

**HUNTERS YORK & DISTRICT SENIOR CRICKET LEAGUE
CUP COMPETITION RULES – 2012**

RULE	HUNTERS PREMIER CUP	READMAN TROPHY
ADMINISTRATION		
1. TITLE	The competition shall be organized by the York and District Senior Cricket League and shall comprise two sections:	
	A. <u>The Hunters York Premier League Cup.</u> To be competed for by the 12 Premier Division sides plus the top four first XI sides in Division 1 at the end of the previous season.	B. <u>Edward Readman Trophy</u> To be competed for by all other League clubs. Conference clubs to have the option of entering the competition at the Preliminary stage.
2. MEMBER CLUBS	Participation will be restricted to member clubs of the Hunters York and District Senior Cricket League, and associated League's. All member clubs must enter their first XI, as defined by League Rules, and no club will be allowed to enter more than one team in the competitions.	
3. ANNUAL GENERAL MEETING	The Annual General Meeting shall be held no later than the 30th November each year and may be combined with the League Annual General Meeting. Each member club MUST be represented.	
4. DRAW	The draw for the competitions shall be made at the Annual General Meeting or on a date determined by the League Committee.	The first round draw will be made after the AGM considering the clubs involved by arranging the first round, round robin groups, within geographical areas.
5. ZONING		All rounds will be based on regional groups (where possible) of 3 clubs per group. This may be more clubs in exceptional circumstances.
6. FIXTURE DATES a. Dates	Fixture dates shall be determined by the League Committee. Changes to the set dates are only permissible in accordance with these rules. Any proposed changes of date due to other circumstances must have prior sanction from the League Committee. Dates may be varied only in respect of: i. A club being involved in a match in either the National Club Competition, the National Village Competition, A home fixture in the Yorkshire League or the Yorkshire Champions' K.O. Competition ii. A club providing two or more players for a league side in an inter-league competition either at senior or under 21 level iii. An exceptional situation approved in advance, by the League Committee	
First Round	The first round games will be played on Spring Bank Holiday Monday and all matches will be played on this date unless prevented by weather or ground conditions.	First round games will be scheduled to be played on a date set by the league.
Subsequent Rounds	Second and subsequent rounds shall be played on the dates set by the League Committee	Second and subsequent rounds shall be played on the dates set by the League, who will notify clubs of the draw and nominated host clubs.
Semi Finals & Final	Semi-Finals will be played on the date shown in the cup draw on the ground of the home drawn club The Final will take place on the set date at a pre-determined venue	The two semi finals will be staged on two nearby grounds on a Sunday morning as determined by the League. The Final will follow on the same Sunday afternoon at one of the two semi-final grounds.
b. Postponed Games	a. Games not played on the fixed, or mutually agreed, date in the above circumstances, or not completed due to adverse weather, will be played on the following Sunday unless 5a.i, ii or iii is applicable. b. If circumstances conspire to prevent a game being played on the Sunday prior to the next round an evening game, (minimum 20 overs per side in Premier Cup), will be played on Monday evening or successive evenings if weather conditions intervene. Evening games are only regarded as a viable alternative where the grounds are no more than 25 miles apart. c. In the event of an evening match being unachievable, the tie shall be decided by a bowl-out at a mutually agreed venue which may be an Indoor location in the event of inclement weather. d. Any club which instigates a change to either the	

	<p>date or venue of a match is totally responsible for ensuring that all involved parties are fully advised of the change and must ensure that the message is both received and implemented.</p> <p>e. (NOTE – a message left on an answer-phone or via e-mail is not deemed to be adequate until an acknowledgement is obtained))</p> <p>f. Clubs are required to:</p> <p>i. Agree the new arrangements with the opposing club</p> <p>ii. Advise, in advance, the Umpires' Appointments Secretary (if appropriate) of the changes and obtain his acknowledgement</p> <p>iii. Advise, in advance, the Cup Secretary and set out the reasons for the changed arrangements</p>	
7. TROPHIES	<p>The following trophies will be awarded:</p> <p><u>Hunters York Premier League Cup</u> Winners - The York Premier Knock-Out Trophy Runners Up - The Mike Couldwell Trophy Man of the Match - The Ian Reed Memorial Trophy</p>	<p><u>The Edward Readman Trophy</u> Winners -The Edward Readman Memorial Trophy Man of the Match - The Readman MOM Award</p>
GENERAL CONDITIONS		
8. LAWS OF CRICKET	<p>a. All matches shall be conducted under the Laws of Cricket currently in operation with the exception of any 'Special Conditions' imposed by the League Committee which shall be listed in the League Handbook.</p> <p>b. All Penalty Runs, as contained within the Laws of Cricket, shall apply throughout the League.</p>	
9. ELIGIBILITY OF PLAYERS	<p>a. In order to be eligible a player must have been properly registered by his club and been available for selection for a minimum of two Saturdays prior to the scheduled date of the cup match.</p> <p>b. With regard to Yorkshire League clubs, eligible players must have played more games in the York Senior League than the Yorkshire League by the date of the cup game. Players who are eligible to play in the first two rounds of the Cup become eligible to play in the rest of the competition</p> <p>c. In the event of any query regarding the eligibility of a player, the League Managing Secretary should be consulted at least seven days prior to the game.</p> <p>d. No player may play for more than one club in the competition, in any one year.</p> <p>e. ECB Regulations relating to Junior Players, as published in the League Handbook shall apply in all Premier Cup and Readman Trophy games.</p> <p>f. Players on loan are not permitted to play in either Cup competition.</p> <p>g. League & ECB / YCB age limits apply</p>	
10. UMPIRES	<p>Neutral Umpires will be appointed by the York Umpires' Association for all games.</p>	<p>a. Clubs are required to provide an umpire, which can be a club umpire or a panel member, for all rounds apart from the semi-finals and final</p> <p>b. The Secretary of the League's Umpire Committee will provide clubs with a list of umpires who are prepared to stand on the fixed dates.</p> <p>c. Clubs are required to directly approach such umpires regarding arrangements and must agree a fee with panel umpires which shall be a minimum of £12 plus travelling expenses.</p> <p>d. In the semi-finals and final, umpires will be appointed by the League who will be responsible for and will be paid by the League. All teams competing in the Readman Trophy will be required to pay a fee of £10 which will be utilized to pay the umpires in the semi-finals and final and meet the running costs of the competition.</p> <p>e. Umpires' expenses for semis and final will be met by the League</p>

11. SUBMISSION OF RESULTS	<p>a. Results, giving details of team scores, batsmen making 25 and bowlers taking 3 or more wickets must be submitted by the home club to the Cup Secretary via Twitter to the account address @YDSCLresults on the day of the match.</p> <p>b. The winning team is responsible for uploading full detailed results onto Play-Cricket within three days of the game. The away team must supply verification of the scorecard details. Any club that is unable to verify the result must inform the Cup Secretary.</p>	<p>g. Results, giving details of team scores, batsmen making 25 and bowlers taking 3 or more wickets must be submitted by the host club to the Cup Secretary via Twitter to the account address @YDSCLresults on the day of the match.</p> <p>h. The winning team in each game is responsible for uploading full detailed results onto Play-Cricket within three days of the game. The losing team must supply verification of the scorecard details. Any club that is unable to verify the result must inform the Cup Secretary.</p>
12. DISCIPLINE	The League's Disciplinary Rules and Procedures apply in all Cup matches.	
13. COMMITTEE ACTION & DISPUTES	<p>The Competitions shall be administered by the Hunters York and District Senior Cricket League Committee whose ruling shall be final in respect of any disputes or queries.</p> <p>The League Committee shall have full power to deal with any infringement of League Cup Rules, or any matter relating to the conduct of the competition not covered by the League Cup Rules, and to take such action or inflict such penalties, either of fine or expulsion, as they think fit.</p> <p>The decision of the Committee shall be final and binding on all matters.</p>	
14. ALTERATION TO RULES	All propositions for the alteration of these rules shall be in the hands of the League Managing Secretary no later than the 1st September.	
CONDUCT OF THE COMPETITIONS		
15. DURATION OF MATCH	<p>a. Matches will consist of one innings per side, each innings limited to 40 overs, unless a team is all out.</p> <p>b. Matches are due to commence at 2.00 p.m.</p> <p>c. Teams are required to satisfy the League's Over Rate of 3.75 minutes per over. Thus 40 overs should be bowled in 2 hours 30 minutes</p> <p>d. Close of play shall normally be at 8.00 p.m. but play may continue after that time if, in the opinion of the Umpires, the overs remaining to be bowled can be completed</p> <p>e. If the start is delayed, or an interruption takes place, during the first innings, the number of overs to be bowled shall be reduced from eighty in total by one over per side for every six minutes lost to a minimum of twenty overs per side, except that delays or interruptions taking place prior to 3.00 p.m. shall be discounted for calculation purposes in order that games commencing prior to 3.00 p.m. shall be of eighty overs duration.</p> <p>f. The remaining overs shall be divided equally between the two teams in order that both teams have the opportunity of batting for the same number of overs.</p> <p>g. If an interruption occurs after the completion of the first innings that score shall stand. The number of overs of the team batting second and the target required for victory shall be calculated as per Rule 21.d.ii</p> <p>h. A tea interval of 30 minutes will normally be taken between innings. However, at the discretion of the umpires, tea may be taken during a period when play is suspended or delayed due to weather or ground conditions. In this event, overs will not be deducted for a period of 30 minutes. If tea is not taken earlier and no play has been possible by 4.00 p.m. tea will be taken at that time.</p> <p>i. Where tea has been taken before the completion of the first innings, there will be an interval of ten minutes between innings</p>	<p>a. Matches will consist of one innings per side, each innings limited to 20 overs, unless a team is all out.</p> <p>b. All round robin days will commence at 10:15am, with the second game starting at 1:00pm and the third game at 3:45pm. These start times can be earlier if the previous games don't last the expected duration.</p> <p>c. Teams are required to satisfy the League's Over Rate of 3.75 minutes per over. Thus 20 overs should be bowled in 1hour 15 minutes</p> <p>d. There is no time limit re. Close of play but umpires must determine whether light or ground conditions remain adequate</p> <p>e. If the start is delayed, or an interruption takes place, during the first innings, the number of overs to be bowled shall be reduced from forty in total by one over per side for every six minutes lost to a minimum of ten overs per side</p> <p>f. The remaining overs shall be divided equally between the two teams in order that both teams have the opportunity of batting for the same number of overs.</p> <p>g. If an interruption occurs after the completion of the first innings that score shall stand. The number of overs of the team batting second and the target required for victory shall be calculated as per Rule 21.d.ii</p> <p>h. There will be no tea interval, but a break of 10 minutes shall be taken between innings. Host clubs may wish to provide after match refreshments and visiting clubs are encouraged to make use of such hospitality</p>

16. LIMITATION OF OVERS	<ul style="list-style-type: none"> a. No bowler may bowl more than eight overs in an innings. b. In a reduced over match, no bowler may bowl more than one fifth of the overs unless his quota has been exceeded prior to the interruption. 	<ul style="list-style-type: none"> a. No bowler may bowl more than four overs in an innings. b. In a reduced over match, no bowler may bowl more than one fifth of the overs unless his quota has been exceeded prior to the interruption.
17. HANDICAP		A handicap system is in place. Please see the table at the bottom of this page.
18. LIMITATION OF FIELDERS	A fielding 'oval' shall be clearly marked at a distance of 30 yards from each middle stump. Four fielders, together with the wicket keeper and bowler must remain within the circle at the point of delivery. Umpires shall call 'no-ball' if limitations are breached at the point of delivery	
19. UNLAWFUL BOWLING	<ul style="list-style-type: none"> a. No Ball – as per Laws of Cricket b. Wide – one-day rule applies re. leg-side c. Short Pitched ball – one allowed per over 	<ul style="list-style-type: none"> a. No Ball – as per Laws of Cricket A 'free-hit' to be awarded after a 'foot-fault' no-ball. Fielders to take up original positions. b. Wide – one-day rule applies re. leg-side c. Short Pitched ball – one allowed per over
20. LATE ARRIVAL OF PLAYERS	<p>Teams are required to exchange team cards prior to the 'toss' and notify the opposing captain and umpire of any absentee player.</p> <p>When a player arrives after the official starting time, the following shall apply:</p> <ul style="list-style-type: none"> a. <u>Fielding Side</u> A player arriving late will not be permitted to bowl until he has been on the field of play for an equivalent number of overs to that which had been bowled prior to him appearing on the field of play. b. <u>Batting Side</u> A player arriving late will not be permitted to bat until he has been present at the ground for an equivalent number of overs to that which had been bowled prior to his arrival, except upon the fall of the ninth wicket. The onus is upon the captain of the batting side to inform the umpires of the arrival of his player. 'Equivalent number of overs' shall be counted from the commencement of the innings. 	
21. TYPE OF BALL	Each side will provide its own ball. This need not be new but must be quartered leather, grade A or grade 1, of British manufacture, which conforms with the League's requirements, is in good condition, and be approved by the umpires.	
22. BOWL OUT RULES	<ul style="list-style-type: none"> a. Five bowlers from each side shall each bowl two consecutive deliveries at a full set of stumps. b. Bowlers from each side shall alternate. c. No extra delivery will be granted in the case of a wide or no-ball (Normal definitions apply – there is no requirement for the ball to 'pitch'). d. Bowl-outs must supervised by an umpire. e. Each side shall provide a wicket-keeper who must stand 'back'. f. The side scoring the most direct hits shall be deemed as winners. g. In the event of a tie after each side has bowled ten deliveries a sudden death bowl-out will take place with the same bowlers each bowling one delivery in the same order. 	
23. RESULT	<ul style="list-style-type: none"> a. A result can be achieved only if both teams have batted for at least 20 overs, unless a side is all out in less than 20 overs or the team batting second reaches the target in less than 20 overs. b. In matches in which both teams have had the opportunity to bat for the agreed number of overs, (i.e. 40 overs in an uninterrupted match or a lesser number of overs in an interrupted match), the team scoring the highest number of runs shall be the winner. c. If the scores are equal, the side losing the fewer wickets shall be deemed the winner. If each side has lost the same number of wickets the winner will be deemed to be the side with the highest scoring rate in the first <u>ten</u> overs, if necessary, reducing by one over until a result is obtained. d. If the team batting second has not had the opportunity to complete the agreed number of overs and has neither been all out nor has passed its opponents score, the following shall apply: <ul style="list-style-type: none"> i. If the match is abandoned before 8.00 p.m. the result shall be decided on the run rate throughout both innings.(subject to 'a' above ii. If, due to suspension of play, the number of overs in the innings of the side batting 	<ul style="list-style-type: none"> a. A result can be achieved only if both teams have batted for at least 10 overs, unless a side is all out in less than 10 overs or the team batting second reaches the target in less than 10 overs. b. In matches in which both teams have had the opportunity to bat for the agreed number of overs, (i.e. 20 overs in an uninterrupted match or a lesser number of overs in an interrupted match), the team scoring the highest number of runs shall be the winner. c. If the scores are equal, the side losing the fewer wickets shall be deemed the winner. If each side has lost the same number of wickets the winner will be deemed to be the side with the highest scoring rate in the first <u>five</u> overs, if necessary, reducing by one over until a result is obtained. d. If the team batting second has not had the opportunity to complete the agreed number of overs and has neither been all out nor has passed its opponents score, the following shall apply: <ul style="list-style-type: none"> i. If the match is abandoned before the completion of the second innings, the result shall be decided on the run rate throughout both innings. (subject to 'a' above ii. If, due to suspension of play, the number of overs in the innings of the side batting second has to be revised, their target score shall be calculated by

	second has to be revised, their target score shall be calculated by multiplying the reduced number of overs by the average runs per over score by the side batting first plus one.	<p>multiplying the reduced number of overs by the average runs per over score by the side batting first plus one.</p> <p>e. In the event of each of the three teams in a 'round-robin' all recording one victory, the winner shall be decided by the following method:-</p> <p>i. Total number of runs scored in two games, divided by the total number of wickets lost in two games = average.</p> <p>ii. Total number of runs conceded in two games, divided by total number of wickets taken in two game = average.</p> <p>iii. A minus B gives a net average – winner has best 'plus' average</p>
24. UNABLE TO PRODUCE A RESULT		In the event of no result being obtained within the Cup Rules, a 'bowl-out' will take place using the format shown in the League's Cup Rules. Where necessary, this shall be a three-team contest to decide which team progresses to the next round.
25. Conceded Games		Any club that fails to fulfill their round robin fixtures will be charged £75, of which £50 will go to the host club and £25 to the third team in the group
26. Host clubs & Match Day Management		<p>a. The host club is required to provide refreshments for the visiting teams which need to be available between games. Visiting clubs are required to make payment for refreshments on the same footing as Saturday teas.</p> <p>b. The club designated 'A' in each block of first round fixtures will host the games and will be responsible for match arrangements. Any designated club that is unable to host the games on the selected date must advise the Cup Secretary immediately so that an alternative venue can be fixed.</p> <p>c. The order, and times of games, will operate as shown on the Draw Schedule – however games may start earlier if both sides are in agreement.</p>

READMAN TROPHY HANDICAP CHART

DIV	20 Overs	19 Overs	18 Overs	17 Overs	16 Overs	15 Overs	14 Overs	13 Overs	12 Overs	11 Overs	10 Overs
ONE	scratch	Scratch	Scratch	Scratch	Scratch	Scratch	Scratch	Scratch	Scratch	Scratch	scratch
TWO	8	7	7	6	6	6	5	5	4	4	4
THREE	16	15	14	13	12	12	11	10	9	8	8
FOUR	24	22	21	20	19	18	17	15	14	13	12
FIVE & Below	32	30	28	27	25	24	22	20	18	17	16
Conference	40	38	36	35	33	32	30	28	26	25	24