



Gloucestershire Cricket Foundation

The Bristol County Ground, Nevil Road, Bristol BS7 9EJ
t: 01174 622228 e: steve.silk@gloucestershirecricketfoundation.org

First Class Comms Gloucestershire County Cup – Competitions Rules 2025

1. Management & Regulations

- 1.1. The control of the competition, which will take place annually, shall be undertaken by the Gloucestershire Cricket Foundation (GCF) and all decisions relating to these rules, or to matches played in the competition, shall be final and binding on all concerned.
- 1.2. The competition will abide by and follow the rules as set out in the [ECB General Conduct Regulations](#). To raise a report please contact GCF Disciplinary Officer Steve Silk: steve.silk@gloucestershirecricketfoundation.org.
- 1.3. The Competition shall adopt and implement the ECB Safe Hands – Cricket's Policy for Safeguarding Children and any future versions of the policy.
- 1.4. The League shall adopt and implement the ECB Anti-Discrimination Code of Conduct and any future versions of this policy.

2. Entry

- 2.1. All clubs must be affiliated to the GCF and only clubs that play in Saturday Leagues shall qualify to enter the competition.
- 2.2. If a club fails to fulfil a fixture in any one year, that club **may** not be allowed to compete in the following year's competition.

3. Competition Structure

- 3.1. The competition shall be organised on a straight knock out basis. A draw will be made for the whole competition at the start.

4. Player Eligibility

- 4.1. A cricketer shall only be eligible to play for a club in the competition if they are a bona-fide, fully paid-up member of that club that is also eligible to play under the rules of the league.
- 4.2. No player may represent more than one club in the competition in any one year.
- 4.3. Category 2 players including overseas international cricketers, are not eligible to play in this competition.
- 4.4. Only one Category 3 player may be registered per team. Registration requirements as set out by the ECB and the Border Agency must be adhered to.
- 4.5. The following player category definitions apply:
 - 4.5.1. Player: Any player who is a fully paid-up subscriber to his club in accord with his club rules
 - 4.5.2. Contracted Player – A player with a full county contract, including a rookie contract and is either a British citizen and was born in England and Wales or who had been in England and Wales for a minimum of 210 days between 1st April 2022 and 31st March 2023.
 - 4.5.3. Non-home-grown players with British passports/dual nationality players
- 4.6. The following player categories shall be used:
 - 4.6.1. Category 1: British non-contracted
 - 4.6.2. Category 2: British county-contracted
 - 4.6.3. Category 3: Overseas player
- 4.7. Players shall be categorised into the above categories as per the following:

- 4.7.1. All Contracted Players who were a bona-fide member of that club for at least two seasons preceding their twenty-first birthday (provided the contract is not awarded prior to their 21st birthday); or has played at least 12 club matches prior to being awarded a contract, shall be Category 1.
- 4.7.2. All other Contracted Players shall be Category 2.
- 4.7.3. All other players who are a British citizen and were born in England or Wales shall be Category 1. For the purposes of registration this includes Irish and Scottish nationals.
- 4.7.4. All other players who have been resident in England and Wales since 1st April 2022, and have been in England or Wales for a minimum of 210 days between 1st April 2022 and 31st March 2023 shall be Category 1.
- 4.7.5. Any player who has played in any overseas cricket league as a 'home', 'local' or 'non-overseas' player in that overseas league in the 12-month period up to and including 31 March 2023 will not be permitted to play as a Category 1 player in the current season.
- 4.7.6. A current overseas international player is defined as any player who has represented a Test Match Playing country other than England in a Test Match or One Day International in the current year, 1st January to 31st December or the previous two years.
- 4.7.7. All other players shall be Category 3.

5. Cricket Balls

- 5.1. Dukes balls will be provided by the GCF and distributed to the home club ahead of each round. Clubs must use the balls provided by the competition.
- 5.2. Clubs will be invoiced to cover the cost of 1 match ball per round they play in the competition. Clubs will be invoiced at cost.
- 5.3. It is the responsibility of the home team to supply spare balls of an adequate standard (inspected before the game by the umpires) in the event of the match ball being lost or damaged or needing to be replaced.
- 5.4. A new ball must be used at the start of each innings.

6. Umpires

- 6.1. The GCF shall be responsible for ensuring that GACO is requested to appoint two umpires for each game.
- 6.2. Once the umpires have been appointed, it will be the responsibility of the home club in each round, except the Final, to confirm all arrangements with the appointed umpires, particularly in the event of postponements. GACO will appoint umpires through the Who's the Umpire Portal.
- 6.3. Umpires appointed by GACO are to be reimbursed their fee on the day by each club, preferably before the game.
- 6.4. Each side must provide the umpires with a signed team sheet before the toss at the start of the match, identifying any player who has not reached the age of 18 on the date of the match showing the specific age of the player. It is recommended that the ECB Team Sheet is used wherever possible. Umpires will not stand in any match unless this requirement is met.

7. Scorers

- 7.1. Each club shall provide a competent scorer. In the event of a club failing to provide a scorer, the captain of the offending team must delegate one of his players to fulfill the role of scorer and that player will not be permitted to take part in the game.

8. Fixtures

- 8.1. Subject to the over-riding discretion of the competition organiser, matches must be played on the deadline dates set in the schedule. **Please note that these dates are subject to the release of National Cup and National Village knock-out fixtures, so may change accordingly:**

Round	County Cup	Back-up Date
One	15 th June	22 nd June
Two	29 th June	6 th July
Three	13 th July	20 th July
Quarter-Final	27 th July	3 rd August
Semi-Final	10 th August	17 th August
Final	Saturday 6 th September at the Seat Unique Stadium	

- 8.2. When the draws are published, if either team seeks an alternative date, it is the responsibility of the home club to offer the away club at least 2 dates on which the game could be played, provided these are before the deadline date. If no agreement is reached the original date and back-up date will stand.
- 8.3. If rain prevents a result, the match will be replayed on the following Sunday, or an agreed earlier date. Failure of a club to adhere to this, shall result in the offending club being eliminated from the competition.
- 8.4. A game may take place mid-week if absolutely necessary, with a match of a minimum of 20 overs a side, provided that the organiser has been informed and official umpires are appointed.
- 8.5. All replays will be held on the ground of the original visiting side unless otherwise agreed, regardless of whether the match was postponed before or after the start of play. Captains may on the other hand agree to decide the result by a bowl out.
- 8.6. In the event the replay is affected by inclement weather, the game will be reduced by applying 12.2. Delayed or Interrupted Matches. If no play can commence or the minimum overs have not been achieved by both sides, the result will be decided by a bowl out. Should it be unsafe to conduct a bowl off, the result of the match will be decided by a coin toss. Refer to 17. The Result.

9. Results

- 9.1. Following the match, the winning team must inform the competition organiser of the result by email and must enter the details on Play-Cricket by midday of the following day. The full scorecard must be added to Play-Cricket within 48 hours.

10. Helmets

- 10.1.1. Any player under the age of 18 must wear a helmet which conforms to the latest ECB regulations.

11. Playing Conditions – 40 overs per side

The Laws of Cricket (2017 Code 3rd Edition - 2022) shall apply with the following exceptions:

11.1. Duration

- 11.1.1. All matches will consist of one innings per side, and each innings will be limited to 40 six-ball overs. A minimum of 10 overs per team will constitute a match (subject to the provisions of 8 below).

11.2. Hours of Play and Intervals

- 11.2.1. All games will start at 13:00, except for the Final which will start at 12:00. Matches may commence at alternative start times (12:00, 12:30 etc.) providing both sides agree, and the Foundation have been notified at least 7 days before the match is due to be played. If no such notice is received, then the umpires will assume a 13:00 start.
- 11.2.2. The interval will be 30 minutes unless otherwise agreed by both teams.
- 11.2.3. The total match time, including interval, should be no longer than 5 hours 50 minutes, exception given for the final over of each innings.
- 11.2.4. Sessions of Play and Interval between Innings

Provided that no time has been lost (see below) the interval will be of the agreed duration commencing at the end of the innings of the team batting first.

If the innings of the side batting first is completed more than 60 minutes prior to the scheduled interval then a 10 minute break will occur and the team batting second will commence their innings and the interval will occur as scheduled.

In the event of time being lost umpires have the discretion to reduce the length of the interval.

Additional Hour – Subject to weather and light, in the event of play being suspended for any reason other than normal intervals, the playing time shall be extended by the amount of time lost up to a maximum of one hour. If the scheduled match start time is later than 1:00pm, this regulation will not apply. Otherwise, the teams may agree to dispense with this rule only by mutual consent. In such circumstances, the umpires must be notified before the start of the match.

11.2.5. Intervals for Drinks

One interval for drinks per innings will be taken after 20 overs of the innings unless a wicket falls in the 20th over, in which case the interval will be taken immediately. The intervals for drinks shall not last longer than 5 minutes in total.

An individual player may be given a drink either on the boundary edge or, at the fall of a wicket, on the field providing that no playing time is wasted. No other drinks shall be taken on to the field without the permission of the umpires except that under conditions of extreme heat the umpires may permit extra intervals for drinks. Any player taking drinks on to the field shall be dressed in proper cricket attire. **Note:** in all cases the time taken for drinks is included in the playing time for that innings.

12. Length of Innings

12.1.1. **Uninterrupted Matches** (i.e. Matches which are neither delayed nor interrupted)

12.1.1.1. Each team shall bat for 40 six ball overs unless all out earlier. A team shall not be permitted to declare its innings closed.

12.1.1.2. All sides are expected to be in position to bowl the first ball of the last of their 40 overs within 2 hours 40 minutes playing time (including time taken for drinks). In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction area in 4.1 or 4.4 than would normally be the case in the Powerplay or non-Powerplay overs in progress at the time. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings. The full quota of overs will be completed.

If the innings is terminated before the scheduled or re-scheduled cut off-time, no over rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batter and their fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

Over-rate penalties apply only to innings of 15 overs or more duration unless a penalty has been applied before 15 overs have been bowled.

This is the only penalty for a slow over-rate.

12.2. **Delayed or Interrupted Matches**

12.2.1. **General**

Rearrangement of the number of overs may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason. The timing and duration of all suspensions of play (including all intervals) or delays during the match will be taken into account when calculating the length of time available for either innings. It should also take into account time already played when recalculations are required to calculate cessation time for that innings.

12.2.1.1. The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed. A minimum of 10 overs must be bowled to the team batting second in order to constitute a match (subject to the provisions of 8 below). The calculation of the number of overs to be bowled shall be based on a rate of 16 overs per hour in the total time available for play up to the scheduled Close of Play.

12.2.1.2. If, owing to a delayed start to the second innings or a suspension of play during the second innings, there is insufficient time for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated as in 3.2.1 (a) above.

12.2.1.3. If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.

12.2.1.4. The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less than the agreed number of overs.

12.2.1.5. Fractions are to be ignored in all calculations regarding the number of overs, with total rounded up. Please refer to 17 (Result) for methodology of calculating target scores in interrupted matches.

13. Restriction on the Placement of Fielders

13.1. At the instant of delivery, there may not be more than 5 fielders on the leg side. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres) (25 yards for U13 age group and below). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery:

13.1.1. **Powerplay 1** – no more than two fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.

13.1.2. **Powerplay 2** – no more than four fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive.

13.1.3. **Powerplay 3** – no more than five fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive.

In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase (Powerplay) of the innings shall be reduced in accordance with the table in **Appendix 1**.

For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match. If play is interrupted during an innings, overs are reduced and the table in **Appendix 1** is applied, the Powerplay overs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

14. Number of Overs per Bowler

14.1. No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. However, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. after 16 overs, rain interrupts play and the innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl 7 overs and three bowlers can bowl 6 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.

14.2. When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.

14.3. In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

14.4. The ECB Fast Bowling Directives will apply to all matches.

15. No Ball

15.1. Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:

15.1.1. Regardless of how wide of the striker a delivery is, there shall be no more than two deliveries per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.

15.1.2. The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batter at the wicket when a delivery within the limit in 6.1.1 has been bowled. It is unfair if the limit is exceeded, and the umpire shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

15.1.3. If a bowler is "No Balled" a second time in the innings for the same offence the Umpire is to invoke Law 41.6.4 and the bowler shall be removed forthwith and shall not be allowed to bowl again in that innings.

Note: For the avoidance of doubt the warnings detailed in Laws 41.6.1, 41.6.2 and those above in 15.1.1 and 15.1.2 are cumulative

15.1.4. Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply.

15.2. Free Hit after a No Ball

15.2.1. The delivery following a no ball shall be a free hit for whichever batter is facing it. **Note:** this applies to all modes of No ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease.

15.2.2. 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 shall become a free hit for whichever batter is facing it.

15.2.3. 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.

15.2.4. Field changes are not permitted for free hit deliveries unless there is a change of striker or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, 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.

15.2.5. The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

16. Wide Bowling – Judging a Wide

16.1. Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any offside or legside delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a wide. For guidance purposes, in adult cricket a legside wide shall be called if a ball passes on the legside outside the pads of the batter standing or has stood at any point after the ball came into play for that delivery in a normal batting position.

17. The Result

17.1. A result can be achieved only if both teams have had the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs. All matches in which a match has begun but both teams have not had the opportunity of batting for a minimum of 10 overs (subject to the provisions of this clause) shall be declared 'Abandoned'.

17.2. If the match is the original fixture and is cancelled or declared 'abandoned' as outlined in 17.1, the game will be replayed on the following Sunday (see 8.1 for back-up dates) or an agreed earlier date. Captains may on the other hand agree to decide the result by a bowl out. If the replay is affected by inclement weather and no play can commence or the minimum overs outlined in 17.1 are not possible, follow 17.8.3, 17.9 and 17.9.1.

17.3. Where the maximum number of overs available to both sides remains unaltered once play has commenced the team scoring the higher number of runs shall be the winner.

17.4. Where a winner is required and the scores are tied, the side losing fewer wickets shall be the winner.

17.5. If the result cannot be decided by 17.3 or 17.4 above the winner shall be the side with the higher score a) after 30 overs, or if still equal b) after 20 overs or if still equal c) after 10 overs.

17.6. In the unlikely event of all these being equal, or if a result cannot be achieved in the match, there will be a bowl-out (outdoors or indoors) under the supervision of the umpires to determine a winner.

17.7. If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:

17.7.1. If the match is abandoned before the Close of Play, the result shall be decided on the Duckworth/Lewis method (version of DL shall be prescribed by the competition organiser. If no agreement, Play-Cricket Scorer/PCS Pro should be used).

17.7.2. If, due to suspension of play, the number of overs in the innings of the side batting second has to be revised, their target score shall be calculated by the Duckworth/Lewis method. With the Duckworth/Lewis method, an integral target will be set for the team batting second with one run less than this target resulting in a Tie.

17.7.3. If 17.6.2 results in a tie and a winner is required or if a result cannot be achieved in the match, there will be a bowl-out (outdoors or indoors) under the supervision of the umpires to determine a winner.

17.8. If circumstances in 17.5 or 17.6.3 make a 'bowl-out' impossible, the match shall be decided by the toss of a coin.

17.8.1. In the event of a bowl out, each member of both teams will bowl one ball at a wicket. A wicket consists of THREE STUMPS and two bails. The side breaking the wicket the greater number of times will be the winner. Umpires will officiate to ensure fair play (including no-balls). All players must bowl overarm.

17.9. If it is not possible to obtain a result in the Final on the original scheduled date, the Foundation will make arrangements for the match to be re-staged. The Final will not be decided by bowl out or coin toss.

18. Cancellations

18.1. It is the responsibility of the home club to advise its visitors and the appointed umpires in case of a cancellation.

18.2. Cancellations for weather or ground conditions shall be made known between 10.00am and 11.30am on the day of the match.

18.3. Any Club, unable to raise a team, must notify the Competition Administrator Harry Watts (harry.watts@gloucestershirecricketfoundation.org – 07584 705646) email, telephone or text and their opponents no later than 8.00pm on the Friday preceding the match. Failing to comply with this requirement will require offending clubs to pay £50 compensation to the non-offending club. When a game is cancelled the team cancelling must inform their opponents verbally and not rely just on electronic communication.

18.4. Any Club unable to raise a side will forfeit the game. This will also apply when the home team is unable to provide a ground for the fixture. A minimum of 7 players is required to play a game.

Appendix 1

Illustrations of Powerplay Regulations (Men's & Boys)

11.5.4.1 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase (Powerplay) of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7

35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8

11.2.4.2 If play is interrupted during an innings, overs are reduced and the table in 4.2 is applied, the Powerplay overs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 11.5.4.2

A 40 over innings is interrupted after 8.3 overs and on resumption has been reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase (Powerplay 2) fielding take immediate effect when play resumes and last for a further 17.3 overs. The final phase (Powerplay 3) begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs, and on resumption has been reduced to 22 overs. New phases are 5+13+4. When play resumes, the final phase (Powerplay 3) fielding restrictions apply for the remaining 3.1 overs.