

# Royal London Girls Under 17 County Cup

## Competition Rules

18

Royal London Girls Under 17 County Cup

### 1 Title

The title of the competition will be the Royal London Girls Under 17 County Cup.

### 2 Management

Please refer to Generic Rule 1.

- 2.1 For clarity, except where these rules refer to “Generic Rules”, these rules shall supersede any other rules contained in any other documentation.

### 3 Entry

Please see Generic Rule 2

### 4 Competition Structure

- 4.1 The competition will be organised on a flexible Regional basis as decided by the ECB. The competition shall be split into A and B Divisions. The winner of each group in the A Division shall progress to the Semi Final stage of the National Finals.
- 4.2 Fixtures have not been allocated to set dates. Counties are free to arrange their fixtures to any date they choose (providing it is before the fixture deadline for that competition) with agreement from their opposition.
- 4.3 The designated home county will be required to enter fixture details onto the Play-Cricket website prior to 1st April 2017, these details must include:
- 4.3.1 Date of fixture
- 4.3.2 Venue of fixture
- 4.3.3 Time of fixture
- 4.4 If changes are made to fixtures during the season, the home side will be expected to amend fixture details.

## 4.5 Rearrangement of matches

- 4.5.1 Both cancelled and abandoned matches can be rearranged following an agreement by both Counties.
- 4.5.2 All matches must be played by the fixture deadline for the competition and notification of a change of fixture must be updated on Play-Cricket.
- 4.5.3 If matches cannot be rearranged and there is no fault on the part of either County, a cancelled match shall be recorded.
- 4.5.4 If Counties cannot agree an alternative date the original fixture date given prior to 1st April 2017 will count as the "original" fixture date and the ECB will allocate points accordingly.
- 4.6 The ECB Competitions Department will conduct a draw for matches in the Semi Final and Final rounds which shall be played on the dates laid down by the ECB Competitions Department.

## 5 Qualification of players

Please refer to Generic Rule 3.4 (Qualification criteria for Junior cricketers)

- 5.1 A player may play for only one County in the Royal London Girls U17 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 her has not been obtained all points attained by that County in the match or matches shall be forfeit. From the Semi Finals the match shall be forfeit.
- 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 Royal London Girls Under 17 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

- 6.1 For U17 age groups a 5oz pink hardball will be used
- 6.2 All Counties are encouraged to play in coloured kit, although this is not mandatory, but all players within the team must be in the same kit. It is noted that coloured shirts and white trousers would be acceptable in order to assist with the transition.

## 7 Helmets and Faceguards

Please refer to Generic Rule 9 and Chapter 23 of the NFC Regulations & Playing Conditions (p343 – 344)

## 8 Umpires

Please refer to Generic Rule 5.2 and 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

- 11.1 In the event of the match being cancelled or abandoned and then rearranged it is the responsibility of the home County to update Play-Cricket with the new match details.
- 11.2 In the event of the match not being rearranged, it is still the responsibility of the home County to enter the fact on Play-Cricket.

## 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 shall be limited to 45 six-ball overs. A minimum of 20 overs will constitute a match (subject to the provisions of 10.1 The Result)

### 2 Pitch Requirements, Hours of Play and Intervals

#### 2.1 Pitch Requirements

Please refer to Generic Playing Condition 12

#### 2.2 Scheduled Start and Cessation Times

Unless both teams agree otherwise, the scheduled hours of play will be 12:00 – 18:20

45 overs per innings within 175 minutes (timings have been adjusted to account for two drinks breaks)

First session 12:00 – 14:55

Interval 14:55 – 15:25

Second session 15:25 – 18:20

If both teams agree to an earlier start time, then agreement should also be reached with regards to the absolute finishing time of the match which should be no later than 19.30.

#### 2.3 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 inning 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.

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 the aggregate, the length of the interval shall be reduced from 30 to 20 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 30 minutes duration or less than 10 minutes duration. In the event of disagreement, the interval shall be of 20 minutes duration.

#### 2.4 Interval for drinks

Two intervals for drinks per innings will be taken after 15 and 30 overs of the innings unless a wicket falls in the 15th or 30th 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 40 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 of the scheduled number of 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 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 45 six ball overs unless all out earlier. A team shall not be permitted to declare its first 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 dismissed in less than 45 overs, the team batting second shall be entitled to bat for 45 overs except as provided for in (b) above.
- (d) If the team fielding second fails to bowl 45 overs or the number of overs as provided for in (b) or (c) 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 18:20. If a reduction of that 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 the number of overs 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 they 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).

- 5.1.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 5.1.2 In addition to the restriction contained in clause 5.1.1 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 (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
- 5.1.3 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.

During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

During the batting Powerplay block only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

- 5.1.4 During the non Powerplay Overs, no more than four fieldsmen shall be permitted outside the fielding restriction area referred to in clause 5.1.3 above.
- 5.1.5 Subject to the provisions of 5.1.6 below, the Powerplay Overs shall apply for 15 overs per innings to be taken as follows:
  - (a) The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.
  - (b) For the batting Powerplay Overs (block of 5 overs for an uninterrupted match), it shall be taken at the discretion of either of the batsmen at the wicket.
  - (c) The batting Powerplay must be concluded by the end of the 40th over.
  - (d) A batsman must nominate her team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate her team's Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.
  - (e) Once a side has nominated a Powerplay, the decision cannot be reversed.

- (f) Should the batting team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, the batting Powerplay will begin at the start of the 36th over).

- 5.1.6 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs 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	First Powerplay	Batting Powerplay	Powerplay Total
20-22	5	2	7
23-25	5	3	8
26-28	6	3	9
29-31	7	3	10
32-34	7	4	11
35-37	8	4	12
38-40	9	4	13
41-43	9	5	14
44	10	5	15

- 5.1.7 Batting Powerplay Overs must commence at the start of an over.

- 5.1.8 If play is interrupted not during the Powerplay overs, then on resumption, it is necessary to determine how any remaining Powerplay overs should be allocated. The total number of Powerplay overs for the innings is derived from the table in 5.1.6.

Any Powerplay overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the batting side's allocation. The decision of the batting side of when to take any remaining Powerplay overs is made in the usual way.

#### **Illustrations of 5.1.8:**

*A match starts as 45 overs, is interrupted after 12 overs and reduced to 41 overs. (The first 10 overs have been Powerplays (PP); the next two were not.) The new PP allocation is 9+5, so there are 4 overs left for the batting side. These must start no later than the 37th over in order to be completed by the 40th over.*

- 5.1.9 If play is interrupted during the first Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the second Powerplay will be assumed to have been taken immediately and will continue until it is completed.

#### **Illustrations of 5.1.9**

*A 45 over innings is interrupted after 9.3 overs, and on resumption has been reduced to 41 overs. Powerplay overs are 9+5. 2nd Powerplay is in progress with 0.3 out of the 4 overs completed, i.e. it covers overs 10 to 13. The fielding restrictions relating to the second Powerplay take immediate effect on resumption.*

- 5.1.10 If following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

#### **Illustrations of 5.1.10**

*A 45 over innings is interrupted after 9.3 overs, and on resumption has been reduced to 28 overs. Powerplay overs are 6+3. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.*

- 5.1.11 If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Overs remaining exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over,

with fewer than the scheduled number of Powerplay Overs being bowled in the innings.

#### **Illustrations 5.1.11**

*A 40 over innings in which only the 1st Powerplay has been taken is interrupted after 35.1 overs and reduced to 38 overs. Powerplay overs are still 9+4. Powerplays automatically resume for the start of the next over, but only 11 of the 13 scheduled Powerplay overs can be bowled in the innings.*

- 5.1.12 At the commencement of the batting Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- 5.1.13 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.
- 5.1.14 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.
- 5.1.15 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**

Short Pitched Bowling – if the ball, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease, either umpire shall call and signal 'No ball'. The penalty shall be one run for the No ball, plus any runs scored or awarded from that delivery.

## **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 passed or would have passed above waist height of the striker standing upright in 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 25.1 Wide Bowling**

Please refer to Generic Playing Condition 7

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

## **10 The Result**

- 10.1 The 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'.

Please refer to Competition Rules - 4.5 Rearrangement of Matches

- 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.
  - (d) If the Semi Final matches are postponed or abandoned without a result being achieved, the Semi Finals will be played on the same day as the Final. Match lengths of both the Semi Finals and Final shall be decided by the ECB Competition / Match Manager.

## 11 Points

### 11.1 The following points system will apply:

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

### 11.2 Group Matches

In the event of teams finishing on equal points in a Group, the final standing shall be decided in the following order of priority:

- (a) When two teams have equal points, the team which was the aggregate winner of the two Group Matches played between them will be placed in the higher position (i.e. if Team A has beaten Team B twice, or has one win and one tie / abandoned match, Team A finishes higher. If Team A and Team B both win one match, they cannot be separated and (B) is required.

When more than two teams have equal points, the team which was the winner of the most number of matches 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.

### 11.3 Semi Final and Final Matches

In the event of a Tie, as in 10.2 & 10.3 above, the following shall apply:

- (a) The side taking the greater number of wickets shall be the winner.
- (b) If both sides have lost the same number of wickets or if both sides are all out, the side with the highest overall scoring rate (to be decided by runs scored divided by legitimate balls received) shall be the winner.
- (c) If the result cannot be decided by (a) or (b) above the winner shall be the side with the higher score after (a) 35 overs, or if still equal (b) after 25 overs, or if still equal (c) after 15 overs.

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.

Please refer to Generic Playing Condition 9.

- (d) If circumstances make a 'bowl-out' impossible, the match shall be decided by the toss of a coin.