

## SECTION A - THE LEAGUE

A(a) This section of the rules describes the league set up and structure

### 1. Competition, Management & 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

###### 1.1.1.1. Name of Competition

1.1.1.1.1. The competition shall be named The Greater Manchester Cricket League ("The League" or "GMCL")

##### 1.1.2. Management of The Competition ([enquiries to secretary@GtrMcrCricket.co.uk](mailto:enquiries@GtrMcrCricket.co.uk))

###### 1.1.2.1. Greater Manchester Cricket League Ltd

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"), who may from time to time delegate such areas of responsibility to The Executive ("The Executive") as the Board determines.

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 and the Executive.

###### 1.1.2.2. GMCL - The Board

1.1.2.2.1. The Board will be engaged in accordance with the Articles of Association of the Company.

1.1.2.2.2. All Directors are volunteers giving their time for the benefit of the League and the member clubs.

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

1.1.2.2.4. The Board 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. The Board can engage experts and make payment for specialist skills in specific areas where it is deemed necessary.

#### 1.1.2.3. **GMCL - The Executive**

1.1.2.3.1. The Executive is charged with managing and organising the day to day running of the GMCL cricket competitions and activity. The extent of its remit will be determined by the Board from time to time. References to the Executive taking decisions under these Rules is subject to the ongoing delegation of such matters to the Executive from time to time and the Board reserves the right to change or return any such delegated matter to the Board from time to time.

1.1.2.3.2. The Executive will be led by a Director with other Directors and officers deemed necessary to carry out the functions of the body.

1.1.2.3.3. The Executive can appoint new officers when considered appropriate to do so.

1.1.2.3.4. The Executive will be responsible for the Club to League Memorandum of Understanding or any replacement of this, Grounds & Facilities, Discipline, Competition Structure & Fixtures amongst the range of duties.

#### 1.1.2.4. **Communication with the Board & League Functions**

1.1.2.4.1. There are a number of lines of communication with The Board available:

1.1.2.4.1.1. The main e-mail addresses are listed on our website  
<https://www.gtrmcrcricket.co.uk/pages/contact-us-new>

1.1.2.4.1.2. The league central e-mail of [enquiries@GtrMcCricket.co.uk](mailto:enquiries@GtrMcCricket.co.uk) can be contacted at any time

1.1.2.4.1.3. Formal Communication with the league for legal or official business only should be sent to [secretary@GtrMcCricket.co.uk](mailto:secretary@GtrMcCricket.co.uk)

#### 1.1.2.5. **Feedback & Suggestions**

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

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

#### 1.1.2.6. **Sponsor Agreements**

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

### **1.2. GMCL Competition**

**1.2.1. GMCL- Cricket structure**  
([enquiries to webadmin@GtrMcCricket.co.uk](mailto:enquiries@webadmin@GtrMcCricket.co.uk) )

1.2.1.1. **GMCL - Number of Tournaments within the competition**  
(This section updated Winter 23/24)

1.2.1.1.1. GMCL will provide league cricket competitions for open age teams on Saturday and Sunday, league cricket competitions for age restricted junior teams on allocated weekdays, Cup competitions for all ages and pool cricket and finals days for open age 20 over competition.

1.2.1.1.2. There are no gender bars to playing in our competition however the league has developed a separate women and girls competition (enquiries to [womenandgirls@GtrMcrCricket.co.uk](mailto:womenandgirls@GtrMcrCricket.co.uk)) and is committed to developing this further.

1.2.1.2. **GMCL Tournaments - Annual Amendments & Reviews**

1.2.1.2.2. The Saturday and Sunday League structure will be reviewed annually by the Executive 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.

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

1.2.1.2.4. 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. Any suggestions for additional tournaments or competitions are welcome, please submit to Exec[Lead@GtrMcrCricket.co.uk](mailto:Lead@GtrMcrCricket.co.uk)

1.2.2. **League Competition - Open Age League Cricket, overview**

1.2.2.1. **The GMCL Saturday League competition is a “pyramid” structure**

1.2.2.1.1. The structure will contain 3 groups of multiple tiers (Premiership, Championship and Regional) based on ability, each with one or more divisions, providing promotion and relegation throughout and between groups..

1.2.2.1.2. Divisions above the lowest tier will be constructed with a minimum of 12 teams and each team in each division will play all other teams in the division Home and Away wherever possible.

1.2.2.1.3. The lowest tier will vary in number annually depending on the number of teams entering annually.

1.2.2.2. **The GMCL Sunday League structure will contain several mini-structures**  
(This section updated Winter 23/24)

1.2.2.2.1. One structure will provide promotion and relegation throughout and provide the "Sunday Champions"

1.2.2.2.2. A second will be regionalised divisions with no promotion or relegation.

1.2.2.2.3. A third will be targeted at those who wish to play younger development teams only with fewer games

- 1.2.2.2.4. A fourth provides a more open Sunday competition with fewer restrictions on eligibility.
- 1.2.2.2.5 Any further structures in the Sunday competition or changes to the above will be introduced by Executive Decision from time to time as deemed appropriate and useful for the development of the game.

**1.2.2.3. The GMCL Women's and Girls Softball League**  
**(This section updated Winter 23/24)**

- 1.2.2.3.1. The Summer competition will be regionalised tournaments for the teams that enter
- 1.2.2.3.1.1. Match Days and rules will be reviewed annually
- 1.2.2.3.2. The Winter competition will be organised where sufficient teams are registered
- 1.2.2.3.3. All communications via [womensandgirls@gtrmcrcricket.co.uk](mailto:womensandgirls@gtrmcrcricket.co.uk)

**1.2.3. Cup Competitions - Open Age Cup Cricket**  
**(enquiries to fixtures@GtrMcrCricket.co.uk )**  
**(This section updated Winter 23/24)**

**1.2.3.1. GMCL will organise multiple open age Cup competitions**

- 1.2.3.1.1. There will be one or more Sunday Cups which are open for annual application to all Third XIs, Fourth XIs and those teams below playing in the Sunday League.
- 1.2.3.1.2. There will be one or more cup competition(s) open for annual application to all Second XI teams playing on Saturday or Sunday, Second XIs entering the cup must play in the Second XI Cups.
- 1.2.3.1.3. Entry into 1st XI cup competitions shall be compulsory for all 1st XI teams playing on Saturday or Sunday.

**1.2.3.2. First XI Cup Competitions**

- 1.2.3.2.1. The number of First XI cup competitions will vary (as determined annually by the Executive to take account of changing numbers of First XIs) 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:
- 1.2.3.2.1.1. The highest placed First XI teams (ranked at end of the previous season before any promotions and relegations occur) shall compete for "The Derek Kay Cup". The number of teams is dependent on Lancs KO teams requiring a bye in the first round of this cup in order to create 8 ties in the second round - Round of 16
- 1.2.3.2.1.2. 16 teams, the lowest placed First XI teams and any First XI teams playing in the Sunday League in any season, shall compete for "The John Barrow League Cup" in the following season.

1.2.3.2.1.2.1. If, after removing the Derek Kay Cup entrants and 16 John Barrow Trophy entrants as described above there are more than 32 clubs remaining then the number of 1st XIs in the John Barrow Trophy shall be increased to leave 32 teams for the cup described at 1.2.3.2.1.3.

1.2.3.2.1.3. The remaining 32 First XI teams shall compete for "The 1st XI Championship Cup".

### **1.2.3.3. Second XI Cup Competitions**

1.2.3.3.1. The number of Second XI cup competitions will vary (as determined annually by the Executive to take account of changing numbers of Second XIs entering) to give clubs at all levels the real opportunity of winning a trophy against clubs of a similar standard but aims to provide, as a minimum, the following

1.2.3.3.2. A Premier 2nd XI Cup for the 32 highest placed 2nd XIs at the end of the previous season (before any promotions and relegations occur).

1.2.3.3.3. A Championship 2nd XI Cup for the remaining 2nd XIs entering the cup

### **1.2.3.4. Sunday Cup Competitions**

1.2.3.4.1. The number of Sunday cup competitions will vary (as determined annually by the Executive to take account of changing numbers of 3rd, 4th or 5th XIs entering) to provide 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

1.2.3.4.2. A Premier Sunday Cup for the 32 highest placed teams at the end of the previous season (before any promotions and relegations occur).

1.2.3.4.3. A Championship Sunday Cup for the remaining teams entering the cup.

## **1.2.4. [GMCL20 - 20 over tournament, overview](#) ([enquiries to registrations@GtrMcrCricket.co.uk](mailto:enquiries to registrations@GtrMcrCricket.co.uk))**

### **1.2.4.1. GMCL20 - Competition Structure** (This section updated Winter 23/24)

1.2.4.1.1. The GMCL20 shall be under the control of the Executive, the number of competitions and their format will be reviewed annually based on the number of entrants. The competition is open to all GMCL clubs upon annual application.

1.2.4.1.2. The structure will be set to provide pool games to maximise an equal number of home games for each club, the number of pools will determine how the knockout rounds will be determined, from quarter-finals (8 teams).

1.2.4.1.3. The final four teams in each competition will play on a single final's day, featuring two semi-finals and a final.

1.2.4.1.4. The winner of the highest grade competition finals day will be given a place in the National ECB T20 club tournament which takes place in the same season

- 1.2.4.1.4.1. If the competition cannot be completed in time or if the fixture schedule otherwise dictates then the previous season's winner will be given the place.

**1.2.5. Fixture Overview**  
(enquiries to [fixtures@GtrMcrCricket.co.uk](mailto:fixtures@GtrMcrCricket.co.uk) )

**1.2.5.1. Fixture Generation**

- 1.2.5.1.1. Clubs are required to register their teams annually (See 1.3.1.1. below) and 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, and where divisional numbers are more than the standard 12. in which case up to an extra month's preparation may be required.
- 1.2.5.1.3. The aim is to publish all fixtures within a month of the final registration date for each tournament with fixtures uploaded to the scoring app for publication. Clubs can download their fixtures for all teams from there..

**1.2.5.2. Fixture Changes**

- 1.2.5.2.1. The League reserves the right to change fixtures or divisional placements, this can happen where there are unavoidable late team withdrawals, additions or changes at clubs affecting the level at which they can play.
- 1.2.5.2.2. Fixture changes requested by clubs to avoid clashes and ground unavailability can usually be accommodated except in the Saturday competition where this cannot be guaranteed. For the Saturday competition entrants have to commit to being available for every Saturday of the season, however requests to play away on specific dates can usually be accommodated as long as submitted at the time of team registration.

**1.2.6. Junior Competitions overview**  
(enquiries to [juniors@GtrMcrCricket.co.uk](mailto:juniors@GtrMcrCricket.co.uk) )

**1.2.6.1. Junior Competitions**

- 1.2.6.1.1. The Executive, through the Juniors Director, will organise and manage junior cricket divisions and tournaments and determine the structure of competitions annually following receipt of the annual entry forms recognising the number of teams entering the junior competitions changes year on year in each age group.
- 1.2.6.1.2. Regionalised Junior Leagues and Cups for all age groups with multi team match nights for Under 9s
- 1.2.6.1.3. Summer performance competitions across the region where teams of equal standard meet

**1.2.6.2. Junior Entries**

- 1.2.6.2.1. Clubs are free to choose which age groups and competitions they enter, there is no mandatory entry except that the clubs at the top of the pyramid must enter a minimum 3 age groups in order to meet ECB regulations for Premier Leagues.

### **1.3. Membership of the League**

#### **1.3.1. Club Annual Registration** (enquiries to [webadmin@GtrMcrCricket.co.uk](mailto:webadmin@GtrMcrCricket.co.uk))

##### **1.3.1.1. All clubs must register all their teams annually**

- 1.3.1.1.1. Registration is required for all teams from Under 9 through to seniors and for all competitions available.
- 1.3.1.1.2. Clubs may enter all their teams or selected teams in our competition and clubs can change the teams entered from year to year.
- 1.3.1.1.3. Clubs may retain teams in other league competitions
- 1.3.1.1.4. 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 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 to [ExecLead@GtrMcrCricket.co.uk](mailto:ExecLead@GtrMcrCricket.co.uk))

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

- 1.3.2.1.1. To confirm, when 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.
- 1.3.2.1.8. to confirm that the club is aware of league rules and how to review them on the website at [www.gtrmcrcricket.co.uk/pages/gmcl-rules-menu](http://www.gtrmcrcricket.co.uk/pages/gmcl-rules-menu)
- 1.3.2.1.9. to confirm that the club is aware of and undertakes to abide by the ECB Anti Discrimination Code and that its captains and key officials will undertake such training in that regard as the League from time to time requires.  
(This section added Winter 23/24)

**1.3.3. Clubs: Cost of Membership**  
(enquiries <mailto:finance@GtrMcrCricket.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 which are based on each club's level of participation in cricket and 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 event tickets, the number to be decided annually by the Board, driven by the costs of hosting such event(s)

**1.3.3.4. New Club Deposits on Registration**

- 1.3.3.4.1. Returnable deposits may be required from new clubs joining GMCL, see "Joining the League"

**1.3.3.5. Penalties**

- 1.3.3.5.1. Penalties for clubs with debts owing to the League are dealt with in the Penalty Appendix to the Rules

**1.3.4. Mandatory Match Balls**  
(enquiries to [ExecLead@GtrMcrCricket.co.uk](mailto:ExecLead@GtrMcrCricket.co.uk))

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

- 1.3.4.1.1. GMCL requires 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. Payment details will be sent to the clubs by the ball supplier upon submission of the order to them. Payment must be made before delivery and the balls will be shipped by courier to your selected address.
- 1.3.4.2.2. Orders must be placed annually on the order form on the GMCL website
- 1.3.4.2.3. If you have any questions please mail [finance@gtrmcrcricket.co.uk](mailto:finance@gtrmcrcricket.co.uk)
- 1.3.4.2.4. 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 in the Premier Divisions and the Championship Divisions (down to and including Division 3)
  - 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 in the Regional Divisions 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
  - 1.3.4.3.3.2. Spare ball must be a used Pink Windsor Ball (Updated for 2023)
- 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

#### 1.3.4.4.

#### **Change of Ball Supplier**

**(This section added Winter 23/24)**

##### 1.3.4.4.1.

Rules on Balls will be updated if there is a change of ball supplier.

##### 1.3.4.4.2.

After any change of ball supplier, Clubs with surplus stock from the previous ball supplier may use the balls for one season only.

#### **1.4.**

#### **GMCL & cricHQ**

##### 1.4.1.

**cricHQ is the GMCL's partner for player registration and match scoring**  
**([cricHQhelp@GtrMcrCricket.co.uk](mailto:cricHQhelp@GtrMcrCricket.co.uk))**

##### 1.4.1.1.

#### **Players must register annually on cricHQ**

##### 1.4.1.1.1.

Players must pay any annual fee required at the time of the registration on cricHQ before their first game in a season.

##### 1.4.1.1.2.

The registration creates a player record on cricHQ for scorers to add players to team squads at the club

##### 1.4.1.1.3.

The player details registered must include full name and initials and date of birth and, for anyone playing in any of our open age competitions, a passport style photo of head and shoulders which allows identification of the player by other persons. Should additional data be required at registration then registrants would be notified of the purpose.

##### 1.4.1.1.4.

In advance of the annual registration the Board will list the benefits and services provided to all persons registering which will include full access to live scores and videos on the cricHQ app when registered on the app with the same e-mail as your GMCL registration e-mail, plus any other products offered.

##### 1.4.1.2.

#### **Each club must have one or more cricHQ administrators ("cricHQ admin")**

##### 1.4.1.2.1.

Each Administrator is responsible for verifying that all the club's players are registered on cricHQ and managing the allocation of the club's players to the teams at the club and adding scorers to the club's cricHQ profile

##### 1.4.1.2.2.

Any current club administrator can add another club administrator, member or scorer into the roles

##### 1.4.1.2.3.

If this is not possible, the club chair or secretary, as previously notified to us, must e-mail [cricHQhelp@GtrMcrCricket.co.uk](mailto:cricHQhelp@GtrMcrCricket.co.uk) 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 system for scoring our matches

##### 1.4.1.3.

#### **Scorers must register on the cricHQ scoring app for each match**

##### 1.4.1.3.1.

Once registered by the club as an official scorer for a team on cricHQ, this access allows them to enter the player from the club into the team squads and automatically gives the scorer access to score the team's matches on the cricHQ app (using the same e-mail login).

##### 1.4.1.4.

#### **cricHQ functions**

- 1.4.1.4.1. The system links registered players to the players selected for a match and this updates the statistics for each player and club.
- 1.4.1.4.2.. The match video (where camera in operation) and ball by ball commentary on the game is visible to all users of the cricHQ app on the internet at cricHQ.com, on the GMCL youtube channel and on the live scorecard.
- 1.4.1.4.3. Access to live scorecards and any match video is provided free to all GMCL registered players as part of the registration fee when logging on to the app with their e-mail used to register on cricHQ

## **2. Joining the League** (e-mail ExecLead@GtrMcrCricket.co.uk)

- 2(a). This section of the rules details how clubs can join the competition as full members or add teams. GMCL will work to support the County Federations, The League Cricket Conference and the National Governing Body regulations regarding the movement of league clubs.

### **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 new teams meeting requirements**

- 2.1.1.1.1. From current member clubs, from a new member club or from clubs in other leagues for our Sunday competition including Third XI and Fourth teams from or from member clubs or clubs in other senior leagues adding junior teams to GMCL competition.

#### **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 changing facilities, tea-room facilities and a suitably cut and managed square which meet the league's minimum standard and, if they do not own their own ground, an agreement in place at October 31st prior to the season that the ground is available, and paid for, for the season ahead.
- 2.1.2.1.2. The Board do not supply a venue for any club or team - If you require assistance with locating a venue, please e-mail enquiries@GtrMcrCricket.co.uk, we do not guarantee finding a ground for any club.

##### **2.1.2.2. Joining GMCL - Standard of Ground** (This section updated Winter 23/24)

- 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 and the tier at which a club can be placed is dependent on the standard of ground set by the document

#### **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 are requested to register interest or request further information in advance of any application**

2.2.1.1.1. by e-mail to ExecLead@GtrMcrCricket.co.uk

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 2024 for season 2025.

2.2.2.1.2. If the applying club wishes the Board to consider placing 1st & 2nd XI higher than our lowest tier then formal application should be sent by e-mail headed "New 1st XI / 2nd XI application" to ExecLead@GtrMcrCricket.co.uk by the first relevant date.

2.2.2.1.3. In order to place clubs in our structure, GMCL previously used our tables on all old leagues and comparative performance but this is now superseded by our comparison of the current league and knowledge of clubs in GMCL competition and taking 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.

2.2.2.1.5. The Board requires that any club making a formal application must have notified their current league of their application to be considered for membership of GMCL.

**2.2.2.2. Joining GMCL - 2nd relevant date: 30th June in season prior to joining**

- 2.2.2.2.1. Usual final date for resignation from current league under League Cricket Conference agreement and we cannot stop applications from any club by this date,
- 2.2.2.2.2. This may be 31st July in some leagues
- 2.2.2.2.3. Resignation by this date, if accepted, will leave the club free to move for the season following
- 2.2.2.2.4. 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 to take a place in our lowest tier should be sent by e-mail headed "New 1st XI / 2nd XI application" to club-director@GtrMcrCricket.co.uk
- 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 enquiries@GtrMcrCricket.co.uk

**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" juniors@GtrMcrCricket.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 ExecLead@GtrMcrCricket.co.uk Subject: "Application to join league for "XXXX season" at the earliest possible opportunity and provide details, to allow the Executive 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 ExecLead@GtrMcrCricket.co.uk 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 to make arrangements to meet.

## **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

**2.2.5.2. Club default**

2.2.5.2.1. 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.

2.2.5.2.2. 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.

**2.2.5.3. Refunding the Deposit**  
(This section updated Winter 23/24)

2.2.5.2.3. Any remaining deposit after deductions will be refunded at the completion of the first season.

## **B SECTION B - DISCIPLINE**

The Full Discipline regulations are integrated with the new comprehensive ECB regulations, please refer to the Discipline Tab on the GMCL Rules Menu

## **C SECTION C - THE PLAYERS**

C (a) This section of the rules covers all matters relating to the players in the league including ECB Categories, Amateur or Professional Status, Starred Players and player eligibility for GMCL competitions.

### **6 Paid Players and Amateurs in GMCL (Player Status)**

**6.1. Player Status defined by Home Office & ECB regulations**  
(enquiries to [webadmin@GtrMcCricket.co.uk](mailto:webadmin@GtrMcCricket.co.uk))

#### **6.1.1. Player Status – Why is this important?**

**6.1.1.1. Player Status - As a professional league GMCL must comply with all UK regulations**  
(This section updated Winter 23/24)

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

**6.1.1.2. Player Status - 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. Player Status - It is a club's responsibility to correctly allocate a player type**  
**(This section updated Winter 23/24)**

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, the Executive, the ECB or the Home Office, so appropriate records must be kept including those required under Employment Law.

**6.1.3. Player Status - Definition of “Paid” or “Professional” player**

**6.1.3.1. Player Status - 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. Player Status - 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 sportsperson or coach at any level of sport, unless they are doing so as an “Amateur”

**6.1.3.3. Player Status - “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. Player Status - 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” (This section updated Winter 23/24)

- 6.1.5.1.1. A club can use multiple paid or professional players in their 1st XI dependent on Player Categories referred to below but
- 6.1.5.1.2. there is no mandatory requirement on any club at any level to have one or more “paid” players, except in the final 4 league games of the season where any club having a Named Professional, must employ a deputy should that Named Professional be unavailable in the circumstances provided in Rule 8.2.4

##### 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 and 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 named 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 that player’s present club. Penalty £100.00.
- 6.1.5.3.1.1. Clubs aware of an illegal approach must e-mail [enquiries@GtrMcrCricket.co.uk](mailto:enquiries@GtrMcrCricket.co.uk) with [professionals@GtrMcrCricket.co.uk](mailto:professionals@GtrMcrCricket.co.uk) copied in 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
- 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  
(enquiries to [webadmin@GtrMcrCricket.co.uk](mailto:webadmin@GtrMcrCricket.co.uk))**

**7.1.1. ECB Player Categories - Reasoning for Categories**

**7.1.1.1. ECB categories standardise the descriptions of players across the country**

- 7.1.1.1.1. Players are required to use this standard at registration with the league and 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. Category 1 - Player Status**

- 7.1.2.1.1. Category 1 includes “paid”, “professional” or “amateur” players

**7.1.2.2. Category 1 criteria as issued by the ECB from April 2021 are**

- 7.1.2.2.1. British Citizenship and born in England/Wales, OR 210 days residence in the 12 months up to 1st April prior to the season of registration AND,
- 7.1.2.2.2. Not played as a local player in professional international or domestic cricket in a Full Member country in the 12 months up to 1st April prior to the season of registration..

**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. Category 1 players - Verification**

- 7.1.2.4.1. Clubs should obtain copies of documents to verify citizenship, birth and ordinary residence to verify eligibility and may be required to submit these to the league, ECB or Home Office.

**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. Category 3 - Player Status**

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

7.1.4.1.2. Players in this category are often referred to as an “Overseas” player

#### **7.1.4.2. Category 3 - ECB guidance should always be followed**

**(This section updated Winter 23/24)**

7.1.4.2.1. ECB guidance can be found  
<https://www.ecb.co.uk/governance/regulations/governing-body-endorsement/>

7.1.4.2.2. GMCL are required to submit records of all Category 3 player registrations to the ECB during the season.

7.1.4.2.3. Clubs should be aware that registrations can be challenged by the ECB on Cat 1 / Cat 3 status and on professional / amateur status and if you take unverified advice from a player agency or other third party this will not exempt the club from the consequences of an incorrect registration.

#### **7.1.4.3. Category 3 players in GMCL**

**(This section updated Winter 23/24)**

7.1.4.3.1. Category 3 players are limited as to the teams they can play for in GMCL competition.

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 one Category 3 player in a team.

7.1.4.3.3.1. At First XI level (Saturday League, Cup or GMCL20) this can be one Category 3 **Professional** or one Category 3 **Amateur** player .

7.1.4.3.3.2. At Second XI level (Saturday League, Cup or GMCL20) this can be one Category 3 **Amateur** player if they meet all other eligibility criteria.

#### **7.1.4.4. Category 3 - Player Verification**

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

#### **7.1.4.5. Category 3 - Documents**

**(This section updated Winter 23/24)**

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

7.1.4.5.1.1. A UK Passport does not mean the holder is a “Qualifying Player” and does not qualify a person as resident in the UK.

7.1.4.5.1.2. A Visa from the Home Office

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

7.1.4.5.1.2.2. professionals require a different visa to amateurs.

- 7.1.4.5.1.2.3. There are several visa types that allow amateur players to play cricket and there are a number that do not.
- 7.1.4.5.2. See Home Office overview here - <https://resources.ecb.co.uk/ecb/document/2021/09/01/97da36b1-c77f-46ad-b34f-d76cfb1dc583/Visa-Overview-from-October-2021.pdf>
- 7.1.4.6. Category 3 - Sponsorship and Governing Body Endorsement**
- 7.1.4.6.1. Category 3 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.  
<https://www.ecb.co.uk/governance/regulations/governing-body-endorsement/>
- 7.1.4.7. Category 3 - Advice & Decision Making**
- 7.1.4.7.1. Clubs should ensure they are acquainted with the latest rules before engaging a Category 3 or "overseas" 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 Executive 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](mailto:managedmigration@ecb.co.uk)
- 7.1.4.7.3. GMCL can provide guidance based on the full facts submitted by e-mail to [professionals@GtrMcCricket.co.uk](mailto:professionals@GtrMcCricket.co.uk) 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**

**8.1. Named Professional Player  
(enquiries to [professionals@GtrMcCricket.co.uk](mailto:professionals@GtrMcCricket.co.uk))**

**8.1.1. Why do we have Named Professionals?**

**8.1.1.1. Named Professionals reasoning  
(This section updated Winter 23/24)**

- 8.1.1.1.1. Most leagues have regulations regarding a class of player called Named Professional which relates to a player at the club who is paid. We are an open league where clubs can pay a number of players who can play at 1st team level only on Saturdays

## 8.1.2. Selecting a “Named Professional”

### 8.1.2.1. **Named Professionals – who can be a “Named Professional”?** (This section updated Winter 23/24)

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” or “professional” Category 3 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” or “professional” players, the club must nominate one of those players as a “Named Professional”.

### 8.1.2.2. **Named Professionals – “Named Professional” or deputy professional in another league in the season in question**

8.1.2.2.1. A player who has been a “Named Professional” or deputy professional in another league in the season in question can only transfer to a GMCL club if the player becomes the GMCL club’s only “Named Professional”.

8.1.2.2.2. and the player cannot transfer to a GMCL club if the GMCL club already has a “Named Professional”.

### 8.1.2.3. **Named Professionals – Multiple Clubs**

8.1.2.3.1. No player registered as a “Named Professional” shall be allowed to play for more than one club in any GMCL Competition during the season

8.1.2.3.1. 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. **Three Part Process**

8.1.3.1.1. The “Named Professional” must be registered on the League’s Google Form <https://www.gtrmcrcricket.co.uk/pages/transfers> irrespective of whether they were the club's professional in the preceding year.

8.1.3.1.1.1. before the player’s first game and no later than 31st May.

8.1.3.1.2. The “Named Professional” must be registered on cricHQ for the year and the £10 fee paid

8.1.3.1.2.1. The club’s cricHQ administrator must add the player to the club’s 1st XI and relevant GMCL20 team

8.1.3.1.2.2. When the Named Professional is registered on cricHQ then a club administrator must add “(Pro)” after the player's surname.

8.1.3.1.3. Named Professional’s contract

- 8.1.3.1.3.1. A signed copy of the Named Professional's contract (only redacting financial details)
- 8.1.3.1.3.1.1. must be lodged with the League prior to the start of the season by sending via e-mail to professionals@gtrmcrcricket.co.uk
- 8.1.3.1.3.1.2. This must come from a club lead contact who will remain the contact for any communications regarding the professional.

**8.2. Substitute or Deputy for the "Named Professional"**  
(enquiries to professionals@GtrMcrcricket.co.uk)

**8.2.1. Club eligibility for a substitute / deputy professional**

**8.2.1.1. "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.

**8.2.1.2. "Named Professional" falls seriously ill or is injured during the season**

- 8.2.1.2.1. A substitute will be considered upon application (accompanied by a medical professional's report confirming the player has been seen by them and is unable for medical reasons to play cricket and an estimate of the period of layoff) but

- 8.2.1.2.2. the "Named Professional" must be in the UK at the time of the application, and must be available for examination as the Board see fit unless the medical professional's report confirms that it would be reasonable for the named professional to return home given the length of anticipated recovery time and/or the nature of the injury/illness concerned

8.2.1.2.3 A medical professional for these purposes is a person who is legally permitted to certify fit notes.

**8.2.1.3. "Named Professional" is called up for duties in the player's home country**  
(This section updated Winter 23/24)

- 8.2.1.3.1. A substitute will only be considered upon application

- 8.2.1.3.2. in the event of a "Named Professional" being unable to fulfil contractual obligations within GMCL for the club holding the player's registration as a player by reason of having been required to represent their Country or their County equivalent (at any time in the season)

- 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 the Country and/or County (or equivalent) (and the time period therefore) ("the Confirmation") and that as a result of such requirement the named Professional would be unable to perform those contractual obligations (and "represent" for these purposes means attending training camps, coaching or playing in any matches)

**8.2.1.4. A Deputy professional will NOT be allowed for any reason if**  
(This section updated Winter 23/24)

- 8.2.1.4.1. a signed copy of the Named Professional's contract (only redacting financial details) has NOT been lodged with the League via email to professionals@gtmccricket.co.uk nor for (but not limited to these circumstances): -
- 8.2.1.4.2. A named professional travelling away for personal or family events of any nature
- 8.2.1.4.3. Any contracted absence
- 8.2.1.4.4. A UK county contracted player (including minor counties) called up to the county

**8.2.2. Player eligibility to be Deputy Professional**

**8.2.2.1. A Deputy Professional must**

- 8.2.2.1.1. Be a professional player from outside the league.
- 8.2.2.1.2. Be a professional player of equal standing
- 8.2.2.1.2. 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.

**8.2.2.2. Players NOT eligible (but not limited to)**

- 8.2.2.3.1. Amateur players from within the GMCL
- 8.2.2.3.2. Amateur players from other leagues
- 8.2.2.3.3. Paid or Professional players playing at another GMCL club

**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.**  
(This section updated Winter 23/24)

- 8.2.3.2.1. Must be made to the league on the "Sub Pro request form" which will automatically submit an e-mail to professionals@gtrmcrcricket.co.uk, headed "URGENT – Deputy Professional XXXXX CC " for the league's immediate attention.
- 8.2.3.2.2. by 8pm on a Thursday before the Saturday or Sunday games
- 8.2.3.2.2.1. this cutoff time will not apply in respect of injury/illness after that time but before the match concerned provided retrospective medical certification is obtained
- 8.2.3.2.2.2. but if this is not obtained in accordance with Rule 8.2.1.2 or is not received by professionals@gtrmcrcricket.co.uk by 5pm of the Wednesday following the match then the deputy professional appointed shall be deemed to have been an ineligible player for the match in question.
- 8.2.3.2.3. application on the form must be repeated for each weekend the deputy is required, even if the same player is used unless advance notice is given.

**8.2.3.3. Deputy Professional application form requires the following**  
(This section updated Winter 23/24)

- 8.2.3.3.1. Full name of the named professional who needs to be replaced
- 8.2.3.3.2. Full explanation surrounding the request, reason, injury details, when occurred, length of expected layoff and medical opinion sought, or the Confirmation if Rule 8.2.1.3.3 applies.
- 8.2.3.3.3. full name of the proposed replacement
- 8.2.3.3.4. proposed replacement's current club
- 8.2.3.3.5. Highest standard played by this player in last 5 years
- 8.2.3.3.6. Current club has given permission (where applicable)
- 8.2.3.3.7. Name of person at players home club giving permission
- 8.2.3.3.8. Status of player – Category 1 or Category 3
- 8.2.3.3.8.1 and in the case of Category 3, the type of visa held

**8.2.3.4. The Board's representative will respond to the sender of the application and update the data on the deputy professionals section of the website**

**8.2.4. Integrity of appointments** (This section NEW Winter 23/24)

**8.2.4.1. We must have a level playing field across the whole season.**

- 8.2.4.1.1. It is important for all clubs in a division where there are named professionals that there is integrity in respect of the application of the deputy professional rules and this is particularly so towards the end of the season when clubs are challenging for promotion/attempting to avoid relegation.

- 8.2.4.1.2. With this in mind, in any of the last four league games of a season, if a club is legitimately entitled to a deputy professional under the illness/injury rule or return to home club/country rule, then in such matches that club **MUST** engage a deputy professional.
- 8.2.4.1.2.1 However, if a game in the last four games is a Dead Rubber then neither team is obliged to engage a deputy professional if they would otherwise have been obliged to under Rule 8.2.4.1.2.
- 8.2.4.1.2.2. A Dead Rubber game is one where, on the application of either club involved in the game, the League gives authorisation that the game is a Dead Rubber, namely that the game concerned will not (as a mathematical certainty or as near to a mathematical certainty as the League considers acting reasonably)
- 8.2.4.1.2.2.1. affect the promotion or relegation prospects or title winning prospects of the 2 clubs involved or any other club in the division; nor
- 8.2.4.1.2.2.2. affect any club's position in the table if the position in the table affects that club's entry or non entry into any other competition (eg the LCF Cup)
- 8.2.4.1.2.3. If there is any reasonable doubt as to whether a game is to be considered as a Dead Rubber then the game will NOT be declared a Dead Rubber and the League's determination on the issue of Dead Rubbers shall be final and binding and not appealable.
- 8.2.4.1.3. The sanction for failure is set out in the Penalties Appendix

### **8.3. Restrictions on Players in GMCL** (enquiries to [webadmin@GtrMcrCricket.co.uk](mailto:webadmin@GtrMcrCricket.co.uk))

#### **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. Club's Duty of Care for young players**

- 8.3.2.1.1. In allowing any junior players to play in Open Age Cricket
- 8.3.2.1.1.1. It is essential that Clubs and Coaches recognise the "Duty of Care" obligations towards their young players.
- 8.3.2.1.1.2. Junior player's safety and protection must be utmost in club officials' and captain's thinking

##### **8.3.2.2. School Year 6 (under 11) and below**

- 8.3.2.2.1. Players from School Year 6 or below may not compete in GMCL Open Age Cricket



### **8.3.2.3. School Year 7 (under 12)**

8.3.2.3.1. Players from School Year 7 must meet the following criteria

8.3.2.3.1.1. 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

8.3.2.3.1.2. the player must be at least 11 years old on 1st September preceding the season and

8.3.2.3.1.3. the player must have written parental or guardian consent to play, lodged with their club.

### **8.3.2.4. School Year 8 (under 13)**

8.3.2.4.1. 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.

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

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

### **8.3.2.5. School Year 9 (under 14) and above**

8.3.2.5.1. 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.

### **8.3.2.6. Players Under 19 and below may face restrictions in their role in a game.**

8.3.2.6.1. Detailed Guidance can be found in the ECB document in our Junior Documents page of the GMCL website.

### **8.3.2.7. For GMCL junior competition**

8.3.2.7.1. All players must be amateur players who must meet the age group criteria,

8.3.2.7.1.1. Age group concessions may be granted as determined by the junior committee upon application.

## **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**  
**(enquiries to [webadmin@GtrMcrCricket.co.uk](mailto:webadmin@GtrMcrCricket.co.uk))**

**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 shorthanded 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 4 and below 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**

**(This section updated Winter 23/24)**

- 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. Complete the loan request form on the GMCL website, with sufficient time to ensure full arrangements can be completed by 8pm on the Thursday prior to the fixture for which they will have player shortage
  - 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.
- 8.4.1.4.4. Any player who plays as a loan player may only play one game per weekend

## **9 Player Registrations**

### **9.1. Player – Club Registrations**

#### **9.1.1. GMCL Club Registration**

##### **9.1.1.1. All players must, irrespective of age, be registered with a club**

- 9.1.1.1.1. 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 Category 3 player of the club, or
- 9.1.1.1.2. Or be on temporary loan to that club through agreed procedures.

#### **9.1.2. Multiple Club Registrations**

##### **9.1.2.1. 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**

- 9.1.2.1.1. 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
- 9.1.2.1.2. there is an agreed temporary loan in place between GMCL clubs in accordance with GMCL rules
- 9.1.2.1.3. the player is a club's named professional and the player plays as a deputy professional in another league on a day when the GMCL club holding the player's registration does not have a first team league, first team cup or GMCL20 game
- 9.1.2.1.4. e.g. A player registered at Club A who does not get a game, cannot turn out for Club B or vice-versa unless the loan procedures can come into play.

#### **9.1.3. Multiple Competitions**

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

- 9.1.3.1.1. They are playing for the same club in both competitions i.e. a club from another league playing in GMCL Sunday competition
- 9.1.3.1.2. 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
- 9.1.3.1.3. the player is playing in a GMCL game as a deputy professional approved by the GMCL Board
- 9.1.3.1.4. eg A player playing at Club A in a Saturday League outside GMCL may not play for Club 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 -The [Google form](#) must be completed by the player joining a new club**  
**(This section updated Winter 23/24)**

- 9.2.1.1.1. 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 rejoining 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 playing as a Deputy Professional for a GMCL club in the season
  - 9.2.1.1.1.5. Any player registering as an Category 3 Amateur player for the season
  - 9.2.1.1.1.6. 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 Category 3 players and may be used for verification purposes.

**9.2.1.2. Player Registration - Deadline dates**

- 9.2.1.2.1. All players must be fully registered with the league (registration form & cricHQ) before playing in any GMCL game
- 9.2.1.2.1. All Named Professionals and Category 3 players cannot register after 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 cannot register after 31st May in the season in question.

9.2.1.2.3. For all other players the registration deadline is 31st July in the season.

**9.2.1.3. Player Transfer requirements**  
**(This section updated Winter 23/24)**

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 <https://www.gtrmcrcricket.co.uk/pages/transfers>

9.2.1.3.2.2. Deliberately incorrect or misleading/false statements will result in a penalty as set out in the Penalties Appendix

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 request that their contact at the old club e-mails the league on [players@GtrMcrCricket.co.uk](mailto:players@GtrMcrCricket.co.uk) (E-mail Subject Header should be "New Player Transfer: add player Name")

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

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

**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, this list updated in real time, as entries are submitted

9.2.1.4.2. When this is done, the transfer is confirmed and the player may play for their new club

9.2.1.4.3. If the transfer is between GMCL clubs, the GMCL administrator will transfer the player record on cricHQ, ([cricHQhelp@gtrmcrcricket.co.uk](mailto:cricHQhelp@gtrmcrcricket.co.uk))

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

**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 and fees paid 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 or having unpaid fees 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 Category 3 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**  
(enquiries to [cricHQhelp@gtrmcrcricket.co.uk](mailto:cricHQhelp@gtrmcrcricket.co.uk))

**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**  
(enquiries to [cricHQhelp@gtrmcrcricket.co.uk](mailto:cricHQhelp@gtrmcrcricket.co.uk))

**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

#### **10.1. 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 and
- 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 / Executive.

**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.**  
(This section updated Winter 23/24)

- 10.1.1.2.1. Paid players, Professionals and Category 3 players are only eligible to play at First XI level in GMCL League & Cup Competitions except that Category 3 amateur players are eligible to play in
- 2nd XI Saturday league matches
  - in 2nd XI cups and
  - in 2nd XI GMCL20
- if all other eligibility criteria met
- 10.1.1.2.2. Starred player rules apply to GMCL League and Cup Competitions
- 10.1.1.2.3 Loan players are not allowed in GMCL Cup & GMCL20 competitions.
- 10.1.1.2.4. The exemptions for Junior Exempt Players apply to league games, cup games & GMCL20 games
- 10.1.1.2.5. No player shall be allowed to play for more than one club in GMCL Cup Competitions in the same season - "Cup-Tied"
- 10.1.1.2.5.1. This includes players who have transferred between GMCL clubs who played in a GMCL cup at their original club but
- 10.1.1.2.6. Players transferring in from outside GMCL are eligible for GMCL Cup Competitions.
- 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 maximum number of teams remaining in each competition at the start of the round.

## **10.1.2. Exceptions & Disputes on Eligibility- 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 delegated 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. First XI - 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.

10.2.1.2.2. First XIs playing in the Saturday competition are limited to 1 Category 3 player

#### 10.2.1.3. First XI - There are additional restrictions for the cup

10.2.1.3.1. 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. 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 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.

10.2.1.3.3. This rule does not apply to a deputy/substitute professional properly appointed

#### 10.2.1.4. 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 (enquiries to [webadmin@gtrmcrcricket.co.uk](mailto:webadmin@gtrmcrcricket.co.uk))

##### 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, 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**

**(This section refreshed (but not changed) Winter 23/24)**

- 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 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 3 players 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 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
- 10.3.1.3.2.2.1. to make the total of List A + List B equal to 16 players.
- 10.3.1.3.2.2.2. This list is reduced to 8 players where a club's 1st team plays in Division 3 or below.

#### **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 listing unavailable players or 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. Further notes and the form for creating and updating your List A and List B can be found here - <https://www.gtrmcrcricket.co.uk/pages/starred-players>

##### **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, (This section updated Winter 23/24)**

- 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 deemed to be on List B, 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 is that**

10.3.3.2.1. Amateur Category 1 (England qualified) who are under 17 years of age on 1st September prior to the season who have not played county or county academy level at Under 16 level or above in the current or previous season, are eligible at any time for any league, cup or GMCL20 game at any level at their age group and above including Second XI, Third XI, Fourth XI or below.

10.3.3.2.2. 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. Starred Junior Exempt Players cannot be Loan Players

## **10.4. GMCL Second XI League & Cup Match Eligibility**

### **10.4.1. Second XI Restrictions on Selection**

**10.4.1.1. Second XI - In League and Cup competitions**  
(This section amended Winter 23/24)

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 except that 1 Category 3 amateur player is eligible to play in 2nd XI Saturday league matches, 2nd XI cup matches and 2nd XI GMCL20 if all other eligibility criteria are met

10.4.1.1.2. Only Category 1 (England qualified) not on List A, are eligible to play for the Second XI except that one Category 3 amateur player is eligible to play in 2nd XI Saturday league matches, 2nd XI cup matches and 2nd XI GMCL20 if all other eligibility criteria are met

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. Second XI - 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 league 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. Second XI - There are additional restrictions for the cup**  
**(This section amended Winter 23/24)**
- 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 Cup competitions at any time except that 1 Category 3 amateur player can if meets all other criteria for 2nd XI cup.
- 10.4.1.3.1.2. Only Category 1 players, not on List A, are eligible to play for the Second XI in the cup .except that one Category 3 amateur player can if meets all other criteria for 2nd XI cup.
- 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), 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.

**10.4.1.4. 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, Fourth XI or below, Restrictions on Selection**

#### **10.5.1.1. In the Sunday Premier League and Sunday Regional League**

- 10.5.1.1.1. All players registered at the club shall be eligible for the Third XI, Fourth XI or below in these competitions **with the following exclusions**
- 10.5.1.1.1.1. All players on the club's latest Starred Player List A or List B
- 10.5.1.1.1.2. All Category 3 players
- 10.5.1.1.1.3. Any player currently banned or otherwise deemed ineligible within the GMCL rules.
- 10.5.1.1.1.4 Any un-starred player if three of that player's last five matches have been in the First XI (League or Cup but not counting GMCL20 )
- 10.5.1.1.1.5. In the last three league games of the season
- 10.5.1.1.1.5.1. 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
- 10.5.1.1.2. Any reference to a match in this rule shall not count a match where there is no play.
- 10.5.1.2. In the Sunday Open League**
- 10.5.1.2.1. All players registered at the club shall be eligible for the Third XI, Fourth XI or below in the Sunday Open League with the following exclusions
- 10.5.1.2.1.1. Players who are paid or deemed professional or Category 3
- 10.5.1.2.1.2. Players currently banned or otherwise deemed ineligible within these rules.
- 10.5.1.3. In all the Sunday Cups for 3rd XI teams and below**
- 10.5.1.3.1. All players registered at the club shall be eligible for the Third XI, Fourth XI or below in the Sunday cup competitions with the following exclusions
- 10.5.1.3.1.1. All players on the club's latest Starred Player List A or List B
- 10.5.1.3.1.2. All Category 3 players.
- 10.5.1.3.1.3. Players currently banned or otherwise deemed ineligible within these rules.
- 10.5.1.3.1.4. 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).
- 10.5.1.3.1.5. In respect of unstarred players in the 3rd or 4th XI cups:
- 10.5.1.3.1.5.1. Eligibility is determined by comparing the player's involvement with the Sunday team to their involvement with the Saturday team as follows:

10.5.1.3.1.5.1.1.	We measure a player's involvement in the Sunday team at any given date by taking the number of personal appearances in that season's Sunday XI's league and cup games (A) as a percentage of the number of league and cup games played by the club's Sunday XI team or teams in the season to date (B). (3rd, 4th or below XI's playing on the same date and time = 1 game) (A divided by B) x 100. This is the "Sunday Percentage".
10.5.1.3.1.5.1.2.	We can then compare that to their involvement with the club's Saturday teams, calculated by taking the number of appearances in all Saturday team's league and cup games (C) as a percentage of the maximum number of games played by the club's Saturday teams in the season to date (D) (1st & 2nd XI playing at the same date and time = 1 game). (C divided by D) x 100. This is the "Saturday Percentage".
10.5.1.3.1.5.1.3.	If the Sunday percentage is greater or equal to the Saturday percentage the player is eligible for the Sunday cup.
10.5.1.3.1.5.1.4.	An example would be: If a player has played all 4 Sunday XI games and a Sunday XI cup game by 15 Jun but has played 6 of the 10 Saturday 2nd XI games the player would previously have been ineligible for the next round of the Sunday Cup because the 5 used to be compared to the 6 but the new rule for 2023 onwards means that the player has played 5 games for the Sunday XI out of 5, (100%) but 6 out of 10 on a Saturday (60%) therefore the Sunday percentage is higher and the player is eligible.
10.5.1.3.1.5.2..	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
10.5.1.3.1.5.2.1.	The club's Second XI is playing on the same day and
10.5.1.3.1.5.2.2.	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
10.5.1.3.2	Any reference to a match in this rule shall not count a match where there is no play.

## **10.6 Sunday Development League**

### **10.6.1. Vision**

10.6.1.1.	The GMCL Sunday 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 under the guidance of senior coaches or players who do not take part in higher level competition.
10.6.1.2..	The divisions are principally aimed at younger players who do not regularly feature in a club's other senior teams, encouraging them to learn the longer form of the game without the constraints of "retirement" as is done in junior cricket when batting and so develop their skills to help them play in longer matches.

- 10.6.1.3. Focus from umpires and coaches should be to ensure that players' behaviour and respect for opponents and officials is of the highest standards.
- 10.6.1.4. Focus should also be on preparing younger players for the tougher games in Saturday cricket and players should be withdrawn from the Development team once they take up a more senior role in club teams in order to make way for new juniors.

## 10.6.2. Player Eligibility

(This section amended Winter 23/24)

- 10.6.2.2. It is not possible for GMCL to set a standard for players to play in the division; each club will be at different stages in the development of their junior sections and must determine which players they deem ready to take on the challenges of the longer game. "Development" is a broad term and can cover players playing their first senior games, players opening the batting or bowling for the first time in a senior game, or players learning to bat long enough to score their first 50 or even their first "ton". The guidelines are as follows and should be the aspiration in all games where possible.
- 10.6.2.2.1. any player currently banned or otherwise deemed ineligible within the Rules must not play in the Development Division
- 10.6.2.2.2. Only Category 1 players, not on List A or List B, are eligible to play in the Development Division.
- 10.6.2.2.3. at the date of the match concerned at least SEVEN players on a team must be aged under 18, there should be a mixed age group of players represented.
- 10.6.2.2.4. no starred player can play in the Development Division(s) even if the starred player is a Junior Exempt Player
- 10.6.2.2.5. The whole team should be made up of players who do not play on a Saturday or at least mainly those players plus some who only occasionally fill in on a Saturday and don't have a big part in Saturday games and require more experience.
- 10.6.2.2.6. Clubs should not be registering new older players to play in the development division(s) , these divisions should always be for players already within the club junior structure.

## 10.6.3. Standards

- 10.6.3.1 The Development Divisions should be setting the highest standards of discipline and fair play as education for the younger players on whom this division is focussed.
- 10.6.3.1.1. All players should be appropriately dressed in cricket attire and club caps to help understand they are part of their club, team and an organised competition.
- 10.6.3.1.2. Umpires should be Club Leaders or Coaches with the ability to manage the game by explanation and enforcement of rules and deal with respect between players and between players and officials. Umpires should be suitably dressed in dark trousers and white coat.
- 10.6.3.1.3. Sledging and abuse is unnecessary and uncalled for at any level of the game but in the Development Division(s) should be stamped out at every opportunity by captains and umpires.
- 10.6.3.1.4. Teams should both have scorers to allow the game to run smoothly.
- 10.6.3.1.5. Grounds should be prepared as if for senior games with full boundary and pitch markings

#### 10.6.4. Awards

10.6.4.1 There will be no trophies for the Development Division(s)

#### 10.6.5. Development Division teams in the Sunday Cup

10.6.5.1 Teams from the Development Division can enter the 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

#### 10.6.6. Communications

10.6.6.1 A contact list of managers / captains will be shared for the purpose of managing the competition

### 10.7. Sunday Open League (This section NEW added Winter 23/24)

#### 10.7.1. Eligibility restrictions in the Sunday Open League

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 Sunday Open League Competition.**

10.7.1.1.1. The GMCL Sunday Open Division(s) is designed to be for clubs who wish to have less eligibility restrictions on a Sunday, or to aid development of additional skills for a player outside a more competitive environment, or for players to regain form, or to allow older players to lend experience on the pitch for player development, or simply if clubs struggle to fulfil the eligibility criteria for our other Sunday league competitions.

10.7.1.1.2. It is not possible for GMCL to set a standard for players to play in the division; as indicated above clubs may use this Division for different reasons, and in terms of development each club will be at different stages in the development of their junior sections and must determine which players they deem ready to take on the challenges of the longer game. "Development" is a broad term and can cover players playing their first senior games, players opening the batting or bowling for the first time in a senior game, or players learning to bat long enough to score their first 50.

10.7.1.1.3. The only eligibility restrictions are:

- any player currently banned or otherwise deemed ineligible within the Rules must not play in the Open Division
- Only Category 1 amateur players are eligible to play in the Open Division.

#### 10.7.2. In game restrictions

10.7.2.1. **All in play regulations as for other Sunday League games apply except as follows:**

10.7.2.1.1. each batter must retire at 50 (and is deemed not out but cannot return), However a batter in the final pair who reaches 50 is not required to retire



- 10.7.2.1.2. Bowlers shall be restricted to 20% of the total overs (ie 8 in a 40 over innings), but if a player takes 5 wickets then they cannot bowl again in the match other than to complete the current over
- 10.7.2.2. Club umpires will operate in this division.**
- 10.7.3. Bonus Points.**
- 10.7.3.1. There will be no bonus points in the Open Division.**
- 10.7.4. Other.**
- 10.7.4.1. There will be no champions declared (or trophies) in the open division, the league will consider an award in this division (voted by the clubs involved) for the team which best embodies the spirit of the open division.
- 10.7.4.2. In the case of multiple open divisions these will, so far as possible, be regionalised, and not have promotion/relegation. The ethos of the open division is to allow clubs an easier route to Sunday cricket, and that whilst a healthy competition is encouraged, winning and league placement is not the prime goal.
- 10.7.4. Cups.**
- 10.7.3.1.1. Teams from the Open Division can enter the Cups, and the relevant cup eligibility rules will apply rather than the eligibility criteria above.
- 10.8. Player Eligibility in the GMCL20 Competitions**
- 10.8.1. There are few restrictions in GMCL20**
- 10.8.1.1. Only players meeting the registration requirements as set out in League Rules regarding players shall be eligible to play in the GMCL20 Competitions.**
- 10.8.1.1.1. Players (other than Junior Exempt Players) cannot play in the GMCL20 competition below 1<sup>st</sup> team level in a season if they have played 3 or more games in the group stage of GMCL20 at 1<sup>st</sup> team level or in any knockout round of any 1<sup>st</sup> team GMCL20 competition .
- 10.8.1.1.2. No player shall play for more than one club in the GMCL20 in any season
- 10.8.1.1.3. Loan Players are not allowed in GMCL20.
- 10.8.1.1.4. Deputy / Substitute Professionals are not allowed in GMCL20.
- 10.8.1.1.5. 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
- 11.1. Decision on Player Eligibility**

### 11.1.1. Responsibility of Clubs

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

11.1.1.1.1 Where they are unsure, clubs can seek guidance from their Club Liaison Officer (<https://www.gtrmcrcricket.co.uk/pages/contact-us-new>) by 8pm on the Thursday prior to the game by submitting the players details and the concern about eligibility

#### 11.1.1.2 Clubs are responsible for their decisions taken on player 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 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. Dispensation / Exemption to play ineligible players where eligible players not available (Updated and detail added Winter 23/24)

#### 11.2.1.1. Where eligible players are not available

11.2.1.1.1. The league will consider a request to play a player normally considered ineligible where sufficient eligible players are not available, but only in exceptional circumstances.

#### 11.2.1.2. Exceptional Circumstances

11.2.1.2.1. Claims are limited to a maximum of two applications for dispensations per club per season across both this rule and emergency exemption applications under rule 11.3.

#### 11.2.1.3. Exemptions will not be granted for

11.2.1.3.1. A game in the Saturday League competition

11.2.1.3.2. Cup games or GMCL20 games

#### 11.2.1.4. Exemption Requests will be considered for

11.2.1.4.1. a Sunday League game in exceptional circumstances

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

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

**11.2.1.5. Before applying, clubs should always consider**

11.2.1.5.1. Selecting a junior player under the Junior Exempt Player rules where relevant before considering selecting an ineligible player.

**11.2.2. Players eligible for dispensation**

**11.2.2.1. Player Replacement**

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

11.2.2.1.2. A dispensation will normally only be granted for the lowest standard List B player available where no unstarred players are available and no Junior Exempt Players are available.

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

**11.2.3. In Game restrictions on Player to be used**

**11.2.3.2. Dispensation Request - Restrictions on any replacement**

11.2.3.2.1 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.

.11.2.3.2.1.1. The player used may not bowl.

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

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

11.2.3.2.1.4. 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.

**11.2.4. Making an Exemption Request**

Website: <https://www.gtrmcrcricket.co.uk/pages/exemption-requests>

**11.2.4.1. Dispensation Request - Deadline**

11.2.4.1.1. The requesting club should email the league registrations@gtrMcCricket.co.uk before 8pm on the Thursday preceding the game

11.2.4.1.1.1. 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.

**11.3. Player Exemption Request on Matchday**

**11.3.1. Emergency replacements**

(Updated and detail added Winter 23/24)

### **11.3.1.1. Emergency replacements for Sunday games on matchday**

- 11.3.1.1.1. 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.
- 11.3.1.1.1.1. The league will not grant a dispensation for a player after 8pm on the preceding Thursday nor on the morning of the game.
- 11.3.1.1.1.2. Umpires cannot give an exemption
- 11.3.1.1.1.3. Ineligible players cannot be used in Saturday league games, cup games or GMCL20
- 11.3.1.1.2. Eligible players or Junior Exempt players should always be used as a late replacement where possible,
- 11.3.1.1.2.1. There is no restriction on batting and bowling (other than the normal bowling maxima rules) for eligible players.

### **11.3.1.2. Emergency replacements - Selecting a replacement on matchday**

- 11.3.1.2.1. It is the responsibility of the club involved
- 11.3.1.2.1.1. to ensure that any player used is suitable and
- 11.3.1.2.1.2. 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.
- 11.3.1.2.2. List A players cannot be used but List B players or non-qualifying players (appearances) can be used, only where there are no other options
- 11.3.1.2.2.1. but such players cannot be used on more than two occasions in a season by any club where there is a late cry off.
- 11.3.1.2.3 The restriction on that player's role in the game is as follows
- 11.3.1.2.3.1. The player used may not bowl.
- 11.3.1.2.3.2. The player used must not bat before any Under 18 player and no higher than 7.
- 11.3.1.2.3.3. 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.

### **11.3.1.3. Emergency replacements - Responsibility of Actions**

- 11.3.1.3.1. If it is found that the club have not followed the rules and the guidelines then penalties can be levied on the club.

### **11.3.1.4. Emergency replacements - Notifying your opponents and umpires on matchday**

- 11.3.1.4.1. The captain of the team using such a player must

- 11.3.1.4.1.1. 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
- 11.3.1.4.2. The captain of the other team must
- 11.3.1.4.2.1 confirm to the umpires that they have been made aware of an ineligible player being used.
- 11.3.1.4.3.. The umpires do not issue a ruling on the players suitability or eligibility and cannot prevent the player from playing
- 11.3.1.4.4. The league must be notified as soon as possible (webadmin@GtrMcrCricket.co.uk) after the game by the umpires on their report and the captain playing the ineligible player,
- 11.3.1.4.4.1. The league will take up the matter after the game if there is any issue arising

#### **11.4. Player Development Exemption Applications**

For the avoidance of doubt, this rule does not apply to cup matches or GMCL20, where ineligible players cannot be used.

**(NEW added Winter 23/24)**

#### **11.4.1. Season Long Exemptions.**

##### **11.4.1.1. Additional Exemptions are available for Player Development**

- 11.4.1.1.1. In addition to the single game exemption applications under Rules 11.2 and 11.3 clubs can make up to 2 season long development exemption applications for players (of any age) who are:
- 11.4.1.1.1.1. Cat 1 amateur players who are starred but are not on List A
- 11.4.1.1.1.2. for Sunday division league games (not any cups or GMCL20)
- 11.4.1.1.1.3. for the purpose of allowing that player to develop their less predominant skill
- 11.4.1.1.1.4. and/or allowing such player to play Sunday League to help develop less experienced players in that team

#### **11.4.2. Application Process**

##### **11.4.2.1. E-Mail Application**

- 11.4.2.1.1. The process is by way of application by e-mail to [registrations@GtrMcrCricket.co.uk](mailto:registrations@GtrMcrCricket.co.uk) for review and approval stating:
- 11.4.2.1.1.1. club name and Sunday league team the application is for
- 11.4.2.1.1.2. the name of the player and confirmation of their main skill in Saturday cricket
- 11.4.2.1.1.3. if primarily a bowler, acknowledgment that if the exemption is granted that the player cannot bowl in Sunday league

11.4.2.1.1.4.	if primarily a batter, acknowledgment that if the exemption is granted that player cannot bat higher than any u18 in the team or in any event higher than 7
11.4.2.1.1.5.	acknowledgment that the exemption if granted will be reviewed at relevant intervals – if for whole season by 30th June or earlier if the League determines
<b>11.4.2.2.</b>	<b>Supporting information</b>
11.4.2.2.1	The League may ask for any additional information to support the application and then shall make a decision. Any exemption granted can be reviewed by the League at any time and withdrawn if the conditions of the exemption are not met or the League considers the exemption no longer has merit.
<b>11.4.2.3.</b>	<b>Active Date</b>
11.4.2.3.1.	A player cannot play under this exemption until formally approved by the League. These exemptions will be published on the League's website.
<b>11.4.2.4.</b>	<b>Breach of the exemption</b>
11.4.2.4.1.	A player who plays in breach of the exemption criteria will be classed as an ineligible player (and the penalty rules for ineligible players applied) for the purpose of the relevant game and the development exemption for that player and the club in general for any further applications that season will cease
<b>11.4.2.5.</b>	<b>Challenge</b>
11.4.2.5.1.	It is not for umpires or the opposing team to make any challenge during a game regarding whether there is a breach of the development exemption.
<b>11.5.</b>	<b>Club Objections to a player's eligibility after a match</b>
<b>11.5.1.</b>	<b>Match Opponents or another Club objection to player eligibility after a match</b>
<b>11.5.1.1.</b>	<b>Player Eligibility - Responsibility for Selection</b>
11.5.1.1.1.	Selection decisions are made by the club and the checking of player eligibility is the club's responsibility.
11.5.1.1.2.	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.
11.5.1.1.3	Where a club has used an emergency replacement and
11.5.1.1.3.1.	the opponents or any other club in the competition believe this to be outside the rules and/or spirit of the rules or
11.5.1.1.3.2.	the club has failed to follow rules on another player's eligibility then
11.5.1.1.3.3.	representation should be made to the league by e-mail on webadmin@GtrMcrCricket.co.uk from any club's senior officials - Chair or Secretary, summarising why you think that the rules have been breached.

- 11.5.1.1.3.3.1. 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
- 11.5.1.1.3.3.2. we are not resourced to deal with individual's applications.
- 11.5.1.1.4. The time limit for making an objection is 7 days from the date that the scorecard was posted to CricHQ.
- 11.5.1.1.5. There is no time limit on the league issuing a challenge on player eligibility when checking scorecards submitted

## **11.5.2. Board Procedure following objection**

### **115.2.1. Objection Procedure - Verification of facts**

- 115.2.1.1. All clubs should be aware that in checking any objection the league will, where possible,
- 11.5.2.1.1.1. 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, this will ensure that there can be no counterclaims between clubs in the future.
- 11.5.2.1.2. The appointed representatives of the Board will provide a ruling based upon the league's eligibility rules.

## **11.5.3. Appealing a decision**

- 11.5.3.1. An appeal can be made if permitted by the Penalties Appendix.
- 11.5.3.1.1. The appeal must be in accordance with the Penalties Appendix

## **11.6. Penalties for misuse of player eligibility system**

### **11.6.1. Penalties for the use of ineligible players**

#### **11.6.1.1. Ineligible Player - Where a club has played an ineligible player**

- 11.6.1.1.1. then in all cases the penalty is as specified in the Penalties Appendix

### **11.6.2. Multiple or Deliberate Breaches**

#### **11.6.2.1. Ineligible Players - Where a club has a number of breaches**

- 11.6.2.1.1. Where a club is found guilty of multiple breaches on player ineligibility
- 11.6.2.1.2. then the Board may increase the penalty to more than those stated in the Penalties Appendix and look at a financial penalty for serious breaches.

#### **11.6.2.2. Ineligible Players - Where a club deliberately misuses player eligibility rules**

- 11.6.2.2.1. Where a club is found to be deliberately using player eligibility rules to avoid the forfeiture penalties

- 11.6.2.2.2. then the Board may increase the penalty to more than those stated in the Penalties Appendix 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 Panel Umpires in GMCL**

###### **12.1.1.1. Greater Manchester Cricket League Umpires Association (GMCLUA)**

- 12.1.1.1.1. GMCLUA manages recruitment, training and qualifications of all panel umpires independent of the GMCL Board

###### **12.1.1.2. Appointments**

- 12.1.1.2.1. The GMCL Umpires Association will appoint Umpires as follows, where numbers of available umpires allow

###### **12.1.1.2.1.1. Saturday Competition**

- 12.1.1.2.1.1.1. Two umpires for all matches in Premier League, Premier 2, and Championship and thereafter appointments will be made to other Divisions in line with policy adopted from time to time.

###### **12.1.1.2.1.2. Sunday Competition**

- 12.1.1.2.1.2.1. Two umpires to each match in the Sunday Premiership and Divisions 1 and 2

###### **12.1.1.2.1.2.3. GMCL Cup matches & GMCL20**

- 12.1.1.2.1.2.4. Two umpires to each match in the Cup and GMCL20

###### **12.1.1.3. Matches requiring umpires appointed by the club (club umpires)**

- 12.1.1.3.1. All other divisions not listed in 12.1.1.2.1.1. and 12.1.1.2.1.2. will require a club umpire

##### **12.1.2. The Management and Appointment of Club Umpire in GMCL**

###### **12.1.2.1. Qualifications & Registrations of Club Umpires**

- 12.1.2.1.1. A club umpire must either be a qualified umpire or undergo the Introduction to Umpiring course that will be organised and paid for by the GMCL Board and

- 12.1.2.1.2. they must also be DBS cleared,



#### 12.1.2.2. **Club Management of Club Umpires**

12.1.2.2.1. It is the club's responsibility to ensure the club umpire has a valid DBS and

12.1.2.2.2. to arrange a suitable fee with their club umpire for each match.

#### **12.1.3. Where Club Umpires are not present at the start of the match**

**12.1.3.1. To ensure that at least one umpire is present at a game,**

12.1.3.1.1. Where one or both clubs do not have a club umpire available we would expect both clubs to have spoken to each other

**12.1.3.2. Should neither club have a club umpire available,**

12.1.3.2.1. The clubs are to make arrangements between themselves to ensure the game takes place

12.1.3.2.2. In these circumstances, players will have to play their part and umpire the game to make sure it takes place.

12.1.3.2.3. 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. Saturday League Games Prem 1 and Prem 2 - 50 overs - £70.00

12.2.1.1.2. Saturday League Games (Champ down to Div 3 inclusive) - 50 overs - £60.00

12.2.1.1.3. Sunday League Games - 40 overs - £50.00

12.2.1.1.4. Sunday Cup Games - 45 overs - £55.00

12.2.1.1.5. Sunday Cup Games - 40 overs - £50.00

12.2.1.1.6. GMCL20 Games - £40.00

**12.2.1.2. The fees for Club Umpires**

12.2.1.2.1. Each club using a club umpire should agree to 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. The fee is 50% of the normal match fee for the game in question if the game is abandoned before the start time, 100% of the normal match fee if abandoned after the scheduled start time

12.2.1.3.2. 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. Payment by clubs**

12.2.2.1.1. The general rule is that each club bears one umpire's fee 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:

12.2.2.1.1.1. 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)

12.2.2.1.1.2. if there are 2 club umpires each team shall pay its own umpire

12.2.2.1.1.3. 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 (see Penalties Appendix)

12.2.2.1.1.4. 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

12.2.2.1.1.5. 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)

12.2.2.1.1.6. 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 (see Penalties Appendix)

## **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. Ground & Facility Requirements and Standards (enquiries to grounds@GtrMcCricket.co.uk)**

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 League 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. This applies to all League, cup and GMCL20 games

### **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 batter's score, last batter'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, 4th XI or below 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 rearrangement 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 circumstances 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 or other day (including midweek for a reduced overs game) 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 circumstances 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@GtrMcrCricket.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 fixtures@GtrMcrCricket.co.uk and juniors@gtrmcrcricket.co.uk 48 hours 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
- 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**  
(enquiries to [fixtures@gtrmcrcricket.co.uk](mailto:fixtures@gtrmcrcricket.co.uk))
- 14.1.5.1. Fixture Amendments - Communications & E-Mail protocol
- 14.1.5.1.1. It is for the defaulting club / club requesting the change / club with the fixture clash to drive the communication with the other club involved in the relevant match to achieve a solution to play the match, but
- 14.1.5.1.1.1. 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 the league **on the new fixture change form** before it is considered final. The form is available on this web page - <https://www.gtrmcrcricket.co.uk/pages/fixture-change-request>
- 14.1.5.2. Fixture Uncertainty within 3 days of the match- Who do you contact?
- 14.1.5.2.1. Within 24 hours of being made aware of an issue that could mean a match in the next 3 days may be cancelled,
- 14.1.5.2.1.1. as well as contacting the opponents to find a solution
- 14.1.5.2.1.2. you should notify the League with details of the problem and any current proposals to [fixtures@gtrmcrcricket.co.uk](mailto:fixtures@gtrmcrcricket.co.uk).
- 14.1.5.2.1.3. If you reach agreement with the opponents you should complete the new fixture change form before it is considered final. The form is available on this web page - <https://www.gtrmcrcricket.co.uk/pages/fixture-change-request>

14.1.5.2.2. 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**  
(enquiries to fixtures@gtrmcrcricket.co.uk)

14.1.6.1. On receipt of the completed form the system generates automatic e-mails to the League officers and Umpires officers concerned who 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 the 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 - the financial penalties for forfeiting games are set out in the Penalties Appendix

#### 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 additional consequences for forfeiting matches set out in the Penalties Appendix.. The only exception would be if the game is a Sunday league game where the forfeiting club has shown to the League that the game needed to be moved because of a ground clash caused by cup games (not other events or groundwork), that it has made all reasonable attempts to rearrange the game (including without limitation seeking a ground swap and attempting to schedule a reduced overs game midweek of not less than 20 overs with club umpires) and that despite all such efforts an agreed alternative has not been reached.

#### 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 fixtures@gtmcricket.co.uk AND juniors@gtmcricket.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**

- 14.2.2.1. Any cancellation of a match must have approval of the Board following notification to the league on the fixture change form before it is considered final. The form is available on this web page - <https://www.gtmcricket.co.uk/pages/fixture-change-request>

- 14.2.2.5. If you need contact details for an opponent please e-mail your CLO
- 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 and penalties 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 penalty as set out in the Penalties Appendix , shall be imposed on any club not playing a full team
- 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

#### **15.2.5. 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.

### **15.3. 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 has a penalty in accordance with the Penalties Appendix.
- 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 against both teams (see Penalties Appendix)

**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 name the players 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 3 and above
    - 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 Divisions 4 and 5 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
    - Spare ball must be a used 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

**15.4.3.4. Where there are new clubs joining the league or we have a change of ball supplier then special instructions will be issued to umpires and teams regarding balls to use.**

#### **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, (Updated and amended Winter 23/24)**

**15.5.1.1. The umpires should calculate the overs lost taking account of any Grace Period (as defined below)**

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 (league minimum) or 20 overs, 10 per side in the Cups.

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 penalty shall be imposed for a late start in circumstances that were not beyond the control of the offending players/team (see Penalties Appendix),

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

**15.6 (b)** 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.

**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 and Div 3- 50 overs

15.6.1.2.2. Div 4 & Div 5 - 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 and Div 3 - 3 hrs 10 mins

15.6.1.3.2. Div 4 & Div 5 - 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**

15.6.1.3.1. All Saturday league games from April to 31st August have a start time of 1230pm. This comes forward to 12pm in September.

15.6.1.3.2. All Sunday league games from April to 31st August have a start time of 1.30pm. This comes forward to 1pm in September.

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

15.6.1.3.3. All Cup games shall have the following start times

15.6.1.3.3.1 April 12:30pm

- 15.6.1.3.3.2 May to 2nd Sunday in August 1pm
- 15.6.1.3.3.3 3rd Saturday in August to 31st August 12:30pm
- 15.6.1.3.3.4 September 12 noon

#### **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. Supply of teas is mandatory in Prem 1, Prem 2 and Champ and also the Derek Kay Cup but otherwise the supply of teas is not mandatory and is a decision for the home club
- 15.6.3.1.1. All tea costs are to be paid by the home side in GMCL League and Cup Competitions.
- 15.6.3.2. Notwithstanding the above as a courtesy to umpires all home clubs for all games must offer a drink to the umpires at the interval (hot or cold being the umpires' choice)

### **15.7. Declarations**

#### **15.7.1. In the League**

- 15.7.1.1. In all Saturday and Sunday League matches the side batting first has the right to declare its innings, no overs are carried over to the opponents innings.
- 15.7.1.2. 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 or in GMCL20

### **16. In-Play Rules & Restrictions**

- 16 (a) This section of the rules gives explanations 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**

- 16.1.1.1. In the Saturday competition,

16.1.1.1.2. 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.

16.1.1.1.2.1. On a Saturday, 50 overs maximum is 15 overs per bowler

16.1.1.1.2.2. On a Saturday, 45 overs maximum is 14 overs per bowler

16.1.1.1.2.3. On a Saturday, 35 overs maximum is 11 overs per bowler

16.1.1.1.2.4. On a Saturday, 30 overs maximum is 9 overs per bowler

16.1.1.1.2.5. On a Saturday, 25 overs maximum is 8 overs per bowler

16.1.1.1.2.6. On a Saturday, 20 overs maximum is 6 overs per bowler

**16.1.1.2. In the Sunday League competition, (the Open Division provisions being in brackets)**  
**(Updated and detail added Winter 23/24)**

16.1.1.2.1 no bowler will be allowed to bowl more than 25%(20% in Open)) 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.

16.1.1.2.1.1. On a Sunday, 40 overs maximum is 10 overs per bowler(8 in Open)

16.1.1.2.1.2. On a Sunday, 35 overs maximum is 9 overs per bowler(7 in Open)

16.1.1.2.1.3. On a Sunday, 30 overs maximum is 8 overs per bowler(6 in Open)

16.1.1.2.1.4. On a Sunday, 25 overs maximum is 7 overs per bowler(5 in Open)

16.1.1.2.1.5. On a Sunday, 20 overs maximum is 5 overs per bowler(4 in Open)

**16.1.1.3. In the cup competitions**  
**(Updated and detail added Winter 23/24)**

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.

16.1.1.3.1. In the cup, 45 overs maximum is 9 overs per bowler

16.1.1.3.2. In the cup, 40 overs maximum is 8 overs per bowler

16.1.1.3.3. In the cup, 35 overs maximum is 7 overs per bowler

16.1.1.3.4. In the cup, 30 overs maximum is 6 overs per bowler

16.1.1.3.5. In the cup, 25 overs maximum is 5 overs per bowler

- 16.1.1.3.6. In the cup, 20 overs maximum is 4 overs per bowler  
In the cup 10 overs maximum is 2 overs per bowler
- 16.1.1.4. **For players Under 19, the number of overs per bowler in GMCL is also restricted by the E.C.B. Fast Bowling Directives, see Rule 16.2.**
- 16.1.1.5. **Bowlers maximum overs can change in games at the time overs are lost, see “Weather Affected Games”**
- 16.1.1.5.1. If the match overs are reduced, then the maximum overs per bowler is recalculated at 30%, 25% or 20% as appropriate of the revised total overs. Overs for the innings per bowler, rounded down, So for example in the cup, if the number is not divisible by 5 (for 5 bowlers) then the best split is taken eg 32 overs = 2 x 7 overs and 3 x 6 overs
- 16.1.1.5.2. 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.
- 16.1.1.5.3. 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” and still applies where a wicketkeeper chooses to stand up to the wicket.
- 16.2.1.1.2. The maximum overs are detailed below but 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 that spell have been bowled from the same end.
- 16.2.2.2. A bowler can change ends without ending the current spell provided that the same bowler bowls the next over that the bowler legally can from the other end. If this does not happen then this bowler’s 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 that bowler's 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 the player's 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 the fast bowling 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 the bowler 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(8 in Sunday Open)
- 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(8 in Sunday Open)
- 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(8 in Sunday Open)
- 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(8 in Sunday Open)
- 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 the teams over rate, which the captain 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 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**

(This section updated Winter 23/24)

#### **16.3.3.1. In the League,**

- 16.3.3.1.1. If a side fails to bowl their overs within the allotted time the umpires must
  - 16.3.3.1.1.1. at the allotted time that the innings should have finished, for league games in Premiership1, Premiership2 and the Championship, then for those remaining complete overs there must be a minimum of 5 fielders (plus the Bowler and the Wicketkeeper) within the marked Fielding Circle at the moment of delivery.
  - 16.3.3.1.1.2. report the matter on the Umpires match report form, which they complete at the end of each match.
  - 16.3.3.1.3. On receiving such a report, the League will apply the sanction in the Penalties Appendix

#### **16.3.3.2. In the Cup**

- 16.3.3.2.1. 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.
- 16.3.3.2.2. 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.

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

**16.3.3.3.. Time Allotted and Scheduled Time**  
**(This section updated Winter 23/24)**

- 16.3.3.3.1. For the purposes of the above provisions on slow over rates (whether in the league or cups), if a match has reduced overs then the time allotted and scheduled time for cessation of the innings shall be recalculated.
- 16.3.3.3.1.1. For example a 40 over cup game starting at 1pm has an allotted time for an innings of 2 hours 30 minutes so the 1st innings is scheduled to finish at 3.30pm. Part way through the 1st innings there is a 30 minute rain delay. The match is therefore reduced to a 36 overs per side match with playing time allotted of 2 hours 15 minutes and a scheduled finish time of the 1st innings of 3.45pm (ie from 1pm start, 2 hours 15 minutes playing time plus 30 minutes rain delay)

**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 batter 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 batter’s legs and miss the stumps

**16.6.1.2. In Divisions 4 and below, all Sunday League Divisions and Sunday Cups,**

16.6.1.2.1. normal MCC Rules on wides shall apply (i.e. not automatic leg side wides)  
(updated for 2023)

**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 batter 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 batter 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 batter standing upright in the crease.

16.7.2.1.2. Any delivery which, after pitching, is clearly over the head of the striking batter standing upright at the crease will be called a 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 batter 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 the final warning for the bowler 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 enquiries@GtrMcCricket.co.uk 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.
- 17.1.3.1.1. Participation in the competition is optional for all GMCL clubs
- 17.1.3.1.2. Clubs should register annually by 31st October
- 17.1.3.1.3. 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. GMCL20 - 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**

17.1.7.2.1. If the innings is terminated before the scheduled cut-off time, no over-rate penalty shall apply.

17.1.7.2.2. 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.

17.1.7.2.3. 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).

17.1.8.1.2. Gate receipts shall be retained by the home Club for all games up to and including the quarter-finals (round of 8).

17.1.8.1.3. 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**

**(This section updated Winter 23/24)**

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 and the Penalties Appendix shall also apply to 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.**

**(This section updated Winter 23/24)**

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.

17.3.2.2.1.1 These names will change if there is a change in supplier

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**

17.3.3.1.2. 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@gtmcricket.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 rescheduled. 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 be ready to bowl the first ball of the last over within the 1 hr 15 time limit, the batting side will be credited with penalty runs for every whole over that has not been bowled.

#### **17.5.1.2. Penalty Runs for Slow Over Rate**

17.5.1.2.1. 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.

17.5.1.2.2. 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.

17.5.1.2.3. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled cessation time for the innings.

#### **17.5.1.3. If the innings is terminated before the scheduled cut-off time, no over-rate penalty shall apply.**

17.5.1.3.1. If the innings is delayed or interrupted

17.5.1.3.2. 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.

17.5.1.3.3. The Umpires will inform the fielding Captain and the batters of any time allowances as and when they arise. (This cannot be changed after the resumption of play or the end of the game).

17.5.1.3.4. 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.

#### **17.5.1.4. 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 (full game or reduced game)

- 17.6.1.1. In a GMCL20 Group / Pool Stage match where there is no weather interruption after commencement, D/L/S does not come into play because both sides have had the opportunity of batting for the same agreed number of overs so,
  - 17.6.1.1.1. the team scoring the higher number of runs (including any penalty runs imposed) shall be the winner however,
  - 17.6.1.1.2. In the event of the scores being level in a game in a Group / Pool Stage (including any penalty runs imposed), no account shall be taken of wickets lost and so the match is to be recorded as tied, each team shall be awarded two points.
- 17.6.1.2. In a GMCL20 Knockout Stages or Final match, where there is no weather interruption after commencement, D/L/S does not come into play because both sides have had the opportunity of batting for the same agreed number of overs so,
  - 17.6.1.2.1. the team scoring the higher number of runs (including any penalty runs imposed) shall be the winner however,
  - 17.6.1.2.2. In the event of the scores being level (including any penalty runs imposed) the team losing fewer wickets shall be the winner.
    - 17.6.1.2.2.1. If the result cannot be decided on wickets in the KO Stages and Final, the winner shall be the team with the higher score after 5 overs (including any penalty runs imposed in those overs), or if still equal after 4 overs, or if still equal after 3 overs etc.
    - 17.6.1.2.2.2. If this still fails to achieve a result then in the Knockout Stages including the semi-finals on finals day (but not the Final) there will be a bowlout (and in the exceptional circumstances this is not possible on the day/night concerned then there will be a coin toss).
    - 17.6.1.2.2.3. If this still fails to achieve a result then in the Final only then the teams will be joint winners. A coin toss will determine which team progresses to any relevant ECB competition
- 17.6.1.3. Under no circumstances should a game in GMCL20 competitions where there is any play be scheduled for a replay.

### 17.6.2. GMCL20 – Result when there is a weather interruption after play has commenced and time is lost after commencement.

- 17.6.2.1. **The D/L/S method will be applied to all games affected by a weather interruption at any time after the first ball is bowled to determine the winner,**
- 17.6.2.2. When there is a weather interruption after play has commenced and time has been lost, a D/L/S Revised target will have been set for the 2nd innings by cricHQ
  - 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
    - 17.6.2.2.2.1. the game will be recorded as a tie, two points each

- 17.6.2.2.3. If the team batting second scores one less than the revised target in the Knockout Stages or Final
- 17.6.2.2.3.1. Then the game is tied but must go to a bowlout because the innings are unequal in length or format. Such games are not determined by wickets lost.
- 17.6.2.2.3.2. If, in exceptional circumstances, a bowl out is not possible then the winner will be decided on the day/night by the toss of a coin,
- 17.6.2.2.4. 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 before a result is achieved and no further play is possible, D/L/S Par comes into play where more than 5 overs have been bowled in the 2nd Innings.
- 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 the game will be recorded as a tie, 2 points each
- 17.6.2.3.4. If the team batting second exactly matches the D/L/S Par score in the Knockout Stages or Final then the game is tied but must go to a bowl out because the innings are unequal in length or format.
- 17.6.2.3.5. 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 the game will be recorded as abandoned, one point each
- 17.6.2.4.2. in the Knockout Stages or final then the game must go to a bowl out and the rules for bowl outs in Rule 19.14 shall apply
- 17.6.2.5. Under no circumstances should a game in GMCL20 competitions where there is any play be scheduled for a replay

## **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 batter 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 batter 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 batter 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 that batter 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 batter from where that batter 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. Batters must be ready**
- 17.7.3.1.1. The incoming batter is expected to be ready to make way to the wicket immediately and is expected to jog to the wicket.
- 17.7.3.1.2. The incoming batter must be in position to take guard or for the batting partner to be ready to receive the next ball within 1 minute of the fall of the previous wicket or a retirement.

## **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**  
**(This section updated Winter 23/24)**

- 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 4 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 batter 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, the umpire shall call and signal No Ball.
- 17.7.4.4.3. If the striker’s end Umpire is unable to verify the breach, then the umpire shall confirm that the events of the delivery shall be unchanged.

**SECTION G - WEATHER AFFECTED MATCHES & D/L/S**

- G (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 (a) In weather affected matches and rules relative thereto the following shall apply  
(This section added Winter 23/24)

**Grace Period** – in league matches in Premiership1, Premiership2 and the Championship only, the umpires shall permit a cumulative period of 30 minutes delay or interruption to the game (whether at the start or during a game, and whether in one or more occurrences) before there are any overs reductions.

For example a Saturday Championship league game due to start at 1230pm is delayed by weather until 1250pm. The game starts at 1250pm as a 50 over game and can still be a game where a bonus point can be achieved.

For example a Premiership league game is due to start at 1230pm. It is delayed by weather by 15 minutes until 1245pm. The game then starts at 1245pm and is still a 50 over game. During the first innings however, there is a further weather delay of 75 minutes (so 90 minutes in total). At that point the number of overs in the game is reduced as follows, namely 90-30grace = 60 minutes = 8 overs per side, a 42 over game where no bonus point can be achieved. Any Grace Period shall be counted in calculating time allotted and scheduled time for an innings cessation for the purposes of the slow over rate rules.

**Minimum Overs** – in league matches 20 overs per innings, in Cup matches 10 overs per innings, in GMCL20 5 overs per innings

## **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 (This section updated Winter 23/24)**

**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 the Minimum Overs for the competition or more have been played.

## **18.2. How does D/L/S work?**

### **18.2.1. D/L/S Revised Target (This section updated Winter 23/24)**

**18.2.1.1. Overs Lost during the first innings**

18.2.1.1.1. After the start of the game (or application of the Grace Period if it applies to the match in question), where weather interrupts the first innings on one or more occasions AND overs are lost, D/L/S will provide a revised target for the team batting second at the start of the second innings.

- 18.2.1.1.2. Each break in play and the overs lost must be recorded on the scoring app at the resumption after each break in order that the revised target is calculated correctly.
- 18.2.1.1.3. The Revised Target will be shown on the cricHQ App when restart is activated after the break between innings.
- 18.2.1.1.4. The revised target will be a whole number and may be higher or lower than or equal to the first innings score.

**18.2.1.2. Overs Lost during the second innings**

- 18.2.1.2.1. If overs are lost during the second innings the Revised Target for the second inning after resumption of play and shown on the scoring app.

**18.2.1.3. Displaying the Revised Target on the scoreboard**

- 18.2.1.3.1. The D/L/S Revised Target must be posted on the scoreboard throughout the second innings and updated after any further delay.

**18.2.1.4. To win the game the side batting second needs only to equal the Revised Target.**

- 18.2.1.4.1. Scoring one less than the Revised Target creates a Tie

**18.2.2. D/L/S Par Score**

**18.2.2.1. A “Par Score” will be shown on the cricHQ app after every ball bowled in the second innings.**

- 18.2.2.1.1. The Par Score will only come into play if the game ends abruptly due to weather or bad light.
- 18.2.2.1.2.. The Par Score should be updated after every ball on electronic scoreboards linked to the app or updated at the end of the over on traditional scoreboards.
- 18.2.2.1.3. The Par Score should be

**18.2.2.2. What is the Par score?**

- 18.2.2.2.1. 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.

**18.2.2.3. How is Par Score used?**

- 18.2.2.3.1. 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.
- 18.2.2.3.2. At the point of an abrupt ending, a 2nd innings score (after more than the minimum overs have been faced) above par is a win for the team batting second, equal to par is a tie, below par is a loss for the team batting second.

**18.2.2.4. 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**

- 18.2.2.4.1. 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 innings ended at 25 overs when they are 100 for 2
- 18.2.3.1.1.1. They have lost all of their potential highest scoring overs at the end of their innings 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 innings ended at 25 overs when they are 100 for 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 have little impact on this 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 have little impact on this calculation
- 18.2.3.1.4.2. The target is higher because of the early loss of wickets at the start of the 2nd innings.
- 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 batter 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 on the scoreboard (or the ultimate solution to display it after each ball).

## **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. Points in League Games**

#### **19.1.1. Bonus Points**

19.1.1.1 Bonus Points can be won in league games.

19.1.1.1.1. However, Bonus Points do not apply in any reduced over league games

### **19.2. GMCL Rain Panel for Saturday Regional and Sunday League Games**

#### **19.2.1. Rain Panel - Reasoning**

19.2.1.1. GMCL has a Rain Panel of Umpires

19.2.1.1.1. The purpose is to prevent unnecessary travel and reduce match day expenses when there are poor weather conditions at grounds in the lower levels in the league.

19.2.1.2. Reasoning

19.2.1.2.1. If the home team considers 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.

19.2.1.2.2. The Rain Panel can only be used in the Sunday Competition or in the Division 4 and below of the Saturday Competition.

19.2.1.2.3. 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.

9.2.1.3. Umpire Details

- 19.2.1.3.1. Details of available umpires will be [published here](#) 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 a 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 the 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 that Rain Panel Umpire will inform the club of the 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.
- 19.2.2.3.3. The home club shall update the game on cricHQ and record as "Abandoned"

### **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. Reappointment of Umpires**

- 19.2.3.2.1. 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. Reserve Dates

(This section updated Winter 23/24)

- 19.3.1.1.1. Use of reserve dates will impact other teams, other cup competitions, Sunday League games and the availability of umpires.
- 19.3.1.1.2.. There are reserve dates for certain rounds of the senior cup competitions however, with a full fixture programme for around 80 Sunday Teams, there are no completely free dates and venues may not always be available at both clubs as it is not possible to predict the cup draw and fixture league games accordingly.
- 19.3.1.1.2.1. 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

##### 19.3.2.1. it must be completed on the day, no exemptions

- 19.3.2.1.1. And the result determined 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

(This section updated Winter 23/24)

#### 19.4.1. Weather – Delayed start due to weather (the Grace Period applies in certain league matches but not the Cups)

##### 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.
- 19.4.1.1.1.1. Less than 7.5 mins lost - 0 overs lost by both sides
- 19.4.1.1.1.2 7.5 mins lost - Overs lost by both sides =1
- 19.4.1.1.1.3 15 mins lost - Overs lost by both sides =2
- 19.4.1.1.1.4 22.5 mins lost - Overs lost by both sides =3
- 19.4.1.1.1.5 30 mins lost - Overs lost by both sides =4
- 19.4.1.1.1.6 37.5 mins lost - Overs lost by both sides =5
- 19.4.1.1.1.7 45 mins lost - Overs lost by both sides =6
- 19.4.1.1.1.8 52.5 mins lost - Overs lost by both sides =7
- 19.4.1.1.1.9 60 mins lost - Overs lost by both sides =8



9.4.1.1.1.10	67.5 mins (1hr 7.5 mins) lost - Overs lost by both sides =9
19.4.1.1.1.11	75 mins lost (1hr 15 mins) - Overs lost by both sides =10
19.4.1.1.1.12	82.5 mins lost (1hr 22.5 mins) - Overs lost by both sides =11
19.4.1.1.1.13	90 mins lost (1hr 30 mins) - Overs lost by both sides =12
19.4.1.1.1.14	97.5 mins lost (1hr 37.5 mins) - Overs lost by both sides =13
19.4.1.1.1.15	105 mins lost (1hr 45 mins) - Overs lost by both sides =14
19.4.1.1.1.16	112.5 mins lost (1hr 52.5 mins) - Overs lost by both sides =15
19.4.1.1.1.17	120 mins lost (2 hrs) - Overs lost by both sides =16
19.4.1.1.1.18	127.5 mins lost (2 hrs 7.5 mins) - Overs lost by both sides =17
19.4.1.1.1.19	135 mins lost (2 hrs 15 mins) - Overs lost by both sides =18
19.4.1.1.1.20	142.5 mins lost (2 hrs 22.5 mins) - Overs lost by both sides =19
19.4.1.1.1.21	150 mins lost (2 hrs 30 mins) - Overs lost by both sides =20 (maximum reduction for Sunday League games)
19.4.1.1.1.22	157.5 mins lost (2 hrs 37.5 mins) - Overs lost by both sides =21
19.4.1.1.1.23	165 mins lost (2 hrs 45 mins) - Overs lost by both sides =22
19.4.1.1.1.24	172.5 mins lost (2 hrs 52.5 mins) - Overs lost by both sides =23
19.4.1.1.1.25	180 mins lost (3hrs) - Overs lost by both sides =24
19.4.1.1.1.26	187.5 mins lost (3 hrs 7.5 mins) - Overs lost by both sides =25 (maximum reduction for Saturday 45 over League games)
19.4.1.1.1.27	195 mins lost (3 hrs 15 mins) - Overs lost by both sides =26
19.4.1.1.1.28	202.5 mins lost (3 hrs 22.5 mins)- Overs lost by both sides =27
19.4.1.1.1.29	210 mins lost (3 hrs 22.5 mins) - Overs lost by both sides =28
19.4.1.1.1.30	217.5 mins lost (3 hrs 22.5 mins) - Overs lost by both sides =29
19.4.1.1.1.31	225 mins lost (3 hrs 22.5 mins)- Overs lost by both sides =30 (maximum reduction for Saturday 50 over League games and Sunday 40 over cup games)
19.4.1.1.1.32	232.5 mins lost (3 hrs 22.5 mins)- Overs lost by both sides = 31

- 19.4.1.1.1.33 240 mins lost (3 hrs 22.5 mins)- Overs lost by both sides = 32
- 19.4.1.1.1.34 247.5 mins lost (3 hrs 22.5 mins)- Overs lost by both sides = 33
- 19.4.1.1.1.35 255 mins lost (3 hrs 22.5 mins)- Overs lost by both sides = 34
- 19.4.1.1.1.36 262.5 mins lost (3 hrs 22.5 mins)- Overs lost by both sides = 35 (maximum reduction for Sunday 45 over Cup games)
- 19.4.1.2. When a decision is made to restart**  
**(This section updated Winter 23/24)**
- 19.4.1.2.1. The umpires should
- 19.4.1.2.1.1. calculate the overs lost (after applying any applicable Grace Period in the league) 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
- 19.4.1.2.3. If the scorers are not notified or they do not update the scoring app, the match cannot be scored correctly (because it can affect the D/L/S Par and the revised target calculations).
- 19.4.1.4. When a game does start, both sides must have at least the Minimum Overs for the competition 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. Minimum Overs**

- 19.4.2.1.1. A league or cup game cannot start without sufficient time for the Minimum Overs for the competition

### **19.4.2.2. Latest Start Time**

- 19.4.2.2.1. If the calculated start time for the competition is later than any times shown here then the game must be abandoned,
- 19.4.2.2.1.1. in the league both sides would take 2 points,
- 19.4.2.2.1.2. in the cup, the game must go to the reserve date if available. If none available or this is the reserve date, then a bowl out must take place.
- 19.4.2.2.2. Because of the varied start times, grace periods in certain divisions and the minimum overs being 20 per innings in the league and 10 in the cup, there could be many latest start times across GMCL. Therefore for simplicity, we have agreed that the latest start times are as follows (assuming the interval is taken before the delayed start)
- 19.4.2.2.2.1. League to 31st August 16:45; in September 16:15
- 19.4.2.2.2.2. Cup to 31st August 17:30; in September 17:00

## **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. Recording the interruption,**

19.5.1.1.1. The total number of overs for the game 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 and any applicable Grace Period in the league

#### **19.5.1.2. If a restart is agreed, determine time lost**

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 (after any Grace Period in the League) to calculate the overs lost from each innings at a rate of one for each side for every 7 1/2 minutes lost, equivalent to 2 for each side deducted for every 15 minutes lost, the schedule can be found below.

19.5.1.2.2.1 7.5 mins lost - Overs lost by both sides =1

19.5.1.2.2.2. 15 mins lost - Overs lost by both sides =2

19.5.1.2.2.3. 22.5 mins lost - Overs lost by both sides =3

19.5.1.2.2.4. 30 mins lost - Overs lost by both sides =4

19.5.1.2.2.5. 37.5 mins lost - Overs lost by both sides =5

19.5.1.2.2.6. 45 mins lost - Overs lost by both sides =6

19.5.1.2.2.7 52.5 mins lost - Overs lost by both sides =7

19.5.1.2.2.8 60 mins lost - Overs lost by both sides =8

19.5.1.2.2.9 67.5 mins lost - Overs lost by both sides =9

19.5.1.2.2.10 75 mins lost - Overs lost by both sides =10

19.5.1.2.2.11 82.5 mins lost - Overs lost by both sides =11

19.5.1.2.2.12 90 mins lost - Overs lost by both sides =12

19.5.1.2.2.13 97.5 mins lost - Overs lost by both sides =13

19.5.1.2.2.14 105 mins lost - Overs lost by both sides =14

19.5.1.2.2.15 112.5 mins lost - Overs lost by both sides =15

19.5.1.2.2.16	120 mins lost - Overs lost by both sides =16
19.5.1.2.2.17	127.5 mins lost - Overs lost by both sides =17
19.5.1.2.2.18	135 mins lost - Overs lost by both sides =18
19.5.1.2.2.19	142.5 mins lost - Overs lost by both sides =19
19.5.1.2.2.20	150 mins lost - Overs lost by both sides =20
19.5.1.2.2.21	157.5 mins lost - Overs lost by both sides =21
19.5.1.2.2.22	165 mins lost - Overs lost by both sides =22
19.5.1.2.2.23	172.5 mins lost - Overs lost by both sides =23
19.5.1.2.2.24	180 mins lost - Overs lost by both sides =24
19.5.1.2.2.25	187.5 mins lost - Overs lost by both sides =25
19.5.1.2.2.26	195 mins lost - Overs lost by both sides =26
19.5.1.2.2.27	202.5 mins lost - Overs lost by both sides =27
19.5.1.2.2.28	210 mins lost - Overs lost by both sides =28
19.5.1.2.2.29	217.5 mins lost - Overs lost by both sides =29
19.5.1.2.2.30	225 mins lost - Overs lost by both sides =30 (the max in the league)
19.5.1.2.2.31	232.5 mins lost - Overs lost by both sides =31 (cup only)
19.5.1.2.2.32	240 mins lost - Overs lost by both sides =32 (cup only)
19.5.1.2.2.33	247.5 mins lost - Overs lost by both sides =33 (cup only)
19.5.1.2.2.34	255 mins lost - Overs lost by both sides =34 (cup only)
19.5.1.2.2.35	262.5 mins lost - Overs lost by both sides =35 (cup only)
19.5.1.2.2.36	270 mins lost - Overs lost by both sides =36 (cup only)
19.5.1.2.2.37	277.5 mins lost - Overs lost by both sides =37 (cup only)
19.5.1.2.2.38	285 mins lost - Overs lost by both sides =38 (cup only)
19.5.1.2.2.39	292.5 mins lost - Overs lost by both sides =39 (cup only)

19.5.1.2.2.40 300 mins lost - Overs lost by both sides =40 (the max in the cup)

**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 the Minimum Overs, 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 the Minimum Overs, the procedure for restart should be followed by umpires and scorers.**

**19.5.2. After each First Innings interruption (after applicable Grace Period in the League but not the Cup)**

**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 the Minimum 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 the Minimum 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 the Minimum 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 (after using any remaining applicable Grace Period in league games)**

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 (after taking account of any remaining applicable Grace Period in league games) 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 the Minimum 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 the Minimum Overs available for the second innings,**



19.8.2.3.1. the game is abandoned, in the league each side takes 2 points or in the cup the game goes to a bowl out

**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,**

19.9.1.1.1. 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 50 over Premiership 1 game is all out in 44 overs then there are 6 unused overs, a rain delay of 1 hour in the second innings (after having taken account of any remaining applicable Grace Period in the match) 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 50 over Championship game is all out in 35 overs then there are 15 unused overs. There is a rain delay of one hour in the second innings (of which 30 minutes is disregarded because of the available Grace Period in the match ) leaving 30 minutes which 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 and any applicable Grace Period used in league games**

**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 (taking account of any applicable Grace Period in the league)

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**

19.9.3.1.2. 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.

**19.9.3.2. 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**

19.9.3.2.1. The scorers must update cricHQ with the excess overs lost

19.9.3.2.2. If the scorers are not notified or they do not update the scoring app, the match cannot be scored correctly

19.9.3.2.3. When the cricHQ app has been updated the app will generate a Revised Target to chase.

19.9.3.2.4. The umpires shall notify both captains and the scorers must display the Revised Target on the scoreboard.

19.9.3.2.5. For clarity, the revised target is the score needed to win.

**19.9.3.3. 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 (and any applicable Grace Period available in the League)**

**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 (after any applicable Grace Period in the League)

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  $\frac{3}{4}$  minutes, two for every 7  $\frac{1}{2}$  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 the Minimum 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 the Minimum 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 the Minimum Overs played**

### **19.11.1. Weather – A D/L/S Revised target in place and more than the Minimum 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 This rule (Where 2nd innings drops below minimum required overs) is no longer in force.**

## **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 the Minimum 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 the Minimum Overs played**

### **19.13.2.1. Game Comes to End**

- 19.13.2.1.2. 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: -**

- 19.14.1.1.1. Five players from each team, who must be selected from the 11 players named on the team sheet, 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).
- 19.14.1.1.2. The captains will toss a coin and the winner will decide which team bowls first.
- 19.14.1.1.3. Each team will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.
- 19.14.1.1.4. 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.

#### **19.14.1.2. Rules of the bowl out**

- 19.14.1.2.1. 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.
- 19.14.1.2.2. If a bowler bowls a 'no ball' it will count as one of the bowler's 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.

#### **19.14.1.3. Procedure**

- 19.14.1.3.1. 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.

#### **19.14.1.4. Determining the winner**

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

19.14.1.4.2. 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.

**19.14.1.5. 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 the Minimum 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 if the game (after any Grace Period) is a reduced overs game.

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 in GMCL**

19.16.1. 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. All bowlers maximum number of overs will be reduced pro rata at the time of any recalculation of overs in rain interrupted matches.

- 19.17.1.1.1. Where the calculation equals part of an over, the figure will be rounded up to the nearest whole over. e.g. An innings reduced to 41 overs; 30% of 41 =12.3, a bowler may bowl a maximum of 13 overs.
- 19.17.1.1.2. There will be no penalty if a bowler has already bowled more than the maximum following any recalculation and
- 19.17.1.1.2.1. Should the innings resume, the bowler at the time of any interruption should complete any over part completed when the match interruption came but that must be the bowler's last over if the bowler then exceeds the recalculated maximum
- 19.17.1.2. 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.**
- 19.17.1.3 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.**
- 19.17.1.3.1 In the Saturday competition - 50 overs maximum is 15 overs per bowler
- 19.17.1.3.2 In the Saturday competition - 45 overs maximum is 14 overs per bowler
- 19.17.1.3.3 In the Saturday competition - 35 overs maximum is 11 overs per bowler
- 19.17.1.3.4 In the Saturday competition - 30 overs maximum is 9 overs per bowler
- 19.17.1.3.5 In the Saturday competition - 25 overs maximum is 8 overs per bowler
- 19.17.1.3.6 In the Saturday competition - 20 overs maximum is 6 overs per bowler
- 19.17.1.4 In the Sunday League competition, no bowler will be allowed to bowl more than 25% (20% in the Open Divisions) 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.**
- 19.17.1.4.1 In the Sunday League competition - 40 overs maximum is 10 overs per bowler (8 in the Open Divisions)
- 19.17.1.4.2 In the Sunday League competition - 35 overs maximum is 9 overs per bowler (7 in the Open Divisions)
- 19.17.1.4.3 In the Sunday League competition - 30 overs maximum is 8 overs per bowler (6 in the Open Divisions)
- 19.17.1.4.4 In the Sunday League competition - 25 overs maximum is 7 overs per bowler (5 in the Open Divisions)
- 19.17.1.4.5 In the Sunday League competition - 20 overs maximum is 5 overs per bowler (4 in the Open Divisions)
- 19.17.1.5 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.**



19.17.1.5.1	In the cup competitions - 45 overs maximum is 9 overs per bowler
19.17.1.5.2	In the cup competitions - 40 overs maximum is 8 overs per bowler
19.17.1.5.3	In the cup competitions - 35 overs maximum is 7 overs per bowler
19.17.1.5.4	In the cup competitions - 30 overs maximum is 6 overs per bowler
19.17.1.5.5	In the cup competitions - 25 overs maximum is 5 overs per bowler
19.17.1.5.6	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
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### **20. After the Match**

20 (a)	This section covers what should happen after the game and how the match is closed off.
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### **20.1. Sportsmanship**

#### **20.1.1. Respect for your opponent and officials**

##### **20.1.1.1. Post-match handshake**

20.1.1.1.1.	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. We ask captains to ensure that this practice continues in every game at every level, for the spirit of the game.
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20.1.1.1.1.2.	Should COVID restrictions be reintroduced, hand shakes or fist bumps create skin to skin contact so we would suggest that the current virus spreading prevention technique of bumping covered elbows resumes, until we receive the all clear again.
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### **20.2. Finalising the Game**

#### **20.2.1. Post Match Meeting**

##### **20.2.1.1. Umpires & Captains' Meeting**

20.2.1.1.1	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. This will ensure that the final scores are confirmed and any issues arising during the game are closed off. This will also ensure any payments required for scorers and umpires are settled on the day.
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#### **20.2.2 Captain's Report**

##### **20.3.2.1. Captain's Reports are Mandatory**

20.2.2.1.1. Each captain, within the 48 hours following a match, must submit the GMCL Captain's Match Report found via the GMCL League website. Penalties will be imposed on clubs for late submission of forms after Wednesday Midnight (see Penalties Appendix)

### **20.2.3. Umpire's Report**

#### **20.2.3.1. Umpire's Reports are Mandatory**

20.2.3.1.1. 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. But, if the scores are equal at the end of the match, where there are no weather interruptions to the game

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 (updated for clarity Oct 2023)**

21.2.2.1. No bonus points are awarded in any match where there are reduced overs. No bonus points are awarded in the Sunday Open Division.

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 less than 75% 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 75% or more of the first team's total, but not being "all out"

21.2.2.3.1.2.2.1. Example - chasing 100 - 75 for 9 will attract a bonus point, 74 for 8 will not

21.2.2.3.2. Winning or Losing?

21.2.2.3.2.1. Winning Team Bonus Point

21.2.2.3.2.1.1. A team gets a point for winning, where they either dismiss their opponents in the second innings for less than 75% of their first innings total or 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

21.2.2.3.2.2.1. A team gets a point for losing, where they either bat second but fail to equal or beat their opponents score but score 75% or more of the total and are not "all out" by the end of their innings or the team bowls second and takes 7 or more wickets but lose the match.

### 21.2.3. Definition of "All Out"

21.2.3.1. For Bonus points "All Out" means either 10 wickets have been taken or no more players are able to come into bat, it is important that in cricHQ the scorers select Action / End Innings / All Out to end the innings as "All Out" where no more players are able to bat.

## 21.3. Finding the Winners

### 21.3.1. Division Winners

21.3.1.1. League Champions

- 21.3.1 All points achieved in all league games less any penalty points will count toward the final placing in the Division.
- 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 four steps for us to consider to determine promotion and relegation places and for 2021 season and beyond we will create promotion & relegation pots**  
 (This section updated Winter 23/24)

### **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.
- 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.
- 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 to try to mitigate the impact on our teams but,
- 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 (G&F) 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 arrival of new clubs.
- 21.4.1.3.5. These rules are replicated in full at Rule 21.5. below

#### **21.4.1.5.**

#### **ECB Regulations**

**(This section updated Winter 23/24)**

- 21.4.1.5.1. The ECB Premier League status brings with it several regulations, determined by the ECB, which must be applied by the league to our Premier League clubs, as follows:-

- 21.4.1.5.1.1. Clubs must be registered for and hold Clubmark status
- 21.4.1.5.1.2. Clubs must operate 3 hardball junior teams at Under 15 and below
- 21.4.1.5.1.3. Clubs must complete play-cricket forms regarding player injuries sustained in Premier League matches
- 21.4.1.5.2. GMCL will enforce the regulations but also apply any leeway or time to comply notified by the ECB each season.

#### **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.**
- 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 teams 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. GMCL Award Winners-**

#### **22.1.1.1. GMCL Awards - All information will be taken from CricHQ.**

- 22.1.1.1.1. It is imperative that your admins ensure that all scorecards are uploaded so that all average calculations will be complete.

- 22.1.1.1.2. Named Professionals and Category 3 Players are not included in League awards, their averages are displayed on the cricHQ stats on the league website

#### **22.1.1.2. GMCL Awards - Presentation**

- 22.1.1.2.1. Awards for each Senior Division will be presented at the Annual Presentation Evening. The details of the Senior Awards Event will be placed on the league website and in newsletters.

### **22.1.2. GMCL Awards - Categories for each division**

#### **22.1.2.1. Award Categories & Qualification**

- 22.1.2.1. Highest Batting Average: 50% of League Games, minimum 400 runs

- 22.1.2.2. Lowest Bowling Average: 50% of League Games, minimum 30 wickets



- 22.1.2.3. Wicket Keepers: 50% of League Games, Highest number of victims, no minimum
- 22.1.2.4. Fielding: 50% of League Games, most catches, no minimum
- 22.1.2.5. MVP: 50% of League Games, highest score for the season as determined by CricHQ

## **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, GMCL will not publish personal contact details online
- 23.1.1.1.2. GMCL will now share a list of club and League contacts through our CLOs by Division / Competition as and when these are required for the purpose of conducting league business

##### **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: - <https://www.gtrmcrcricket.co.uk/pages/contact-us-new>
- 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, via e-mail from CLOs and our News Bulletins but cannot be held responsible for mail failure at output or at your mailbox actions

##### **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 emails 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 main and secondary contacts 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 the 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
- 23.2.1.1.6 Make payments due to the league, suppliers or Cricketing Bodies in a timely manner.
- 23.2.1.1.6.1 In that regard, any club with amounts of £100 or more owing to the League from previous seasons shall if not paid by the 1st Saturday of the season commence the next season with 10 penalty points allocated to each of its teams

#### **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.**

23.3.1.1.1. As GMCL do not have staff to monitor the Twitter account GMCL will not respond to direct tweets unless absolutely necessary and reasonable to do so, questions should always be addressed to the league at enquiries@GtrMcrCricket.co.uk

**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 [equity@GtrMcrCricket.co.uk](mailto:equity@GtrMcrCricket.co.uk)
- 23.4. General Data Protection Regulation**
- Our Privacy Notice is now shown in full [here](#)
- 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**  
([club-director@GtrMcrCricket.co.uk](mailto:club-director@GtrMcrCricket.co.uk))
- 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**  
([club-director@GtrMcrCricket.co.uk](mailto:club-director@GtrMcrCricket.co.uk))
- 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
- 24.2.1.2. GMCL will support the LCF in promoting and developing the game in the county
- 24.2.1.3. GMCL will support LCF by sharing communications and promoting events.
- 24.2.1.4. GMCL will attend LCF meetings as required
- 24.2.1.5. 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.**

To report errors or typos or suggest amendments please e-mail [rules@gtrmcrcricket.co.uk](mailto:rules@gtrmcrcricket.co.uk)