

ECB Physical and Learning Disability County Cricket

Introduction

Welcome to the 2017 season!

2016 has been another big year in the evolution of disability cricket in England. The England & Wales Cricket Board continue to support our game, both financially and with many other resources.

Disability cricket in England & Wales continues to be the envy of the world in terms of its structure and support from the national governing body. It shouldn't however, be overlooked that a large part of that support comes from voluntary organisations like the BACD (PD/LD), BCEW (VI) and ECAD (Deaf).

Each of the 39 county cricket boards have disability cricket programmes running which means that there are more people with disability playing cricket than at any time before!

In order to recognise the efforts of the boards and to make our county competitions reflect the ever changing landscape, we have introduced two new divisions into the Super9's format for 2017. These will be known as 'Super9's Development' Divisions.

The existing Super9's competition will be known as the 'Super9's National' League from this season.

The two new divisions will include new developing teams with lots of new players. It has been decided that teams competing in these two divisions will NOT need to undergo classification. At the moment, teams in these leagues will only need to undergo classification if they feel they are ready to join the more established teams in the other divisions.

It is also expected that the teams in the two development leagues will mainly play 'pairs' format, however, they are free to choose between that and the 30 over format.

Overall we are really pleased to report an increase of 33% in terms of competing teams across all formats. Disability cricket is one of the few areas in cricket where the game is showing significant growth.

We have been fortunate to secure the use of Arundel Cricket Ground in 2017 for the D40League final. This will take place on Sunday 10th September. It gives a rare opportunity for two of our teams to play at a first class venue.

The Super9's National format will climax with their final at Wolverhampton CC this year. Wolverhampton Cricket club are a very good friend to disability cricket and we thank them for hosting us again in 2017. The final will take place on 3rd September.

Finally, it remains for me to wish all the teams every success this year and more importantly, for all that take part, I wish you every enjoyment in the game.

Richard Hill

ECB Disability Cricket Competitions Manager

1 General Rules

- 1.1 All teams that enter the competitions must ensure that the players registered are eligible to play. Eligibility is based on a player undergoing a classification assessment (PD) or providing the correct documented evidence (LD). County Management are responsible for ensuring their players are registered and have either undergone eligibility or are in the process of having eligibility verified. Teams that play in the new Super9's development leagues will have to register their players, however they will not need to undergo classification.
- 1.2 It is strongly recommended that each team should have a Team Manager. The Team Manager must be made known to the Competition Manager and will become the main point of contact for that team. The Team Manager must be in possession of a current DBS Certificate.
- 1.3 It is also strongly recommended that each team have, as a minimum, a level 2 qualified coach, who is responsible

for coaching the squad. You will be required to inform the Competitions Manager of your coaches on the Information Form. All coaches need to be members of the ECB Coaches Association.

- 1.4 There is no reason why the Team Manager and Coach could not be the same person.
- 1.5 Each team should also have a dedicated scorer where possible.
- 1.6 There is no reason why a county or collaborative group cannot have more than one team playing in the competitions.
- 1.7 Each league game **MUST** be officiated by ACO member umpires via your county board. The umpire's names need to be recorded on the result sheet. (This does not apply to development league games, where officiating can be carried out by consensual team officers).
- 1.8 ECB will be responsible for the running and organisation of the competitions. In the event of any dispute, contravention of playing conditions, misconduct of players or officials or other matter relating to the leagues, ultimate authority will rest with the ECB through its Competitions Manager.
- 1.9 The ECB will provide sufficient match balls to the home teams. A new ball should be used at the commencement of each innings. Teams should ensure that they have a sufficient number of spare balls available, should the need arise.
- 1.10 Games should also be played on fully prepared grass pitches. Teams are encouraged to use the best available facilities that they can, as these are county level fixtures. Consideration should always be given to appropriate facilities for the various disabilities that will need to use them. (Development games can be played on artificial pitches if necessary).
- 1.11 All games will be played with the specified competition ball, pitches will be 22 yards long. Each innings will commence with a new ball. Tea will be taken between innings and the interval should not exceed 30 minutes.

2 Wearing of Helmets

- 2.1 All players in the Super9's National, Development and D40League competitions aged 18 years old or younger **MUST** wear head protectors or helmets whilst batting which have been tested against a hard cricket ball and are listed on the ECB website.

A full list of approved headwear can be found at <http://www.ecb.co.uk/information/ecb-and-pca-guidance-head-protectors/helmets>.

This should also apply where teams have organised practice sessions for Super9's and D40League games.

Wicketkeepers under the age of 18 should wear a head protector with a faceguard, or a wicketkeeper face protector, at all times when standing up to the stumps.

Any individual taking responsibility for any player(s) under the age of 18 should take reasonable steps to ensure this guidance is followed at all times. No parental consent to the non-wearing of a head protector should be accepted.

It is also strongly recommended that players over the age of 18 also wear protective headgear whilst playing Super9's or D40League matches or practice sessions.

It is recommended that all players irrespective of age, who have disability issues that reduce mobility, or for those who have historical head injuries, should wear helmets whilst batting.

A further recommendation would be to advise such players to wear helmets whilst fielding, particularly if the fielder is positioned in front of the facing batsmen and is on the 11yard restriction.

As with the under 18 rule regarding wicket keepers, it is recommended that all players should wear a head protector with a faceguard, or a wicketkeeper face protector, at all times when standing up to the stumps.

3 Wet Weather Rules - D40League and Super9's National

- 3.1 **Rain effected - Prior to Start** - For each four minutes delay or part thereof an over will be deducted. This will continue to a minimum of 15 overs per side. All games must be played with an even number of overs for each team, so overs deducted prior to the start of the game, will apply to both innings.
- 3.2 Once the 15 over threshold has been exceeded, the rules for a bowl off will apply (semi-finals and Finals only).
- 3.3 For Super9's Pair's format games, the minimum number of overs required to constitute a game will be 12 overs (8 a side) or 15 overs (10 a side).
- 3.4 **Rain effected - Match has started** - If rain effects the game during the first innings then for every four minutes lost (or part thereof) an over will be deducted from both innings, that is to say if the game is delayed by 15 minutes, two overs will be lost for each team making it a 28 over per side game.
- 3.5 If rain effects the game during the second innings overs will be reduced at the rate of four minutes per over, however the required score will be adjusted based on the first innings run rate plus premium of 10% to ensure fairness to both sides. 10 overs in the second innings will be required to constitute a game.
- 3.6 For example; if the side batting first scored 175 from their allotted overs, which in this case was 30 and the side batting second lost 20 minutes due to rain, their overs would be reduced to 25. This would mean that their target to win would be 175 divided by 30 equals 5.833 times 25 x 1.1 equals a winning target of **160**.
- 3.7 If the second innings fails to last 15 overs then a bowl-off will apply. (semi-finals and finals only).
- 3.8 In a normal league match, if the second innings fails to last 15 overs due to weather, then the game will be deemed as abandoned.

4 Bowl Off Rules - (Semi Finals and Finals)

- 4.1 (semi-finals and finals only)- Should it not be possible to play the minimum amount of overs to constitute a match due to rain interruptions, then a suitable area should be used to carry out a 'bowl - off'.
- 4.2 A bowl off will consist of 6 balls per side delivered in the normal legal manner (underarm bowling will not be allowed).
- 4.3 Three bowlers shall be nominated per team and each bowler has two balls to deliver. All other players MUST remain away from the bowl off pitch behind a designated line determined by the umpires. This point must be far enough away so as to not interfere both physically or verbally with the bowlers i.e. behind the boundary line.
- 4.4 A normal set of three stumps (with bails) shall be set (at both ends) and all bowlers deliver from the same end.
- 4.5 The Umpire will stand at the bowlers end to ensure fair play is maintained.
- 4.6 The bowlers take it in turns to deliver a ball at the undefended stumps in order to try and break the wicket.
- 4.7 At the end of six legally delivered balls, the team declared the winner will be the team that breaks the stumps the most times.
- 4.8 In the event of a draw, each side will move to a 'sudden death' situation, where other team members (not the original three nominated bowlers) take it in turns to break the stumps. The winner will be the team that breaks the stumps the greatest number of times when both teams have delivered the same number of balls.

5 Playing Regulations

- 5.1 With the following exceptions all cricket matches will be played in accordance with the current M.C.C laws.
- 5.2 Prior to the start of the match, with the agreement of the umpires and managers, a runner may be requested for

any batsmen with severe ambulatory problems. Runners must be members of the nominated team.

- 5.3 With regard to 'Law 24 No Ball', any ball passing on the full above waist height whether the batsman is standing or seated will be called No Ball and dealt with accordingly.
- 5.4 With regard to 'Law 42 Fair and Unfair Play' penalty runs will not apply.
- 5.5 Fielding Restrictions - No fielder shall be allowed to field closer than 11 yards from the middle stump, except behind the wicket on the off side, until the batsman has played the ball.
- 5.6 Wheelchairs or other walking aids etc. will be classed as a normal part of a batsman's equipment and will be treated as such with regard to 'Law 36 LBW' and 'Law 35 Hit Wicket'.
- 5.7 When fielding, wheelchairs and walking aids may be used to field the ball without penalty under 'Law 41 Illegal Fielding'.
- 5.8 A ball struck by the batsman that rebounds from his wheelchair and is caught by any member of the fielding side without being grounded before or after hitting the wheelchair, will be considered a fair catch. However, a ball which lodges or rests in or on a wheelchair will not constitute fair catch.
- 5.9 Bowling Actions – agreement must be sought by both captains and in conjunction with the umpires for bowlers who are unable to bowl in the conventional manner due to their disability. Generally the ball must pitch once before reaching the batsman, however, part of the agreement must also include the option for agreed bowlers to pitch the ball more than once due to their disability as long as the delivery is deemed as not dangerous and within the 'spirit of the game'.
- 5.10 Furthermore, it should also be agreed between the captains as to where bowlers will deliver the ball from with regard to the normal wicket length.

6 Exceptional Circumstance Rules

- 6.1 Should a division finish with two teams equal on points, then the following rules will apply to decide the winner of the specific division in the order listed until a winner is declared. The same rules will apply when deciding the semi-final places for the D40League and Super9's competitions, should it be necessary.
- 1) The 'net run rate' for each team will be calculated using the standard formula. The team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.
 - 2) If the values are still level then the team with the greatest number of wins will be declared as division winner.
 - 3) The team with the greatest number of points gained from 'played' matches will be declared the winner (ie subtract points gained from defaulted or cancelled fixtures).
 - 4) The result of the head to head between the two teams (if teams have played each other twice and one team has won both then this rule will still apply, however if they have one once each, then the winner will be the team who have accrued the highest number of runs in their head to head games).
 - 5) If still level at this stage, then the total number of wickets taken during the season by both teams will be calculated and the winner will be declared as the team with the higher number.
- 6.2 Should a county need to 'drop out' of the competitions DURING the season, the following rule will apply:
- 6.3 All results of games played by that team will be expunged from the records. Any points gained and any penalty points given for any team as a result of a match against the offending team will be removed from the records too.
- 6.4 Divisional tables will be adjusted to show these changes.

7 Match Day Requirements

- 7.1 Ground Preparation
- 7.1.1 The ground, which includes the outfield, surrounds, and the pitch should be fully prepared in readiness for the start of the match. Boundaries should be clearly marked with either a rope or white line.
 - 7.1.2 If a white line is used, markers should also be provided.
 - 7.1.3 Sightscreens should be aligned, and in accordance with the new laws be outside the boundary.
 - 7.1.4 On grounds where it is not possible to place a sightscreen **outside** the boundary, the rope, or white line should be placed inside the sightscreen, always leaving sufficient room for the screen to be moved for a bowler bowling over or round the wicket.
 - 7.1.5 The score box should be clean, tidy and ready for use.
 - 7.1.6 The pitch should be correctly marked in accordance with the Laws.
- 7.2 Facilities and Equipment
- 7.2.1 Both Players and Umpires dressing rooms should be clean and tidy. In the Umpires room there should be two new match balls (provided by the Home team), six spare balls of varying degrees of usage, together with bails (including spares) and bowler's markers.
 - 7.2.2 A copy of the League Playing Rules (this handbook) should be available.
- 7.3 Before the Start
- 7.3.1 Umpires should meet with Captains and receive their written team lists 30 minutes before the schedule start of the match.
 - 7.3.2 **Team Cards** – These are provided to you and must be filled in, in their entirety and handed to the match Umpires at least 30 minutes before the scheduled start

of games. The player's names, along with their registration numbers must be provided. You are also obliged to indicate those players under 18 and must adhere to the ECB guidelines and directives on young people bowling.

- 7.3.3 It is recommended that the Umpires supervise the toss and ensure that expectations relating to the role of the captains and behaviour are agreed. At this meeting agreement will be reached regarding any local rules, drinks breaks and formats played etc.
- 7.3.4 In the case of a delayed start, the new amount of overs to be played, interval changes, etc. will be finalised.

7.4 After the Match

- 7.4.1 As part of each match that is played, there are a number of administrative tasks that **MUST** be carried out. Failure to carry out any of these tasks will result in POINTS DEDUCTIONS. Please be aware.
- 7.4.2 **Phone the result in** – The HOME team must phone the result of their match in on the DAY IT HAS TAKEN PLACE. This must be done by 9.30pm. Please ring **07879 975332** and leave a message. Please leave the following details: The name of the two teams, who won the toss, the score of the team batting first and how many over's faced i.e. 145 for 8 wickets in 30 over's, followed by the score of the team batting second. Please include the full name of any player who scored 50 or more, or who took 5 wickets or more. Finally state who won the game and what the points share is. Failure to ring the result in will incur a ONE POINT PENALTY. A Phone message **MUST** be left even if the game has been cancelled or abandoned.
- 7.4.3 **Results Sheets** – it is the responsibility of the home team to complete a results sheet (there can be downloaded from www.bacd.co.uk) both team captains and umpires **MUST** sign the result sheet. These need to be posted to the address contained therein and in time to be received by Friday of the week following the game.

- 7.4.4 **Scorecards** – It is the responsibility of the home team to ensure that the result and score card have been completed on their specific page on **Play-Cricket.com**. The scorecard and result **MUST** be entered on play-cricket within **48 hours** of the finish of the match (ie by 8pm on the Tuesday following the finish. Failure to do so will result in a ONE POINT deduction for the home side.

- 7.4.5 Fixtures that have been abandoned or cancelled **MUST** also be included when adding to Play-cricket.com

7.5 Expense Claims

- 7.5.1 Claims for match expenses are being processed directly by the ECB and all claims should be sent to Richard Hill at the address on the claim form. Claims **MUST** be accompanied by legitimate receipts.

COUNTIES PLEASE NOTE

- 7.5.2 Umpires should be notified of any cancellation no later than two and a half hours before the scheduled starting time. If an umpire is not notified and travels to the ground, he will receive his full expenses.

In the event of a cancellation the HOME club is responsible for contacting BOTH umpires.

8 League Tables and Points System

- 8.1 The league structures are made up of regional divisions in both competitions. Points will be awarded as follows:

8.2 D40League

Winning Team	30 Points
Tied Match	15 Points each team
Cancelled Games (Weather)	10 Points each team
Abandoned Games	10 Points each plus the relevant bonus points at time of abandonment.
Bonus Points (Losing Team)	Batting: 1 Point each for scoring 75, 100, 125, 150 and 175 runs. Bowling: 1 Point each for taking 3, 5, 7, 9 and 10 wickets. Five bowling points will apply if a side is all out, regardless of the number of wickets actually taken.

8.3 D20 Pink Ball

Winning Team	4 Points
Losing Team	1 Point

8.4 Super9's National 30 Over Format

Winning Team	30 Points
Tied Match	15 Points each team
Cancelled Games (Weather)	10 Points each team
Abandoned Games	10 Points each plus the relevant bonus points at time of abandonment.
Bonus Points (Losing Team)	Batting: 1 Point each for scoring 75, 100, 125, 150 and 175 runs. Bowling: 1 Point each for taking 3, 5, 7, 9 and 10 wickets. Five bowling points will apply if a side is all out, regardless of the number of wickets actually taken.

8.5 Super9's National Pair's Format

Winning Team	30 Points
Tied Match	15 Points each team
Cancelled Games (Weather)	10 Points each team
Abandoned Games	10 Points each plus the relevant bonus points at time of abandonment.
Bonus Points (Losing Team)	Batting: 1 Point each for scoring 175, 200, 225, 250 and 275 runs. Bowling: 1 Point each for taking 3, 5, 7, 9 and 10 wickets. Five bowling points is the maximum available, regardless of the number of wickets actually taken.

8.6 Penalties - apply to all formats

Penalty Description	Penalty Value	Applicable Team
Failure to phone in the result within the deadline	1 point deducted	Home Team
Failure to complete the play-cricket scorecard within the deadline	1 point deducted	Home Team
Failure to supply ACO umpires	5 points deducted for each missing umpire	Home Team
Non Fulfilment of fixture	15 points deducted	Offending Team
Non Fulfilment of Fixture	30 points awarded	Non Offending Team
Playing a non-registered player	5 points deducted for each unregistered player	Offending Team
Failure to provide a scorer	5 points deducted	Offending Team

8.7 Appeals

All of the above penalties are subject to appeal. Appeals need to be made within SEVEN DAYS of the offence IN WRITING to the Competitions Manager who will convene a Disciplinary Sub Committee to deal with such matters.

The decision of the subcommittee will be conveyed to the plaintiff within 48 hours of the result and that decision will be final – no further appeals will be heard.

9 Player Registration Process

- 9.1 In all cases Managers must register players in their squad on or before the **first scheduled game of the season (7th May 2017 for Super9's National and 30th April 2017 for D40League.)** Additional individual registrations can be accepted after that date but must be advised by 10am of the Wednesday before the match that the player is expecting to play in. All players MUST have legitimate registration numbers and must be profiled.
- 9.2 Each player must complete the **player registration form** that is available via their respective county managers, or can be downloaded from– www.bacd.co.uk
- 9.3 All players must undergo the ECB classification process for either physical disability (Certificate of Diagnosis – see 22.1) or, Learning disability (documented evidence – see 21.7) – except those players registering to play in the development leagues ONLY. Players will be UNABLE to play until the relevant process has been completed.
- 9.4 Player registrations will not be accepted after the **1st August** each season.
- 9.5 County of residence has first claim on any player, however players are free to play for another county should they choose to do so. A player must be registered to play for that county. Once registered, a player may only play for that County in any one year.

9.6 A player must register for a specific squad i.e. Super9's or D40League. Teams must ensure that they have sufficient players registered for each squad that enter the competitions. For example, it will not be possible for teams to register all their players for Super9's squads if they intend to enter a D40League team.

9.7 Players who register for D40League teams will be able to play in ONE Super9's National game in any one season with a maximum of TWO D40League registered players playing in a Super9's National team in any one game.

9.8 Players who register for Super9's National teams may play any amount of D40League games in any one season.

9.9 Players may transfer to other counties, however, they must complete the **player transfer form** (available from www.bacd.co.uk) and they must meet the criteria for transfer contained within the form. In essence a player may only transfer during the closed season.

9.10 The transfer form requires the signature and approval of BOTH County Managers before the transfer can go ahead. Without a fully approved and completed form the player's registration will become null and void. We respectfully request that County Managers refrain from approaching players from other counties as they should be recruiting from development programmes that are taking place within the county. It is seen as being against the spirit of the game to approach another counties player without requesting so via the County Manager of the 'supplying' county.

10 Super9's National Format Rules

10.1 Introduction

The Super9's National format of competition is designed as an 'entry level' route for players to play competitive cricket. It offers players, coaches and teams a vast amount of flexibility to ensure people of all abilities and varying disabilities can not only take part, but also enjoy the experience of team sport knowing that everyone has the real opportunity of contributing to a game.

Not only do teams have the option of deciding how many overs they play, how many players per side play and how far out the boundary markers should be, they also have the option of choosing between two different formats!

A combination of all of this flexibility means that two teams can agree how the game will be played based on the abilities of both teams. As a result games should be more competitive and more importantly, all players have the opportunity to contribute to a game.

Whichever format is decided upon, the points systems for the regional divisions remain consistent, so no advantage is gained either way, ensuring all games remain competitive. The specific rules for each format is detailed below and should be read with the general rules that apply to all formats from both competitions.

11 Restrictions

- 11.1 A number of restrictions will apply for both batting and bowling in the Super9's National format. These are designed to allow more players in each team to contribute in matches and therefore enhance the may-day experience for more people.

The restrictions in Super9's National format in place are as detailed in the following table:

Number of Players	Overs Per Innings	Max Boundary Length	Overs Per Bowler	Bowlers Restrictions	Batsman Restrictions
9	30	40 yards	6	3 wickets	Retire at 50 and 75
10	35	45 yards	7	3 wickets	Retire at 50 and 75
11	40	50 yards	8	3 wickets	Retire at 50 and 75

- 11.2 To clarify the bowling restrictions, once a bowler has taken a third wicket that is credited to the bowler, then the bowler will cease bowling immediately. If as a result

of taking the third wicket, an over is incomplete, then the rest of the over will need to be completed by another bowler.

- 11.3 To clarify the batting restrictions. Once a batsman reached 50 runs then the batter will need to 'retire not out'. The batter may resume their innings only if all other batters have batted and must resume in the same order that they retired in if there is more than one retired batter.

Once the resumed batter reaches 75 then that batter will be 'retired out' and will not be able to continue. Once a batter has reached the level to be 'retired out' that will count as a wicket for the bowling team.

12 Super 9's 30 Over Format

- 12.1 Games will be played over 30, 35 or 40 overs. The number of overs played will be agreed between both teams and the match umpires notified before the start.
- 12.2 Games can be played with 9, 10 or 11 players a side. The table below details the set criteria for overs, players and boundary lengths.
- 12.3 All games are played using the **aeroBALL** and a new ball for each innings.
- 12.4 Teams may use the 3 substitute players on a roll-on roll-off basis.
- 12.5 The 3 substitute players are able to BAT and / or BOWL; however, a side can only bat a maximum of 9 players in an innings. (For 9 a side games).
- 12.6 A side is deemed 'all out' once 8 batsmen have been dismissed (In 9 a side games; 9 batsmen dismissed in 10 a side games; and 10 batsmen dismissed in 11 a side games).
- 12.7 Wides and no-balls will count as 2 extra runs for the batting side, however no extra balls will be bowled except in the last over of the innings where the normal no-ball and wides rules will apply (i.e. 1 extra run plus the extra ball).

13 Super9's Pairs Format

- 13.1 Games will be played with either 8 or 10 players.
- 13.2 8 players a side games will last a total of 20 overs per innings. 10 player a side games will last a total of 25 overs per side.

14 Bowling

- 14.1 For games with 8 players, bowlers will be restricted to bowl 4x6 ball overs in an innings.
- 14.2 For games with 10 players, bowlers will be restricted to bowl 5x6 ball overs in an innings.
- 14.3 If a bowler bowls a wide (any ball delivered down the leg side or any ball delivered sufficiently wide on the offside as deemed by the umpire, then 2 runs will be added to the batting total and no extra ball will be bowled (except in the last over of each innings – see details below).
- 14.4 A no-ball will be signalled if the ball bounces more than once before reaching the batsman.
- 14.5 A no-ball will be signalled if a ball reaches the batsman on the full and its height is deemed above waist height.
- 14.6 No-balls will not result in an extra ball being bowled but two extra runs will be added to the batting total (except in the last over of each innings – see below).
- 14.7 In the last over of each innings, no balls and wides as described above will realise 1 run extra, however, extra balls will need to be bowled, until six legitimate deliveries have been made.

15 Batting

- 15.1 Batsmen will bat in pairs for 5 overs, (irrespective of the number of players per side).
- 15.2 All 5 overs will be completed even if a batsman is out during the overs.

15.2.1 If a batsman is out, a penalty of 5 runs will be deducted from the batting total and the batsmen will change ends (unless the wicket falls on the last ball of the over).

15.2.2 At the end of each over, the field changes round and prepares to bowl from the opposing end.

16 Scoring runs

- 16.1 Each batting team starts from a base score of 100.
- 16.2 Scoring runs in this version of pairs cricket is achieved in the normal way i.e. batsmen have to run between the wickets in the conventional way, or hit the ball over the boundary to score.
- 16.3 Runners are permitted as detailed in section 5.2 above.
- 16.4 At the completion of an innings the batting team's score will include the base line score of 100. For example, should a batting team score 125 and lose 6 wickets during their innings, the final score for the innings would be: $100+125-(6 \times 5) = 195$.
- 16.5 The winner of each games will be based on the final gross score of each team.
- 16.6 Where points are awarded:
- Points will be awarded for these games as listed in section 8.5 above.
 - Net run rates for this format will be calculated based on the following criteria:
 - The base line score of 100 will not be taken into account.
 - Once a bowling side takes 10 wickets, no further wickets will be taken into account.

17 Super9's Development Format Rules

The Super9's Development format has been designed to provide a level of cricket in a structured environment that sits just below the Super9's National format.

The Super9's development format allows teams to enter a league for the first time and play games in a much more informal way to that played in the other leagues.

For Super9's Development teams, there will be no formal process of classification for the players. This means that teams can enter with their disabled players knowing that no further scrutiny will take place.

Games can take either of the 30 overs or pairs formats. The format played will need to be agreed by both teams although for this league the pairs format is the preferred option.

Games will be officiated by team managers and or coaches or other volunteers as seen fit.

There is no pressure for teams to play all games listed on the fixture pages and there is also no pressure to ensure a full complement of players is available for both teams before deciding to play.

18 Specific rules ECB D40League PD/LD Disability Cricket

- 18.1 D40League cricket is a format that is designed to be played between franchised hardball teams and is available to provide an appropriate level of traditional hardball cricket for disabled players who wish to play a higher level of competitive cricket.
- 18.2 Each competing side can have 11 players in their playing teams, with up to 3 substitute players.
- 18.3 Games are played with 40 overs per side and are played using a traditional cricket ball.
- 18.4 D40League teams can be comprised of players elected for play from neighbouring counties, however, traditional 'county' teams are encouraged to enter too.
- 18.5 Teams will wear traditional white clothing, however it is an aspiration to move into a coloured clothing format.

18.6 Games will be played with traditional red cricket balls, however pink balls will be used if teams play in coloured clothing.

18.7 Games will have power plays (first 8 overs followed by a selected 5 overs which must be taken by over 36 or the final 5 over power play will become mandatory at 36 overs).

18.8 The powerplay restrictions will be:

First eight overs - only 2 fielders are allowed outside of the 30 metre ring (a maximum of 5 fielders outside thereafter). Fielders within the 30 yard ring are still restricted in terms of 'close in' fielders as detailed in section 5 Playing Regulations and specifically 5.5.

18.9 Completing teams can have franchised names if required.

18.10 There will be two divisions based on teams in the North of the country and the South.

18.11 Winners and runners up of each of the respective divisions will compete in national semi finals and finals.

18.12 A further division exists in the south, which is a Southern Development league. The winner of this league will win a separate trophy for their achievement.

19 Fast Bowling Directives

AGE	MAX OVERS PER SPELL	MAX OVERS PER DAY
Up to 13	5 overs per spell	10 overs per day
U14, U15	6 overs per spell	12 overs per day
U16, U17	7 overs per spell	18 overs per day
U18, U19	7 overs per spell	18 overs per day

19.1 Having completed a spell the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell has been bowled from the same end.

- 19.2 If play is interrupted, for any reason, for less than 40 minutes 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.
- 19.3 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 his spell before the interruption have been bowled from the same end.
- 19.4 If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.
- 19.5 Once a bowler covered by these Directives has bowled in a match he cannot exceed the maximum number overs per day for his age group even if he subsequently bowls slowly.
- 19.6 He can exceed the maximum overs per spell if bowling slowly, but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell have been bowled from the same end.
- 19.7 If he bowls slow without exceeding the maximum number of overs in a spell the maximum will apply as soon as he reverts to bowling fast.
- 19.8 Captains, Team Managers and Umpires are asked to ensure that these Directives are followed at all times.