8.2.1.3.18 135 mins lost - Overs lost from 2nd innings =36 overs
- 19.8.2.1.3.19 142.5 mins lost - Overs lost from 2nd innings =38 overs
- 19.8.2.1.3.20 150 mins lost - Overs lost from 2nd innings =40 overs

19.8.2.2. *If there are still more than 20 overs for the side batting second to face,*

- 19.8.2.2.1. Umpires are to notify the scorers of the overs lost in this delay before re-taking the field and verify that the scoring app has been updated
- 19.8.2.2.2. The scorers must update cricHQ with the overs lost
- 19.8.2.2.3. If the scorers are not notified or they do not update the scoring app, the match cannot be scored correctly
- 19.8.2.2.4. When the cricHQ app has been updated the app will generate the Revised Target to chase.
- 19.8.2.2.5. The umpires shall notify both captains and the scorers must display the Revised Target on the scoreboard.
- 19.8.2.2.6. For clarity, the revised target is the score needed to win.

19.8.2.3. *If there are less than 20 overs available for the second innings,*

- 19.8.2.3.1. EITHER the game is abandoned, in the league each side takes 2 points or in the cup the game goes to a bowl out
- 19.8.2.3.2. OR the Revised Target Option rule can be invoked, see below.

19.9. League or Cup, first innings completed, team all out with “Unused Overs”, weather interruption in the second innings.

19.9.1. Weather – Second Innings - Side batting first all out

19.9.1.1. *Should the team batting first be all out before completing their overs, the unused overs do not carry forward for the use of the team batting second, however, in line with match rules in international cricket ODIs, we set any unused overs against weather interruption before reducing the overs from the side batting second.*

- 19.9.1.2. These overs will be referred to as “Unused Overs”.
- 19.9.1.3. Examples of this are: -
 - 19.9.1.3.1. 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.
 - 19.9.1.3.2. 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.
 - 19.9.1.4. At no time will the side batting second have an increased number of overs.

19.9.2. Weather – Second Innings Overs Lost Calculation where there are “Unused Overs”

19.9.2.1. If play is interrupted by bad weather during the second innings, the umpires should record the time of each interruption

19.9.2.2. If a restart is agreed,

19.9.2.2.1. the umpires calculate the total time lost between the time of the interruption and the proposed time for restart

19.9.2.2.2. the umpires then use the total time lost to calculate the overs lost from the second innings at a rate of one per 3 ¾ minutes, two for every 7½ minutes lost, four for every 15 minutes lost,

19.9.2.2.2.1 7.5 mins lost - Overs lost from 2nd innings =2 overs

19.9.2.2.2.2 15 mins lost - Overs lost from 2nd innings =4 overs

19.9.2.2.2.3 22.5 mins lost - Overs lost from 2nd innings =6 overs

19.9.2.2.2.4 30 mins lost - Overs lost from 2nd innings =8 overs

19.9.2.2.2.5 37.5 mins lost - Overs lost from 2nd innings =10 overs

19.9.2.2.2.6 45 mins lost - Overs lost from 2nd innings =12 overs

19.9.2.2.2.7 52.5 mins lost - Overs lost from 2nd innings =14 overs

19.9.2.2.2.8 60 mins lost - Overs lost from 2nd innings =16 overs

19.9.2.2.2.9 67.5 mins lost - Overs lost from 2nd innings =18 overs

19.9.2.2.2.10 75 mins lost - Overs lost from 2nd innings =20 overs

19.9.2.2.2.11 82.5 mins lost - Overs lost from 2nd innings =22 overs

19.9.2.2.2.12 90 mins lost - Overs lost from 2nd innings =24 overs

19.9.2.2.2.13 97.5 mins lost - Overs lost from 2nd innings =26 overs

19.9.2.2.2.14 105 mins lost - Overs lost from 2nd innings =28 overs

19.9.2.2.2.15 112.5 mins lost - Overs lost from 2nd innings =30 overs

19.9.2.2.2.16 120 mins lost - Overs lost from 2nd innings =32 overs

19.9.2.2.2.17 127.5 mins lost - Overs lost from 2nd innings =34 overs

19.9.2.2.2.18 135 mins lost - Overs lost from 2nd innings =36 overs

19.9.2.2.2.19 142.5 mins lost - Overs lost from 2nd innings =38 overs

19.9.2.2.2.20 150 mins lost - Overs lost from 2nd innings =40 overs

19.9.2.3. If the overs lost are lower than any “Unused Overs” available

19.9.2.3.1. The umpires should reduce the amount of “Unused Overs” and record the number remaining.

19.9.2.3.2. The scorers should be advised that no overs have been lost from the second innings and no adjustment is required on cricHQ,

19.9.2.3.3. The second innings continues with no overs lost.

19.9.2.3.4. This same procedure will occur for every such break until the unused overs are used up.

19.9.2.4. Where the overs lost in the latest delay exceed any “Unused Overs” remaining

19.9.2.4.1. Then the excess need to be deducted from the overs available in the second innings.

19.9.3. Weather – Second Innings - After interruption – overs lost exceed “Unused Overs”

19.9.3.1. Where the overs lost exceed any remaining “Unused Overs” the excess must now be deducted from the second innings and

19.9.3.2. this will mean that the game will have unequal innings and therefore D/L/S Revised Target will come into play for the second innings or be further adjusted if a Revised Target is already in place.

19.9.3.3. Umpires are to notify the scorers of the excess overs lost in the delay before re-taking the field and verify that the scoring app has been updated

19.9.3.3.1. The scorers must update cricHQ with the excess overs lost

19.9.3.3.2. If the scorers are not notified or they do not update the scoring app, the match cannot be scored correctly

19.9.3.3.3. When the cricHQ app has been updated the app will generate a Revised Target to chase.

19.9.3.3.4. The umpires shall notify both captains and the scorers must display the Revised Target on the scoreboard.

19.9.3.3.5. For clarity, the revised target is the score needed to win.

19.9.3.4. Any further delays due to weather are to be treated as follows

19.10. League or Cup, Weather interruption in the second innings, no “Unused Overs” available

19.10.1. Weather – Second Innings - Overs Lost Calculation where overs to be deducted

19.10.1.1. *If play is interrupted by bad weather during the second innings, the umpires should record the time of each interruption*

19.10.1.2. this will mean that the game will have unequal innings and therefore D/L/S Revised Target will come into play for the second innings or be further adjusted if a Revised Target is already in place.

19.10.1.3. If a restart is agreed,

19.10.1.3.1. the umpires calculate the total time lost between the time of the interruption and the proposed time for restart

19.10.1.3.2. the umpires then use the total time lost to calculate the overs lost from the second innings at a rate of one per 3 ¾ minutes, two for every 7½ minutes lost, four for every 15 minutes lost,

19.10.1.3.2.1 7.5 mins lost - Overs lost from 2nd innings =2 overs

19.10.1.3.2.2 15 mins lost - Overs lost from 2nd innings =4 overs

19.10.1.3.2.3 22.5 mins lost - Overs lost from 2nd innings =6 overs

19.10.1.3.2.4 30 mins lost - Overs lost from 2nd innings =8 overs

19.10.1.3.2.5 37.5 mins lost - Overs lost from 2nd innings =10 overs

19.10.1.3.2.6 45 mins lost - Overs lost from 2nd innings =12 overs

19.10.1.3.2.7 52.5 mins lost - Overs lost from 2nd innings =14 overs

19.10.1.3.2.8 60 mins lost - Overs lost from 2nd innings =16 overs

19.10.1.3.2.9 67.5 mins lost - Overs lost from 2nd innings =18 overs

19.10.1.3.2.10 75 mins lost - Overs lost from 2nd innings =20 overs

19.10.1.3.2.11 82.5 mins lost - Overs lost from 2nd innings =22 overs

19.10.1.3.2.12 90 mins lost - Overs lost from 2nd innings =24 overs

19.10.1.3.2.13 97.5 mins lost - Overs lost from 2nd innings =26 overs

19.10.1.3.2.14 105 mins lost - Overs lost from 2nd innings =28 overs

19.10.1.3.2.15 112.5 mins lost - Overs lost from 2nd innings =30 overs

19.10.1.3.2.16 120 mins lost - Overs lost from 2nd innings =32 overs

19.10.1.3.2.17 127.5 mins lost - Overs lost from 2nd innings =34 overs

19.10.1.3.2.18 135 mins lost - Overs lost from 2nd innings =36 overs

19.10.1.3.2.19 142.5 mins lost - Overs lost from 2nd innings =38 overs

19.10.1.3.2.20 150 mins lost - Overs lost from 2nd innings =40 overs

19.10.1.4. *Umpires are to notify the scorers of the excess overs lost in the delay before re-taking the field and verify that the scoring app has been updated*

19.10.1.4.1. The scorers must update crichQ with the overs lost

19.10.1.4.2. If the scorers are not notified or they do not update the scoring app, the match cannot be scored correctly

19.10.1.4.3. When the crichQ app has been updated the app will generate a Revised Target to chase.

19.10.1.4.4. The umpires shall notify both captains and the scorers must display the Revised Target on the scoreboard.

19.10.1.4.5. For clarity, the revised target is the score needed to win.

19.10.2. Weather - After second innings interruption - Overs remaining more than 20 overs

19.10.2.1. The game will continue with the Revised Target set being the score needed for the side batting second to win.

19.10.2.2. Since there are more than 20 overs in the innings,

- 19.10.2.2.1. D/L/S Par score is in play in this scenario and therefore the scoreboard should be updated with the Par score at the end of each over by the scorers as advised by the cricHQ app

19.11. League or Cup, Revised Target – Over 20 overs played

19.11.1. Weather – A D/L/S Revised target in place and more than 20 overs played

- 19.11.1.1. If the Revised Target is reached within the available overs then the side batting second wins*
- 19.11.1.2. If the team batting second scores one less than the Revised Target then*
- 19.11.1.2.1. in the league, the game is a tie, 3 points each,
- 19.11.1.2.2. in the cup the game is incomplete and must go to a bowl out. Note: the wickets lost rule and scoring rate does not come into play in the cup where the Revised Target is in play due to imbalanced overs or unequal overs.
- 19.11.1.3. If the side batting second is bowled out in the available overs, and if the target is not reached, and the match not “tied” then the side bowling second wins*

19.12. Revised Target Option - second innings overs fall below 20

19.12.1. Weather – Second Innings - Overs available falls below 20 following interruption

- 19.12.1.1. If overs played plus overs still to come falls below 20 over then the game would normally come to an end but the umpires can instruct the scorer to show a reduction on cricHQ that leaves a 20 over innings so that the D/L/S calculation in CricHQ creates a Revised Target for a 20 over innings.*
- 19.12.1.1.1. Because the team batting first has had an innings of at least 20 overs, and a game must be based on 20 overs per side
- 19.12.1.1.2. the team batting second is offered the chance to chase the Revised Target that would exist if they had 20 overs (ascertained from CricHQ) but only have the number of overs calculated as actually available.
- 19.12.1.1.3. To balance this the side bowling second is also offered the chance to bowl out the side batting second in the overs actually available.
- 19.12.1.2. If neither side wants to take the option the game is abandoned, in the League 2 points each, in the cup the game goes to a bowl out.*
- 19.12.1.3. If either side does want to take the option, then the game can continue.*
- 19.12.1.3.1. Note 1: D/L/S Par is no longer in play in this scenario because should the game come to an abrupt end (the purpose of D/L/S Par) then less than 20 overs will have been played and the result is “Abandoned”.
- 19.12.1.3.2. Note 2: If more overs are lost in a further interruption after the restart when the Revised Target Option is invoked by either side then the game ends as Abandoned, in the league this is 2 points each, in the cup the game must go to a bowl out.
- 19.12.1.4. If play does continue to the end of the revised overs available (i.e. the number less than 20)*
- 19.12.1.4.1. If the Revised Target is reached in the available overs then the side batting second wins
- 19.12.1.4.2. If the team batting second scores one less than the Revised Target then in the league the game is a tie, 3 points each, in the cup the game is incomplete and must go to a bowl out.
- 19.12.1.4.2.1. Note: the wickets lost rule and scoring rate does not come into play in the cup where the Revised Target is in play due to imbalanced overs or unequal overs.
- 19.12.1.4.3. If the side batting second is bowled out in the available overs, then the side bowling second wins
- 19.12.1.5. If the target is not reached and the match not “tied” and the side is not bowled out, then this is an incomplete game (because it did not have 20 overs in the second innings and a result was not reached) and should be recorded as Abandoned, in the league it is 2 points each, in the cup it goes to bowl out.*

19.13. League or Cup match rained off to end the game during the second innings

19.13.1. Weather – Second Innings – Match stopped with 20 overs or more played

19.13.1.1. *The game will be decided by the D/L/S Par Score comparison after the action of the last ball bowled is recorded on the app*

19.13.1.2. Scorers to note that the cricHQ scoring should not be ended and score uploaded until the umpires and captains have been able to confirm the D/L/S position below

19.13.1.2.1. If the score of the team batting second exceeds the D/L/S Par score recalculated after the final ball bowled and after all details have been entered into CricHQ then the side batting second will be the winner; in the league that is 5 points, no bonus points.

19.13.1.2.2. If the score is equal to the D/L/S Par score, recalculated after the final ball bowled and after all details have been entered into CricHQ then the game is a tie; 3 points each, in the cup a bowl out is needed.

19.13.1.2.3. If the score is below the D/L/S Par score, recalculated after the final ball bowled and after all details have been entered into CricHQ then the side bowling second will be the winner; in the league that is 5 points, no bonus points.

19.13.2. Weather – Second Innings – Match stopped with less than 20 overs played

19.13.2.1. Where the Revised Target Option is invoked and the game ends before the available overs are completed

19.13.2.2. Or where not invoked, and less than 20 overs played

19.13.2.2.1. then the game will end Abandoned – Incomplete. – in the League 2 points each, in the cup it must go to bowl out.

19.14. The Bowl Out

19.14.1. Weather – Bowl Out required

19.14.1.1. A result is achieved using the following procedure: -

19.14.1.2. 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, eg including bails) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9).

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

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

19.14.1.4. 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.

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

19.14.1.6. 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.

19.14.1.7. 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.

19.14.1.8. 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.

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

19.14.1.10. 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 (in the original order) with alternate balls until a winner is found.

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

19.15. Both innings completed in League or Cup Match

19.15.1. Weather - No interruptions after game starts

- 19.15.1.1. The teams will have had equal overs and more than 20 overs so
- 19.15.1.2. the team that scores the most runs is the winner, in the league that means 5 points, no bonus.
- 19.15.1.3. where the scores are equal in the league
 - 19.15.1.3.1. a tie is declared. 3 points each.
 - 19.15.1.4. where the scores are equal in the cup
 - 19.15.1.4.1. the side losing the least number of wickets shall be declared the winners.
 - 19.15.1.4.2. If the number of wickets lost by both sides is equal, the result shall be decided on the average scoring rate runs per over overall, highest wins
 - 19.15.1.4.3. Should this not bring about a decision, the scoring rate (runs per over) 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.

19.16. Run Rate Calculations

19.16.1. Run rate calculations in GMCL

- 19.16.1.1. Run rate calculations will no longer be required except for a tie in the cup where teams have had equal overs as referred to in that section of the rules.

19.17. Rain affected Games - Bowlers overs

19.17.1. Weather - Maximum overs per bowler are in place for games in GMCL

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

- 19.17.1.2. Where the calculation equals part of an over the figure will be rounded up to the nearest whole over.
- 19.17.1.3. eg An innings reduced to 41 overs; 30% of 41 =12.3, a bowler may bowl a maximum of 13 overs.
- 19.17.1.4. There will be no penalty if a bowler has already bowled more than this maximum following any recalculation and
 - 19.17.1.4.1. Should the innings resume, the bowler at the time of any interruption can complete any over part completed when the match interruption came.
 - 19.17.1.4.2. But that must be the bowler's last over if he exceeds the recalculated maximum
- 19.17.1.5. Scorers and umpires should note that the cricHQ app will not highlight that a bowler has completed their allocated overs after a recalculation to reduce the overs.

19.17.1.6 *In the Saturday competition, no bowler will be allowed to bowl more than 30% of the overs of an innings. The maximum is recalculated when overs are lost from the game on the new expected innings length at the time the first over is bowled at the restart.*

- 19.17.1.6.1 In the Saturday competition - 50 overs maximum is 15 overs per bowler
- 19.17.1.6.2 In the Saturday competition - 45 overs maximum is 14 overs per bowler
- 19.17.1.6.3 In the Saturday competition - 35 overs maximum is 11 overs per bowler
- 19.17.1.6.4 In the Saturday competition - 30 overs maximum is 9 overs per bowler
- 19.17.1.6.5 In the Saturday competition - 25 overs maximum is 8 overs per bowler
- 19.17.1.6.6 In the Saturday competition - 20 overs maximum is 6 overs per bowler

19.17.1.7 *In the Sunday League competition, no bowler will be allowed to bowl more than 25% of the overs of an innings. The maximum is recalculated when overs are lost from the game on the new expected innings length at the time the first over is bowled at the restart.*

- 19.17.1.7.1 In the Sunday League competition - 40 overs maximum is 10 overs per bowler
- 19.17.1.7.2 In the Sunday League competition - 35 overs maximum is 9 overs per bowler
- 19.17.1.7.3 In the Sunday League competition - 30 overs maximum is 8 overs per bowler
- 19.17.1.7.4 In the Sunday League competition - 25 overs maximum is 7 overs per bowler

19.17.1.7.5 In the Sunday League competition - 20 overs maximum is 5 overs per bowler

19.17.1.8 *In the cup competitions, no bowler will be allowed to bowl more than 20% of the overs of an innings. The maximum is recalculated when overs are lost from the game on the new expected innings length at the time the first over is bowled at the restart.*

19.17.1.8.1 In the cup competitions - 45 overs maximum is 9 overs per bowler

19.17.1.8.2 In the cup competitions - 40 overs maximum is 8 overs per bowler

19.17.1.8.3 In the cup competitions - 35 overs maximum is 7 overs per bowler

19.17.1.8.4 In the cup competitions - 30 overs maximum is 6 overs per bowler

19.17.1.8.5 In the cup competitions - 25 overs maximum is 5 overs per bowler

19.17.1.8.6 In the cup competitions - 20 overs maximum is 4 overs per bowler

SECTION H – POST MATCH & RESULTS

H (a) This section of the rules describes how to end the Match Day and submit reports and how we determine who wins the cups and trophies

20. After the Match

20 (a) This section covers what should happen after the game and how the match is closed off.

20.1. Sportsmanship

20.1.1. Post-match handshake

20.1.1.1. It is established practice in our League that all players in both sides shake hands with the umpires and each other as the bowling side leave the field at the end of the second innings.

20.1.1.1.1. We ask captains to ensure that this practice continues in every game at every level, for the spirit of the game only where it is safe to do so under current regulations.

20.1.1.1.2. Where hand shakes or fist bumps create skin to skin contact, we would suggest that the current virus spreading prevention technique of bumping covered elbows continues, until we receive the all clear.

20.1.2. Finalising the Game

20.1.2.1. It is expected that the home captain or representative is available to meet with the captain or representatives of the visiting side and to meet with the umpires shortly after the end of the game

20.1.2.2. This will ensure that the final scores are confirmed and any issues arising during the game are closed off.

20.1.2.3. This will also ensure any payments required for scorers and umpires are settled on the day, leaving no matters outstanding

20.2. Captain's Report

20.2.1. Captain's Reports are Mandatory

20.2.1.1. Each captain, within the 48 hours following a match, must submit the GMCL Captain's Match Report found via the GMCL League website.

20.2.1.2. Fines will be imposed on clubs for late submission of forms after Wednesday Midnight.

20.3. Umpire's Report

20.3.1. Umpire's Reports are Mandatory

20.3.1.1. The umpires, within the 48 hours following a match, must submit the GMCL Umpire's Match Report found via the GMCL League website.

21. Results, Points, Bonus Points, Table Placings, Promotion & Relegation

21 (a) This section covers how points and the bonus point are awarded, how tables are decided and how relegation and promotion places are determined.

21.1. Cup Result

21.1.1. Where there are no weather delays or interruptions

21.1.1.1. *the side with the highest aggregate will be the winners.*

21.1.1.2. *If the scores are equal at the end of the match,*

21.1.1.2.1. the side losing the least number of wickets shall be declared the winners.

21.1.1.2.2. If the number of wickets lost by both sides is equal, the result shall be decided on the average scoring rate overall.

21.1.1.2.3. 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.

21.2. League Game Points

21.2.1. Win, Draw, Tie & Abandoned

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

21.2.2. Bonus points

21.2.2.1. *No bonus points are awarded in any match where there are reduced overs*

21.2.2.2. Only one bonus point can be awarded in any League Game where either side meets one of the following criteria

21.2.2.3. *There are two ways to consider the bonus point available*

21.2.2.3.1. **Batting or Bowling Second?**

21.2.2.3.1.1. *Bowling Second, a team gets a point for their bowling efforts, where they either:*

21.2.2.3.1.1.1. Bowl the other side out for 75% or less than of their own first innings total

21.2.2.3.1.1.1.1. Example - bowling a side out for 150 chasing 200 attracts a bonus point, bowling out for 151 does not

21.2.2.3.1.1.2. or Lose the game yet still manage to take more than six wickets in the second innings.

21.2.2.3.1.1.2.1. Example - Score 150 and lose but the opposition score 151 for 7 attracts a bonus point, if the opposition score 151 for 6 it will not

21.2.2.3.1.2. *Batting Second, a team gets a point for their batting efforts, where they either:*

21.2.2.3.1.2.1. Win, while losing fewer than four wickets themselves

21.2.2.3.1.2.1.1. Example - chasing 200 - score 201 for 3 attracts a bonus point - 201 for 5 does not

21.2.2.3.1.2.2. or Lose, while still scoring more than 75% of the first team's total, but not not being "all out".

21.2.2.3.1.2.2.1. Example - chasing 100 - 76 for 9 will attract a bonus point, 75 for 8 will not

21.2.2.3.2. **Winning or Losing?**

21.2.2.3.2.1. *Winning Team Bonus Point, a team gets a point for winning, where they either:*

21.2.2.3.2.1.1. Dismiss their opponents in the second innings for 75% or less of their total.

21.2.2.3.2.1.2. Win by 7 wickets or more (chasing down a total and losing no more than 3 wickets)

21.2.2.3.2.2. *Losing Team Bonus Point, a team gets a point for losing, where they either:*

21.2.2.3.2.2.1. Bat second but fail to equal or beat their opponents score but score more than 75% of the total and are not "all out" by the end of their innings.

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

21.2.2.4. *For Bonus points "All Out" means either 10 wickets have been taken or no more players are able to come into bat.*

21.3. Finding the League Winners

21.3.1. All Points Count

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

21.3.2. League Champions

21.3.2.1. 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.

21.3.2.2. If there are two or more clubs at the top of the division with equal points and promotion is not an issue between the clubs then

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

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

21.3.2.3. If the position also relates to promotion places or placing teams for the following season, then

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

21.3.2.3.2. If still equal 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 shall take the higher place.

21.3.2.3.3. If still equal the promotion and relegation or placing will be determined by the club scoring the most runs in the league season, irrespective of games played or completed, taking the higher place.

21.4. Promotion and relegation

21.4.1. There are three steps for us to consider to determine promotion and relegation places and for 2021 season and beyond we will create promotion & relegation pots

21.4.1.1. League Position based on Performance

21.4.1.1.1. Promotion and relegation will flow through the structure

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

21.4.1.1.1.2. 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.

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

21.4.1.1.2. Exemptions to the normal flow of promotion & relegation

21.4.1.1.2.1. No teams from the same club may play in the same division or same tier, except the lowest tier and then only in separate divisions

21.4.1.1.2.2. 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.

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

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

21.4.1.1.2.5. Should teams from the same club be playing one tier below the other and the lower one promoted and the higher one relegated then neither team will move and so the teams will retain their places for the following season.

21.4.1.1.2.6. No Third XI playing Saturday league may play in a higher level than the same club's First XI or Second XI.

21.4.1.2. New teams and the effect on Promotion and Relegation

- 21.4.1.2.1. 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
- 21.4.1.2.2. The GMCL Board have amended the application date to join GMCL to 31st March prior to the season before the season that the club wishes to join
- 21.4.1.2.2.1. Because of this imbalance, 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.
- 21.4.1.2.2.2. The GMCL Board will always aim to lessen the impact on current GMCL clubs as much as possible.
- 21.4.1.2.3. The GMCL Board always seek to place new clubs with teams of equal ability

21.4.1.3. Ground Standards and the impact on Promotion & Relegation

- 21.4.1.3.1. From the 2021 Season the GMCL Grounds & Facilities standards document comes into force.
- 21.4.1.3.2. That document sets out the rules on the restriction of promotion for clubs that are not engaged with the Ground & Facilities Improvement process
- 21.4.1.3.3. That document sets out the rules on the increased chance of relegation for clubs that are not engaged with the Ground & Facilities Improvement process, irrespective of their finishing place in the division.
- 21.4.1.3.4. Our wish is that every club in the league is engaged with the G&F team and that improvements that are required are being made year on year and clubs are meeting deadlines for improvements. If every club is making improvements where necessary, then promotion and relegation will be based solely on finishing places & the arrivak of new clubs.
- 21.4.1.3.5. These rules are replicated in full at Rule 21.5. below

21.4.2. Final Promotion & Relegation determination

- 21.4.2.1. The final decision on who is promoted and relegated only comes into force after the performance rules, new club rules and ground standards rules have been considered, see 21.5.
- 21.4.2.2. GMCL will attempt to verify the position by 30 September following the season.

21.5. Grounds & Facilities Standards rules affecting Promotion & Relegation

21.5.1. Relegation & Promotion Pots

- 21.5.1.1. As the league pushes to raise standards of Grounds & Facilities across all our divisions, and across all our standards, we will now create relegation and promotion pots at the end of the season for each pair of divisions where there is movement between those divisions.

21.5.1.2 Each relegation pot will contain

- 21.5.1.2.1. all the teams finishing in the relegation places in the table and
- 21.5.1.2.2. all other team in the division not making improvements required, irrespective of finishing place.

21.5.1.3. Each promotion pot will include

- 21.5.1.3.1 all teams finishing in the promotion places meeting or moving to the required standard of the division above
AND
- 21.5.1.3.2. other teams in the top 6 of the division already at the standard of the division above.

21.5.1.4. The number of teams from those pots moving between divisions will then be determined by criteria as detailed below.

21.5.2. Clubs Impacted by this rule

- 21.5.2.1. If your club is not at the required standard for their current division AND is not making improvements towards the required standard, then the team will be placed in the relegation pot.
- 21.5.2.2. If your team finishes in the promotion places for the division but the club is at the standard one level below that of the league above AND has not made improvements towards meeting the standard required above, then they cannot be promoted.

21.5.2.3. To make it clear - any club that is working with the GMCL Grounds & facilities team and is progressing towards the next standard will not be impacted by this rule.

21.5.3. Promotion Pot - Determining Promotion place order

21.5.3.1. Teams will be guaranteed promotion where the team finishes in the pre-agreed promotion places AND

21.5.3.1.1. EITHER their club is already at the G&F standard of the division above OR

21.5.3.1.2. Their club is currently at the next standard below, but they have made progress, agreed by the grounds team, during the past season towards the higher standard AND they will achieve that higher standard by the end of the next season.

21.5.3.2. Teams may also be promoted where the team finishes in the 3 places immediately below the agreed promotion places AND they are already at the G&F standard of the division above but,

21.5.3.2.1. These teams can only be promoted where they are replacing teams from the division above that have not met the improvements required.

21.5.3.3. The ranking of the promotion pot will be any teams meeting either 1a or 1b in their finishing order (so for example, a team finishing first and meeting 1b will be ranked higher than a team meeting 1a and finishing third and any team qualifying in 2 will be ranked below all the teams ranked in 1a and 1b).

21.5.4. Relegation Pot - Determining Relegation place order

21.5.4.1. At the end of the season any team,

21.5.4.1.1. finishing in the pre-agreed relegation places OR

21.5.4.1.2. finishing the season in any position in the division and their club does not have the required ground standard AND

21.5.4.1.2.1. has not engaged with the league G&F team AND

21.5.4.1.2.2. does not make improvements towards the required standard in line with the G&F document

21.5.4.1.3. will be placed in the relegation pot.

21.5.4.2. The ranking of the relegation pot will be the teams in 2 (lowest first) followed by the teams in 1 not already listed in 2 (so for example if the lowest placed team who has not made required improvements finishes 8th they will be ranked higher for relegation than teams in 12th, 11th and 10th)

21.5.5. Determining who is promoted and who is relegated

21.5.5.1. At the end of the season up to 6 clubs could be promoted / relegated between divisions or there may be none but if every club meets the requirements of the G&F document it will be 3 (or the allocated number for the respective divisions as detailed above).

21.5.5.2. To determine who is promoted and who is relegated we will use the following template

21.5.5.2.1. 1. The lowest ranked team in the relegation pot from the higher division will be replaced by the highest ranked team in the promotion pot from lower division.

21.5.5.2.2. 2. The second lowest ranked team in the relegation pot will be replaced by the second highest ranked team in the promotion pot.

21.5.5.2.3. 3. The third lowest ranked team in the relegation pot will be replaced by the third highest ranked team in the promotion pot.

21.5.5.2.4. 4. The fourth lowest ranked team in the relegation pot will be replaced by the fourth highest ranked team in the promotion pot.

21.5.5.2.5. 5. The fifth lowest ranked team in the relegation pot will be replaced by the fifth highest ranked team in the promotion pot.

21.5.5.2.6. 6. The sixth lowest ranked team in the relegation pot will be replaced by the sixth highest ranked team in the promotion pot.

21.5.5.3. Examples can be found here <https://www.gtrmcrcricket.co.uk/pages/determining-promotion-relegation-from-2021-season-onwards>

22. League Awards & Qualification

22 (a) This section covers how we determine the winners of the Annual Individual Awards.

22.1. Information on GMCL Awards

22.1.1. All information will be taken from CricHQ.

22.1.1.1. Named Professionals and Overseas Players are not included in League awards

22.1.1.1.1. Their averages are displayed on the cricHQ stats on the league website

22.1.1.1.2. Awards will be presented at the Annual Presentation Evening for each Senior Division

22.1.1.1.3. The details of the Senior Awards Dinner will be placed on the league website and newsletters

22.1.2. The awards categories for each division are:

22.1.2.1. Highest Batting Average

22.1.2.2. Lowest Bowling Average

22.1.2.3. Wicket Keepers, Highest number of victims

22.1.2.4. Fielding, most catches

22.1.2.5. MVP, highest score for the season as determined by CricHQ

22.1.3. Qualification is from a minimum 12 league matches

22.1.3.1. Cup matches will not be included in the League Awards

22.1.3.2. Category Qualification

22.1.3.2.1. Batting – minimum 400 runs

22.1.3.2.2. Bowling – minimum 30 wickets

22.1.3.2.3. Wicket-keeping - highest number

22.1.3.2.4. Fielding – highest number

SECTION I – THE LEGAL BITS

I (a) This section of the rules covers any legal statements or policies of the league.

23. Legal, GDPR, League Policies

23.1. Communications & Information

23.1.1. Communications

23.1.1.1. Club to Club Communications

23.1.1.1.1. To ensure we protect personal details of club volunteers and officials under GDPR, GMCL will no longer publish personal details online

23.1.1.1.2. GMCL will now share a list of club and League contacts by Division / Competition as and when these are required.

23.1.1.2. Club to League Communications

23.1.1.2.1. All communication requiring a response should be by e-mail.

23.1.1.2.2. The list of GMCL contact e-mail addresses is on the website here: - www.gtrmcrcricket.co.uk/pages/contact

23.1.1.2.3. Please do not post Questions on Twitter or by Direct Message

23.1.1.3. League to Club Communications

- 23.1.1.3.1. 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
- 23.1.1.3.2. The League will supplement the prime delivery of news on the website and e-mail and by using Twitter

23.1.1.4. Verification of Communications

- 23.1.1.4.1. In any communication to other clubs and the league, it is the issuing club's responsibility to ensure
 - 23.1.1.4.1.1. That e-mails have the subject matter clearly stated in the header field
 - 23.1.1.4.1.2. That if the matter is Urgent - start the subject field with "URGENT"
 - 23.1.1.4.1.3. That if a response or acknowledgement is required the e-mail clearly says so and offers a reasonable response time
 - 23.1.1.4.1.4. That a reply is received from all parties confirming that the proposals or change is agreed before action is taken.
- 23.1.1.4.2. You should not assume that a message is received and agreed.
- 23.1.1.4.3. If no response is received within your required timeline it is reasonable to issue a reminder or text to that person.
- 23.1.1.4.4. If no response is received to the reminder then you should forward the matter to the club chair and secretary for their urgent attention.

23.1.1.5. Failure of Communications

- 23.1.1.5.1. After the above steps have been followed and the issue remains unresolved, please elevate to the Board.

23.2. Your partnership with the league

23.2.1. Club Officials & League Partnership

- 23.2.1.1. At the scale that the league works it is imperative that club officials :-
 - 23.2.1.1.1. Work with our rules alongside the "Spirit of the Game"
 - 23.2.1.1.2. Maintain awareness of the latest developments in the league by viewing GMCL website and Twitter output regularly and registering for our weekly news bulletins
 - 23.2.1.1.3. Maintain your list of contacts and keep it up to date and submit to the league for league communications
 - 23.2.1.1.4. Try to resolve issues between clubs before reference to the league by communication between club senior officials
 - 23.2.1.1.5. 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

23.2.2. Club & League Memorandum of Understanding

- 23.2.2.1. The League will supply a document annually for signing off by club senior officials, verifying their agreement and acceptance of the partnership between club and league
- 23.2.2.2. The document should be submitted to the league before the start of the season

23.3. Social Media Use & Policy

23.3.1. The Greater Manchester Cricket League & GMCL Board will use Twitter as its only Social Media output.

- 23.3.1.1. GMCL will use Twitter to promote official notices, statements and links to relevant cricket information for the players, its member clubs and cricket boards as required.
- 23.3.1.2. GMCL will not respond to tweets unless absolutely necessary and reasonable to do so,

23.3.1.3. We do not monitor the Twitter feed so all questions should always be addressed to the league at GtrMcCricket@mail.com, our e-mail account which is monitored.

23.3.2. GMCL will follow the policy below in all its postings to Twitter.

- 23.3.2.1. GMCL fully acknowledges and recognises all member clubs' and registered club members' rights to manage their own Social Media outputs and issue their own statements and considered comment on general cricket matters and on any specific GMCL match or event. The league does, however, expect all member clubs' or registered club players or members' social media postings relating to the game, their club or GMCL to be constructive and relevant given the unrestricted audience of Social Media sites.
- 23.3.2.1.1. The following conditions apply to any social media posting which relates either directly, or indirectly, to GMCL, its officials, its member clubs or its registered players. These conditions also apply to any posting that might reasonably be regarded as reflecting on the league in any way.
- 23.3.2.1.2. No social media posting may be made by a member club, registered player or registered member which:
- 23.3.2.1.2.1. Contains any threatening, abusive, insulting or indecent language or language which may be considered to be harassment, intimidation, bullying or victimisation.
- 23.3.2.1.2.2. Discriminates on any grounds of race, colour, ethnic origin, nationality, faith, sexual orientation, social class or disability.
- 23.3.2.1.2.3. Is detrimental to the interests of GMCL or to the game of cricket in general, or which brings GMCL or the game of cricket into disrepute.
- 23.3.2.1.2.4. The individual could reasonably be expected to know would implicate a third party in any disciplinary or legal hearings. This may include, but is not restricted to, the copying and redistribution of any third party social media posting.
- 23.3.2.1.2.5. The individual might reasonably be expected to know would undermine the unity of a team, and or the standing of GMCL in general.
- 23.3.2.1.2.6. Discloses any matter which is confidential to their club. This may include, but is not restricted to, team selection, tactics & injuries.
- 23.3.2.1.2.7. All registered players/members are reminded that while an individual's opinions may not represent those of their club or GMCL, they can very easily reflect on their club or league. As such, all registered players/members are expected to consider the club and league values in any social media postings that they choose to make.
- 23.3.2.1.3. Any club or registered player/member failing to adhere to this code of conduct may face disciplinary measures from the league and may be suspended or banned from representing their club in GMCL competition.
- 23.3.2.1.4. Given the potentially severe sanctions following any breach of the code, clubs and registered players/members should keep all login details and passwords secure.
- 23.3.2.2. If you are a league club or registered player/member with concerns or if you believe that you are being harassed, bullied or victimised as a result of another member's posting, it is open to you to take the necessary action but you should notify the league of your concerns by e-mail to GtrMcCricket@mail.com

23.4. General Data Protection Regulation

23.4.1. GDPR Privacy Notice, Greater Manchester Cricket League

- 23.4.1.1. The Greater Manchester Cricket League Ltd is the governing body for cricket in the competition known as Greater Manchester Cricket League (GMCL) and its privacy policy is subject to that of the England and Wales Cricket Board.
- 23.4.1.2. Under laws effective from 25th May 2018, we are required to provide you with certain details concerning how your personal data will be used and protected.

23.4.1.3. Full details of how the GMCL uses and protects your personal data, as well as your rights in respect of it, are in the GMCL Privacy Policy which you can find here.

23.4.2. GMCL details in respect of GDPR

23.4.2.4. Names of data controller

23.4.2.4.1. Greater Manchester Cricket League Ltd (GMCL)

23.4.2.5. Contact details for Compliance Director of GMCL

23.4.2.5.1. Simon Lowndes

23.4.2.5.2. Email: gdp@gtmcricket.co.uk

23.4.2.5.3. Website: www.gtmcricket.co.uk

23.4.3. GDPR - GMCL Data Collection

23.4.3.1. GMCL will collect and process your personal data for the purposes of:

23.4.3.1.1. Administering support to member clubs to deliver games during the season

23.4.3.1.2. Player identification.

23.4.3.1.3. Enabling communications necessary for the operation of GMCL

23.4.3.2. Categories of personal data & reason requested

23.4.3.2.1. Full name

23.4.3.2.1.1. For communications

23.4.3.2.1.2. For player or league official registration

23.4.3.2.2. Full UK address

23.4.3.2.2.1. At first registration of a player (UK or Overseas) for verification of eligibility

23.4.3.2.2.2. for a club financial officer for issue of appropriate invoices or requested deliveries from the league or our partners

23.4.3.2.3. Date of birth

23.4.3.2.3.1. At first registration of a player (UK or Overseas) for verification of eligibility

23.4.3.2.3.2. To determine qualification for age related exemptions such as league registration fees

23.4.3.2.3.3. To determine eligibility for age related cricket activity

23.4.3.2.4. Email address

23.4.3.2.4.1. For communications

23.4.3.2.4.2. For player or league official registration

23.4.3.2.4.3. For allocation of the free crichQ app to registered players and officials for scores and results

23.4.3.2.5. Telephone number

23.4.3.2.5.1. For communications (after e-mail which is priority) solely for the purpose stated on the form where requested

23.4.3.2.6. Photograph ID

23.4.3.2.6.1. For the sole purpose of verifying that the player said to be playing in a team is the player registered for that team

23.4.3.2.7. Gender

23.4.3.2.7.1. There are no gender restrictions in any age restricted or open age GMCL competition

23.4.3.2.7.2. Only players are requested to submit gender details, but this is not mandatory, however

23.4.3.2.7.2.1 Gender details will allow the league to make allowance for female players at junior age groups to play against younger males, a procedure followed nationally

23.4.3.2.7.2.2 Gender details will allow the league to support ECB and LCF in the development of the womens and girls game.

23.4.3.2.8. Ethnicity

23.4.3.2.8.1. Only players are requested to submit ethnicity details, but this is not mandatory, however

23.4.3.2.8.2. Ethnicity details will allow the league to support ECB and LCF in the development of the support packages for ethnic minorities in our game

23.4.3.3. Sources of personal data

23.4.3.3.1. Individuals upon registration with the league

23.4.3.3.1.1. A player's name will be linked to the club upon registration on cricHQ and will be linked to scorecards and seasonal records and historical league records. No other data will be retained in perpetuity. Registration with the league is acceptance of the record retention for statistical purposes only.

23.4.3.3.2. Clubs supplying details of players or officials

23.4.3.3.3. GMCL will not seek to collect or harvest data regarding players or officials in any other way.

23.4.4. GDPR - GMCL Data Processing

23.4.4.1. GDPR- Legal basis for processing your data

23.4.4.1.1. Performing the administration that it is necessary to operate the GMCL

23.4.4.1.2. In all other cases: that it is necessary for our legitimate interests which are to regulate the sport of cricket within the GMCL and to ensure that the reputation of cricket is preserved and enhanced, and this does not prejudice or harm your rights and freedom.

23.4.4.2. GDPR - Automated processing decisions

23.4.4.2.1. GMCL do not process or collect any data through any automated process

23.4.5. GDPR - GMCL Disclosure of Data Collected

23.4.5.1. Disclosure of data

23.4.5.1.1. We will disclose your personal data to:

23.4.5.1.1.1. Lancashire Cricket Foundation (LCF) for disciplinary purposes, where specifically requested.

23.4.5.1.1.2. Lancashire Cricket Foundation (name and e-mail only) to support free membership of Lancashire County Cricket Club for all registered players and officials.

23.4.5.1.1.3. The England and Wales Cricket Board (The ECB) for statistical purposes (numbers only) to support development of the game for women & girls, ethnic minorities and to provide information on participation

23.4.5.1.1.4. The England and Wales Cricket Board (The ECB) for disciplinary purposes.

23.4.6. GDPR - Data Retention

23.4.6.1. We will normally keep your personal data for 3 years after your last engagement with us.

23.4.6.2. Player records (name) will be kept in perpetuity on scoring systems

23.4.7. GDPR - Consent to use data

23.4.7.1. GDPR - GMCL use of data

23.4.7.1.1. GMCL will use data for the purposes listed only where required and supply of personal data to the league will be deemed to be approval to use the data in the ways described.

23.4.7.2. Your right to withdraw consent

23.4.7.2.1. Where you have given your consent to any processing of personal data you have the right to withdraw that consent at any time. If you do, it will not affect the lawfulness of any processing for which we had consent prior to your withdrawing it.

23.4.7.3. Your rights in respect of your personal data

23.4.7.3.1. You have the right of access to your personal data and, in some cases, to require us to restrict, erase or rectify it or to object to our processing it, and the right of data portability.

23.4.7.3.2. Due to the way that world wide web is recorded, we may be unable to remove any personal details that an individual has requested the league to publish on the internet. for the purposes of requesting contact.

23.4.8. GDPR - Complaints

- 23.4.8.1. If you have any concerns or complaints about how we are handling your data, please do not hesitate to get in touch by emailing us at gdpr@gtrmcrcricket.co.uk
- 23.4.8.2. You can also contact the Information Commissioner's Office.

24. External Engagement

24 (a) This section of the rules covers how we engage with other cricketing bodies

24.1. ECB - English Cricket Board Engagement

24.1.1. Working with ECB Regulations & Requirements

- 24.1.1.1. GMCL Club Director will be our representative with the ECB and engage additional support where required
- 24.1.1.2. GMCL will support and promote ECB regulations and development for the benefit of the game
- 24.1.1.3. GMCL will ensure our member clubs work to ECB requirements for the game

24.1.2. ECB Competitions

- 24.1.2.1. GMCL will support our member clubs entering all ECB competitions

24.2. LCF - Lancashire Cricket Foundation Engagement

24.2.1. Working with the LCF Requirements

- 24.2.1.1. GMCL Club Director will be our representative with the LCF and engage additional support where required
- 24.2.1.1. GMCL will support the LCF in promoting and developing the game in the county
- 24.2.1.2. GMCL will support LCF by sharing communications and promoting events.
- 24.2.1.3. GMCL will attend LCF meetings as required
- 24.2.1.4. GMCL will support LCF in all cross league discussions and activity where requested

24.2.2. LCF Competition

- 24.2.2.1. GMCL will submit qualifying entrants for the Lancashire KO competition
- 24.2.2.2. GMCL will support all inter-league competition and district or equivalent junior competition
- 24.2.2.3. GMCL will appoint League Team Managers at all required levels.

24.3. Relationship with Other Leagues & Competitions

24.3.1. Movement of Clubs

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