



# Edward Readman Memorial Trophy

## Rules & Playing Conditions

(Updated November 2021)

### Rules

<b>1</b>	<b>Title</b> The competition will be organised by the Yorkshire Premier League North and be called The Edward Readman Memorial Trophy.
<b>2</b>	<b>Member Clubs</b> Participation will be restricted to member clubs of the Hunters YPLN and no club will be allowed to enter more than one team into the competition. Entry will be voluntary and open to First Division teams who have not qualified for the Hunters Cup and Second Division teams.
<b>3</b>	<b>Draw</b> The draw for the competition will be made by the Cup Secretary with other League Officials. Early rounds will be regionalised.
<b>4</b>	<b>Fixture Dates</b> With the exception of the Final, no dates will be set for each round of matches. Instead, a 'must be completed by' date will be published for each round. The responsibility for arranging fixtures (which may be played on a Sunday afternoon or mid-week evening) lies with the competing teams and should be led by the team drawn at home. The Final will take place at a venue to be determined by the Management Board.
<b>5</b>	<b>Trophies</b> Winners - The Edward Readman Memorial Trophy Man of the Match - The Readman Man of the Match Award
<b>6</b>	<b>Laws of Cricket</b> All matches will be conducted under the Laws of Cricket currently in operation with the exception of any 'Special Conditions' imposed by the Management Board and contained herein.
<b>7</b>	<b>Eligibility of Players</b> <ol style="list-style-type: none"> <li>i. In order to be eligible a player must have been properly registered by his club and been available for selection for a minimum of two Saturdays prior to the scheduled date of the match.</li> <li>ii. Unless a player's last 3 appearances have been for the team involved in the cup tie, he/she must not have played a league fixture for any of the club's higher teams more than twice before the 1st round, 3 times before the 2nd round and 4 times before subsequent rounds.</li> <li>iii. No player may play for more than one club in the competition, in any one year unless prior permission is granted from the Cup Secretary.</li> <li>iv. ECB Regulations relating to Junior Players will apply in all matches.</li> <li>v. In the event of any query regarding the eligibility of a player, the Cup Secretary should be consulted at least seven days prior to the match.</li> </ol>
<b>8</b>	<b>Umpires</b> Teams are required to provide a competent umpire for all rounds except Finals Day. Umpires will be appointed by, and have their fees paid for, by the League for Finals Day.
<b>9</b>	<b>Submission of Results</b> Winning teams must submit summary match details on the day of the match in accordance with the procedures published on the League Website. Failure to meet the deadline or to provide comprehensive details will attract a penalty.
<b>10</b>	<b>Discipline</b> The League's Disciplinary Rules and Procedures apply in all Cup matches.

## Playing Conditions

<b>1</b>	<p><b>Duration of Matches</b></p> <ul style="list-style-type: none"> <li>i. Matches will consist of one innings per team, each innings limited to 20 overs, unless a team is all out.</li> <li>ii. If the start is delayed, or an interruption takes place during the first innings, the number of overs to be bowled will be reduced from forty in total by one over per team for every complete 7.5 minutes lost to a minimum of ten overs per team.</li> <li>iii. The remaining overs will be divided equally between the two teams in order that both teams have the opportunity of batting for the same number of overs.</li> <li>iv. If an interruption occurs after the completion of the first innings that score will stand. The number of overs of the team batting second will be reduced by 1 over for every complete 3.75 minutes lost. A new target score will be calculated for the team batting second to win the match by multiplying the revised total number of overs in the second innings by the average number of runs per over scored by the team batting first and then rounding up to the next highest whole number. (<b>Note:</b> if a team is dismissed in less overs than the maximum that they were allowed, that maximum number will be used in this calculation). If this calculation leads to a whole number without rounding up, then 1 run should be added to determine the target winning score.</li> <li>v. There will be no tea interval but a break of 10 minutes will be taken between innings.</li> </ul>																								
<b>2</b>	<p><b>Limitation of Overs</b></p> <ul style="list-style-type: none"> <li>i. No bowler may bowl more than four overs in an innings.</li> <li>ii. In a reduced over match, no bowler may bowl more than one fifth of the revised number of overs unless his quota had been exceeded prior to the interruption.</li> </ul>																								
<b>3</b>	<p><b>Handicap</b></p> <p>A handicap system is in place. Teams from the Second Division will, when playing teams from the First Division, start their innings with a number of runs which will depend on the number of overs in the innings and is determined by the following table.</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td style="width: 30%;">Number of overs</td> <td>20</td><td>19</td><td>18</td><td>17</td><td>16</td><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td> </tr> <tr> <td>Number of runs</td> <td>8</td><td>7</td><td>7</td><td>6</td><td>6</td><td>6</td><td>5</td><td>5</td><td>4</td><td>4</td><td>4</td> </tr> </table> <p><b>NOTE:</b> If the length of the innings is reduced after it's start, the number of runs start that the team received must be adjusted to reflect the adjusted number of overs in the innings.</p>	Number of overs	20	19	18	17	16	15	14	13	12	11	10	Number of runs	8	7	7	6	6	6	5	5	4	4	4
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<b>4</b>	<p><b>Limitation of Fielders</b></p> <ul style="list-style-type: none"> <li>i. A fielding 'oval' will be clearly marked at a distance of 30 yards from each middle stump. Four fielders, together with the wicket keeper and bowler must be within the circle at the point of delivery.</li> <li>ii. Umpires will call 'No-ball' if limitations are breached at the point of delivery.</li> </ul>																								
<b>5</b>	<p><b>Unlawful Bowling</b></p> <ul style="list-style-type: none"> <li>i. No Ball – as per Laws of Cricket. A 'free-hit' to be awarded after a 'foot-fault' No ball (see Rule 10 for guidance).</li> <li>ii. Umpires are instructed to apply a very strict and consistent interpretation of the law relating to leg side wide balls. Any ball passing down the leg side of the batsman and outside the line of the leg stump, which does not come into contact with the bat or any part of the batsman's person, will be called and signalled 'wide ball', regardless of any movement on the batsman's part</li> <li>iii. Clubs are required to introduce lines 17" from the return crease to help judging off side wides.</li> <li>iv. No bowler may bowl more than one short-pitched delivery in any over, irrespective of which batsman is on strike. 'Short-pitched' is defined as above shoulder height to the batsman when standing upright in his crease. Any subsequent short-pitched delivery will be called a 'No ball.'</li> </ul>																								
<b>6</b>	<p><b>Late Arrival of Players</b></p> <p>Teams are required to exchange team cards prior to the 'toss' and notify the opposing captain and umpire of any absentee player.</p> <p>When a player arrives after the official starting time, the following will apply:</p> <p><u>Fielding Team</u></p>																								

A player arriving late will not be permitted to bowl until he has been on the field of play for an equivalent number of overs to that which had been bowled prior to him appearing on the field of play.

**Batting Team**

A player arriving late will not be permitted to bat until he has been present at the ground for an equivalent number of overs to that which had been bowled prior to his arrival, except upon the fall of the ninth wicket. The onus is upon the captain of the batting team to inform the umpires of the arrival of his player.

'Equivalent number of overs' will be counted from the commencement of the innings.

**7 Type of Ball**

Each team will provide its own balls for matches prior to the Final. This need not be new but must be quartered leather, grade A or grade 1, of British manufacture, which conforms with the League's requirements, is in good condition, and be approved by the umpires.

A new ball will be provided for each team for the Final, but teams must provide their own spare balls.

**8 Result**

- i. A result can be achieved only if both teams have batted for at least 10 overs, unless a team is all out in less than 10 overs or the team batting second reaches the target in less than 10 overs.
- ii. In matches in which both teams have had the opportunity to bat for the agreed number of overs, (i.e., 20 overs in an uninterrupted match), the team scoring the highest number of runs will be the winner.
- iii. If the scores are equal, the team losing the fewer wickets will be the winner. If each team has lost the same number of wickets the winner will be the team with the highest scoring rate in the first five overs, if necessary, reducing by one over until a result is obtained.
- iv. If the match is abandoned before the team batting second has had the opportunity to complete the agreed number of overs and has neither been all out nor has passed its opponents score, then, provided that they have had the opportunity to bat 10 overs, the result will be decided on run rate and the team scoring the highest average of runs per over across their whole innings will be the winner. (**Note:** if the team batting first has been dismissed in less overs than the maximum that they were allowed, that maximum number will be used in this calculation).

**9 Conceded Games**

The Cup Secretary has full power to penalise clubs for failing to fulfil scheduled fixtures, in accordance to the League's Schedule of Penalties.

**10 No ball – Free Hit**

- i. The delivery following a foot fault No ball will be a free hit for whichever batsman is facing it.
- ii. The umpire will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.
- iii. If the delivery for the free hit is not a legitimated delivery (any kind of No ball or a Wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
- iv. 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 a Wide ball.
- v. Field changes are permitted for free hit deliveries providing all fielding restrictions are adhered to.
- vi. One run will be awarded for the foot fault No ball.