

HUNTERS YORK & DISTRICT SENIOR CRICKET LEAGUE

Edward Readman Memorial Trophy Rules - 2015

Administration

1. Title

The competition shall be organised by the York and District Senior Cricket League, to be competed for by all League clubs who do not qualify for the Premier League Cup, and be named The Edward Readman Memorial Trophy.

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 unless that team qualifies for the Hunters Cup, as defined by League Rules, and no club will be allowed to enter more than one team in the competition.

3. Draw

The first round draw will be made by the Assistant Secretary (Cup Competitions) in conjunction with other League Officials. The first round will be between two clubs and regionalised to help reduce travel. This may be more clubs in exceptional circumstances.

4. Fixture Dates

Fixture dates shall be determined by the Assistant Secretary (Cup Competitions). 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 Assistant Secretary (Cup Competitions).

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 Assistant Secretary (Cup Competitions).

First Round

First round games will be scheduled to be played on a date set by the league.

Second & Subsequent Rounds

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.

Finals Day

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.

5. Trophies

Winners - The Edward Readman Memorial Trophy

Man of the Match - The Readman MOM Award

General Conditions

6. Laws Of Cricket

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 on the League website.

Eligibility Of Players

- i. 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.
- ii. 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. Junior players of Yorkshire League clubs may play within the competition, but clubs must seek prior

approval from the Cup Secretary before each fixture, and the decision / any playing restrictions will be made on an individual basis.

- iii. In the event of any query regarding the eligibility of a player, the Assistant Secretary (Cup Competitions) should be consulted at least seven days prior to the game.
- iv. No player may play for more than one club in the competition, in any one year unless by prior agreement from the Assistant Secretary (Cup Competitions).
- v. ECB Regulations relating to Junior Players shall apply in all Readman Trophy games.
- vi. League & ECB / YCB age limits apply.

7. Umpires

- i. 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.
- ii. The Assistant Secretary (Umpire Appointments) will provide clubs with a list of umpires who are prepared to stand on the fixed dates upon request.
- iii. Clubs are required to directly approach such umpires regarding arrangements and must agree a fee in advance of the game.
- iv. In the semi-finals and final, umpires will be appointed by the League who will be responsible for and will be met by the League.

8. Submission Of Results

- i. Match day results, giving details of team scores, batsmen making 25 and bowlers taking 3 or more wickets must be submitted by the winning team via the League website's result centre by 9.30pm on the day of the match.
- ii. The winning team in each game is responsible for uploading full detailed results onto the results centre by midnight on the Friday following the game. The losing team must supply verification of the scorecard details. Any club that is unable to verify the result must inform the Assistant Secretary (Cup Competitions).

9. Discipline

The League's Disciplinary Rules and Procedures apply in all Cup matches.

10. League Action & Disputes

The Competitions shall be administered by the Cricket Committee whose ruling shall be final in respect of any disputes or queries.

The Cricket Committee shall have full power to deal with any infringement of the Cup Rules, or any matter relating to the conduct of the competition not covered by the Cup Rules, and to take such action or inflict such penalties, either of fine or expulsion, as they think fit.

The decision of the Cricket Committee shall be final and binding on all matters.

Conduct Of Competitions

11. Duration Of Match

- i. Matches will consist of one innings per side, each innings limited to 20 overs, unless a team is all out.
- ii. 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.
- iii. For fixtures in the early rounds involving only two clubs, these games can be played at any time, on an evening or weekend, as long as both clubs are in agreement and the games are completed prior to the deadline date for each round, which is published on the cup draw.
- iv. There is no time limit re close of play but umpires must determine whether light or ground conditions remain adequate.
- v. 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.

- vi. 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.
- vii. 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 12.v.
- viii. 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.

12. Limitation Of Overs

- i. No bowler may bowl more than four overs in an innings.
- ii. 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.

13. Handicap

A handicap system is in place. Please see the table at the bottom of this document.

14. 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.

15. Unlawful Bowling

- i. No Ball – as per Laws of Cricket. A 'free-hit' to be awarded after a 'foot-fault' no-ball (see Rule 15 for further guidance).
- ii. Wide – one-day rule applies re. leg-side.
- iii. Short Pitched ball – one allowed per over.
- iv. Clubs are required to introduce lines 17" from the return crease to help judging off side wides in cup matches for the umpires.

16. Late Arrival Of Players

Teams are required to exchange team cards prior to the 'toss' and notify the opposing captain and umpire of any absentee player.

When a player arrives after the official starting time, the following shall apply:

Fielding Side

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.

Batting Side

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.

17. 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.

18. Bowl Out Rules

- i. Five bowlers from each side shall each bowl two consecutive deliveries at a full set of stumps.
- ii. Bowlers from each side shall alternate.
- iii. 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').
- iv. Bowl-outs must supervised by an umpire.
- v. Each side shall provide a wicket-keeper who must stand 'back'.
- vi. The side scoring the most direct hits shall be deemed as winners.

- vii. 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.

19. Result

- i. 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.
- ii. 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.
- iii. 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 five overs, if necessary, reducing by one over until a result is obtained.
- iv. 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:
 - a. 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 'i' above)
 - b. 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 multiplying the reduced number of overs by the average runs per over score by the side batting first plus one.
- v. 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:-
 - a. Total number of runs scored in two games, divided by the total number of wickets lost in two games = average.
 - b. Total number of runs conceded in two games, divided by total number of wickets taken in two game = average.
 - c. A minus B gives a net average – winner has best 'plus' average.

20. 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.

21. Conceded Games

- i. The Assistant Secretary (Cup Competitions) has full power to penalise clubs for failing to fulfil scheduled fixtures, in accordance to the League's "Schedule of Penalties".
- ii. The League shall have the authority to 're-instate' a team previously knocked out in the event of the winning team conceding their place in the next or subsequent rounds.

22. Host Clubs & Match Day Management

- i. The host club is required to provide refreshments for the visiting teams which need to be available between games where applicable. Visiting clubs are required to make payment for refreshments on the same footing as Saturday teas.
- ii. 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 Assistant Secretary (Cup Competitions) immediately so that an alternative venue can be fixed.
- iii. 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.

23. No Ball – Free Hit

- i. Field changes are permitted for free hit deliveries providing all fielding restrictions are adhered to.
- ii. The delivery following a No Ball called for a foot fault shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide) then the next delivery shall become a free hit or whichever batsman was facing it.
- iii. 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.

iv. One run should be awarded for a foot fault “No Ball”, followed by the free hit delivery.

**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										
TWO – North and South	8	7	7	6	6	6	5	5	4	4	4
THREE – North and South	16	15	14	13	12	12	11	10	9	8	8
FOUR – West / Central / East	24	22	21	20	19	18	17	15	14	13	12
Conference	32	30	28	27	25	24	22	20	18	17	16