

# Royal London Under 14 County Cup

## Competition Rules

### 1 Title

The title of the Competition shall be the Royal London Under 14 County Cup.

### 2 Management

Please refer to Generic Rule 1.

### 3 Entry

Please refer to Generic Rule 2.

### 4 Competition Structure

4.1 The Competition will be organised on a flexible Regional basis as decided by the ECB and there will be four Regions.

4.2 Fixture dates will be circulated by the ECB Competitions Department, these dates can be changed by mutual agreement so long as the new date is prior to that of the fixture deadline date for the competition (28th August 2017).

The dates, fixtures and venues shall be notified to the ECB Competitions Department via the Play-Cricket website by 14th February. Fixtures may only be changed after this time by mutual consent by the Counties concerned and must be played within the time scale for the Regional Group matches laid down. Details must be notified to the ECB Competitions Department.

4.3 Fixtures must be rearranged if the originally scheduled fixture is abandoned or cancelled unless agreement is reached by both teams for the fixture to not be replayed. The rearranged fixture must take place on or before the fixture deadline date for the competition (28th August 2017).

## 5 Qualification of Players

Please refer to Generic Rule 3.4 (Qualification Criteria for Junior Cricketers).

In addition:

- 5.1 A player may play for only one County in the Under 14 County Cup in any one season. If a County includes in their team a player who has played for another County, or for whom consent to play him has not been obtained, all points attained by that County in the match or matches shall be forfeited.
- 5.2 In the event of a dispute, the matter shall be referred to the ECB, whose decision shall be final.
- 5.3 Players from the Channel Islands shall be eligible to play for any County in the County Cup provided that they only represent one County in the Competition in any one season.

## 6 Cricket Balls

Please refer to Generic Rule 4.

## 7 Helmets & Faceguards

Please refer to Generic Rule 9.

## 8 Umpires

Please refer to Generic Rule 5.2 & 5.3.

## 9 Scorers

Please refer to Generic Rule 6.

## 10 Team Sheets

Please refer to Generic Rule 8.

## 11 Match Results

Please refer to Generic Rule 10.

In the event of the match being abandoned or cancelled and not rescheduled following agreement by both teams, it is still the responsibility of the Home County to enter the fact on Play-Cricket. Matches are strongly encouraged to be rescheduled where possible.

## 12 Code of Conduct

Please refer to Generic Rule 11.

## 13 Coaching

Please refer to Generic Rule 12.

The above does not apply to coaches during drinks intervals.

# Playing Conditions

The Laws of Cricket (2000 Code 6th Edition – 2015) shall apply with the following exceptions:-

## 1 Duration

All matches will consist of one innings per side, and each innings will be limited to 50 six-ball overs. A minimum of 20 overs per team will constitute a match (subject to the provisions of 10.1 below).

## 2 Hours of Play, Intervals and Minimum Overs in the Day

### 2.1 Scheduled Start and Cessation Times

The scheduled hours of play for the National Finals will be 10.45am to 6.30pm.

First Session..... 10.45am - 2.15pm

Interval..... 2.15pm - 3.00pm

Second Session..... 3.00pm - 6.30pm

It is recognised that in Group Matches the start time may be varied. All other times will be adjusted accordingly.

### 2.2 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 team batting first has completed its innings at least 40 minutes prior to the scheduled interval, a 10 minute break will occur. The team batting second will commence its innings and the interval will occur as scheduled. The exception to this rule is if the side bowling first complete their overs, in which case they shall have the option of beginning their innings during the time remaining before the scheduled interval or take the interval earlier than scheduled.

Where the innings of the side batting first is delayed or interrupted, the umpires will reduce the length of the interval.

In the event of time being lost up to and including 60 minutes in aggregate, the length of the interval shall be reduced from 45 to 30 minutes. In the event of more than 60 minutes being lost in aggregate, the duration of the interval shall be determined by the umpires, subject to no interval being of more than 35 minutes duration or less than 10 minutes duration. In the event of disagreement, the interval shall be of 25 minutes duration.

### 2.3 Intervals for Drinks

Two intervals for drinks per innings will be taken after 17 and 34 overs of the innings unless a wicket falls in the 17th or 34th over, in which case the interval will be taken immediately. If the second innings has commenced before the scheduled interval there will only be one drinks interval which will be taken at the end of the over when half of the overs remaining to be bowled after the scheduled interval have been completed.

The two intervals for drinks per innings shall not last longer than 20 minutes in total.

If the number of overs in an innings is reduced to 35 overs or less as a result of delays or interruptions there will only be one interval for drinks, which will normally be taken once half the scheduled number of overs in that innings have been completed.

If only one interval for drinks is taken, it shall not exceed 10 minutes in length.

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.

### 3 Length of Innings

#### 3.1 Uninterrupted Matches

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

- a) Each team shall bat for 50 (six ball) overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled. The interval shall be of the agreed duration commencing at the end of the innings of the team batting first.

Unless otherwise determined by the umpires, the innings of the team batting second shall be limited to the same number of overs that it bowled by the scheduled time for the cessation of the first session. The over in progress at the scheduled cessation time shall count as a complete over.

The umpires may increase the number of overs to be bowled by the team bowling second if they are of the opinion that events beyond the control of the team bowling first prevented that team from bowling the required number of overs by the scheduled time for the cessation of the first innings.

- c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval.
- d) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs except as provided for in c) above.
- e) If the team fielding second fails to bowl 50 overs or the number of overs as provided for in b), c) or d) above by

the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

#### 3.2 Delayed or Interrupted Matches

##### 3.2.1 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.

- a) 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 20 overs must be bowled to the team batting second in order to constitute a match (subject to the provisions of 8.1 below).

The calculation of the number of overs to be bowled shall be based on a rate of 17 overs per hour in the total time available for play up to the scheduled close of play (normally 6.30pm). If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

- b) 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.
- c) 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.

- d) 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.
- e) Fractions are to be ignored in all calculations regarding the number of overs.

#### 4 Number of Players

Each team can consist of up to 12 players. No more than 11 players can bat or be on the field at any time. All players must be nominated to the umpires in writing before the toss is made. There is no requirement to nominate which 11 players will bat. Any replacement/substitution of a member of the fielding side can only be made with the approval of the umpires and only at the end of an over, the fall of a wicket or during an interval. Once a player has taken the field he can play a full part in the match, subject to the provisions of Law 22.6 (Bowler changing ends).

#### 5 Restrictions on the Placement of Fielders

Please refer to Generic Playing Condition 5 (Junior Fielding Restrictions).

- 5.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 5.2 In addition to the restriction contained in clause 5.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.
- 5.3 The following fielding restrictions shall apply:

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 25 yards (22.86 metres). 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 in delivery:

- a) Powerplay 1 – no more than two fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- b) Powerplay 2 – no more than four fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- c) Powerplay 3 – no more than five fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

- 5.4 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
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

5.5 If play is interrupted during an innings, overs are reduced and the table in 5.4 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 5.5:**

*A 50 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 restrictions 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. The new phases are 5+13+4. When play resumes, the final phase (Powerplay 3) fielding restrictions apply for the remaining 3.1 overs.*

5.6 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

5.7 In the event of the striker's end Umpire failing to call and signal No Ball when the fielding restrictions in this playing condition have been breached or when Law 41.5 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to that Umpire's attention. If the striker's end Umpire is able to verify the breach he shall call and signal No Ball. If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

**6 Number of Overs Per Bowler**

Please refer to Generic Playing Condition 1.

The ECB Fast Bowling Directives will apply to all matches in this Competition. Please refer to Generic Playing Condition 2.

**7 Law 24 - No Ball**

7.1 Law 42.6 (a)(ii) is amended to read as follows

a Any delivery which, after pitching, passes or would have passed clearly over head height of the striker standing upright at the popping crease, and in the umpire's opinion so prevents him from being able to hit it with his bat by means of a normal cricket stroke, although not threatening physical injury, shall be considered as part of the repetition sequence in Law 42.6 (a)(i). The umpire shall call and signal No ball for each such delivery.

- b Any delivery which, after pitching, passes or would have passed clearly over shoulder height of the striker standing upright at the popping crease, and in the umpire's opinion he is able to hit it with his bat by means of a normal cricket stroke shall, if applicable, be considered part of the repetition sequence in Law 42.6 (a)(i).
  - c Any delivery which, after pitching, passes clearly over shoulder height of the striker standing upright at the popping crease and wide of the striker so that in the umpire's opinion he is unable to hit it with his bat by means of a normal cricket stroke shall, although not threatening physical injury, be considered part of the repetition sequence in Law 42.6(a)(i) and, if not a No Ball, shall be called and signalled wide. (Refer Law 25).
  - d There shall be no more than two deliveries, as defined in paragraphs (a), (b) and (c) above, per over. The umpire will make it clear to the bowler (and any bowler called upon to complete an over) and the batsmen at the wicket when a delivery within this limit has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion. In addition, the Umpire will adopt the procedures of Law 42.7.
- 7.2 Free Hit after a No Ball**
- 7.2.1** In addition to 7.1 above, the delivery following a no ball shall be a free hit for whichever batsman 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.
- 7.2.2** 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 batsman is facing it.
- 7.2.3** 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.

- 7.2.4** 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.
- 7.2.5** 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.

## **8 Law 42.6 – Dangerous and Unfair Bowling**

- 8.1** Law 42.6 (b) Bowling of high full pitched balls, to be amended to read as follows:

Any high full pitched ball (regardless of its pace) which passes or would have passed above waist height of the striker standing upright at the crease shall be called and signalled No ball by the umpire at the bowler's end.

In addition, if the high full pitched ball is fast, it shall be deemed dangerous and unfair and the umpire at the bowler's end, in addition to the call and signal of No ball, will adopt the procedures of Law 42.7.

- 8.2** Law 42.7 – Dangerous and Unfair Bowling - action by the umpire. Law 42.7 applies except that the reference to Law 42.6 is the amended Law 42.6 as above.

## **9 Law 25 – Wide Bowling – Judging a Wide**

Please refer to Generic Playing Condition 7.

## **10 The Result**

- 10.1** A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

All matches in which a match has begun but both teams have not had the opportunity of batting for a minimum of 20 overs (subject to the provisions of this clause) shall be declared 'Abandoned'. All abandoned matches may be rearranged as per Competition Rule 4.3.

All matches in which a match has not begun shall be declared 'Cancelled'. All cancelled matches may be rearranged as per Competition Rule 4.3.

10.2 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. If the scores are equal, the result shall be a Tie and no account shall be taken of the number of wickets which have fallen.

10.3 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:-

- a) If the match is abandoned before the Close of Play, the result shall be decided on the average run-rate throughout the innings.
- b) If, due to suspension of play, the number of overs in the innings of the side batting second has to be revised, their target score shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the side batting first. If the target involves a fraction of a run, the final scores cannot be equal and the result cannot be a Tie.
- c) In the event of the team batting first being all out in less than their full quota of overs, the calculation of their average run-rate shall be based on the full quota of overs to which they would have been entitled and not on the number of overs in which they were dismissed.

## 11 Points

11.1 The following points system will apply:

Win .....	4
Tie .....	2
Abandoned (not rearranged) .....	1
Cancelled (not rearranged) .....	0
Loss .....	0

11.2 Group Matches

In the event of teams finishing on equal points in their Group, the final league finishing positions will be decided in the following order of priority:

a) When two teams have equal points, the team which was the winner of the Group Match played between them will be placed in the higher position.

When more than two teams have equal points, the team which was the winner of the most number of matches played between those teams will be placed in the higher position.

b) If still equal, the team with the higher net run rate in the Group Matches in which a result was achieved will be placed in the higher position (please refer to Generic Playing Condition 10 for the calculation of net run rate).

c) If still equal, the team with the higher number of wickets taken per balls bowled in the Group Matches in which a result was achieved will be placed in the higher position.

d) In the highly unlikely event that teams cannot be separated by a) to c) above this will be done by drawing lots.

