

# NatWest Girls County Age Group T20

## Competition Rules

### 1 Title

The title of the competitions will be the NatWest U15 and U17 Girls County Age Group T20

### 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 Format of the Competition

The format shall be six (U15) and four (U17) groups of six to nine Counties split geographically. Each County will play three single days of competition with 3 or 4 teams playing at venues determined by ECB, all Counties to play two matches on each day. League tables will be published for each group.

There will be no National Finals of either the competition at U15 or U17 T20 in 2017.

#### 4.2 Fixture setting

##### 4.2.1 Fixture dates for the 2017 season have been set as:

U15 – 30th May & 25th July – matches taking place at 10:30, 13:30 and 16:30 on each day, we recommend that you consider starting the matches on 29th August earlier due to the fading light later in the day.

- U17 – 1st June & 28th July – matches taking place at 10:30, 13:30 and 16:30 on each day, we recommend that you consider starting the matches on 21st August earlier due to the fading light later in the day.
- 4.2.2 The dates and times of fixtures have been predetermined and uploaded onto the Play-Cricket website. It is the responsibility of the host County to inform all visiting County sides of the venue details and ensure that this information is uploaded onto the Play-Cricket website.
- 4.3 Matches that are cancelled or abandoned cannot be rearranged. Please see Playing Condition 3.2 for more details about the reduction of overs (in individual matches and across a whole day).
- 5 Qualification of players**
- Please refer to Generic Rule 3.4
- 6 Cricket Balls**
- Please refer to Generic Rule 4
- 6.1 A 5oz pink hardball will be used
- 6.2 Each host County will receive enough match balls to cover all of the matches over the days on which they are hosting.
- 6.3 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 Non-First Class Regulations and Playing Conditions handbook (p343 - 344).

## **8 Umpires**

Host Counties shall appoint an appropriate number of umpires to cover all matches on the day of competition. It is expected that a minimum of three umpires should be used. All appointed umpires shall be Full Members of the ECB Association of Cricket Officials (ECB ACO)

## **9 Scorers**

Please refer to Generic Rule 6

## **10 Team Sheets**

Please refer to Generic Rule 8

## **11 Match Results**

It is the responsibility of the WINNING side to enter the result and full scorecard details onto the Play-Cricket website within 24 hours of the conclusion of the competition.

## **12 Code of Conduct**

Please refer to Generic Rule 11

## **13 Coaching**

Please refer to Generic Rule 12

# Playing Conditions

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

## 1 Duration

1 innings per side, each limited to a maximum of 20 overs

## 2 Pitch Requirements and Hours of Play

### 2.1 Pitch Requirements

Please refer to Generic Playing Condition 12

### 2.2 Hours of Play

2.2.1 Match start time have been predetermined and will be at 10:30, 13:30 and 16:30.

2.2.2 Teams are expected to be in a position to bowl the first ball of the last of their 20 overs within 1 hour 15 minutes playing time

2.2.3 In the event of an interruption or delay during the 1st innings, the calculation of the number of overs to be bowled shall be based upon one over for every 3 ¾ minutes in the total time available for play up to the scheduled close of play. In the 2nd innings of the match, overs shall be reduced at a rate of one over for every full 3 ¾ minutes lost, unless the 1st innings has finished early or the 2nd innings started early, in which case no overs are lost until the time that has been gained is subsequently lost.

## 3 Length of Innings

### 3.1 Uninterrupted Matches

3.1.1 Each team shall bat for 20 overs unless they are all out earlier

3.1.2 Innings will be separated by a 15 minute interval, unless interruptions have occurred where the umpires can waive / amend this interval time

3.1.3 If the team batting first is dismissed in fewer than 20 overs, the team batting second shall be entitled to bat for 20 overs.

### 3.2 Delayed or Interrupted Matches

3.2.1 In the event of an interruption or delay during the 1st innings, the calculation of the number of overs to be bowled shall be based upon one over for every 3 ¾ minutes in the total time available for play up to the scheduled close of play. In the 2nd innings of the match overs shall be reduced at a rate of one over for every full 3 ¾ minutes lost, unless the 1st innings has finished early or the 2nd innings started early, in which case no overs are lost until the time that has been gained is subsequently lost.

3.2.2 The objective of rearranging overs is to give the greatest opportunity for a match of equal overs without reverting to a bowl out.

If in the view of the umpires – bearing in mind the prevailing ground, weather and light conditions – it is considered to be most unlikely that the full quota of overs will be bowled in any match; it is recommended that a pre-emptive decision is made to reduce overs in both innings equally. The level of reduction will be made at the discretion of the umpires.

3.2.3 If the number of overs for the team batting second has to be reduced to fewer than the number of overs allocated to the team batting first, then the target score shall be reduced according to the innings run rate of the team that batted first.

e.g. the team batting first makes 120 off their full 20 overs. If the innings of the team batting second is reduced to 10 overs, their target score will be 61. This is based on an innings run rate of 6 runs per over plus 1 run to win the match.

3.2.4 To constitute a match a minimum of 5 overs per innings should be available

- 3.2.5 Rescheduled cut off times for affected matches will be as follows:

Match	Scheduled Start Time	Latest Start Time (5 overs per team)	Cut-off Time (latest possible finish)
Match 1	10:30	12:30	13:15
Match 2	13:30	15:30	16:15
Match 3	16:30	18:30	19:15

### 3.3 Over Rate Penalties

- 3.3.1 A 6 run penalty shall apply for each over not bowled in the required time, as determined by the umpires.
- 3.3.2 All sides are expected to be in a position to bowl the first ball of the last of their 20 overs within 1 hour 15 minutes playing time.
- 3.3.3 In reduced over matches the fielding side has a one over leeway in addition to any time that the umpires may allow for stoppages.
- 3.3.4 20 overs shall be bowled and the penalty runs added to the final total.
- 3.3.5 Umpires are instructed to apply a strict interpretation of time wasting by the batsman (5 run penalties) specifically; batsman are expected to be ready for the start of a new over as soon as the bowler is ready.

## 4 Number of Players

- 4.1 Each Captain shall nominate 11 players in writing at the toss, plus a maximum of 3 substitute fielders
- 4.2 No player (of the named playing eleven) may be changed after the toss without the consent of the opposing captain

## 5 Restrictions on the Placement of Fielders

Please refer to Generic Playing Condition 3, with the exception of Generic Playing Condition 3.1 and 3.3 as varied hereunder:

- 5.1 The radius of each of the semi circles shall be 25 yards
- 5.2 For the first 6 overs of each innings only two fielders are permitted to be outside the field restrictions marking at the instant of delivery
- 5.3 For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery
- 5.4 In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction 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

Total Overs	No. of overs for which fielding in innings restrictions in clauses above shall apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

- 5.5 Please refer to Generic Playing Condition 5

## 6 Number of Overs per Bowler

Please refer to Generic Playing Condition 1

## 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 Dangerous or 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 umpires 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 42.6 is the amended Law 42.6 as above.

## 9 Law 25.1 - Wide Bowling – Judging a wide

Please refer to Generic Playing Condition 7.

## 10 The Result

### 10.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. In the event of the scores being tied, no account shall be taken of wickets lost and the following shall apply:

10.1.1 The teams shall compete in a one over per side eliminator to determine the winner. The following procedure will apply should the provision for a one over per side eliminator be adopted in any match.

10.1.2 Subject to weather conditions the one over per side eliminator will take place at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.

10.1.3 The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority.

10.1.4 The umpires shall stand at the same end as that in which they finished the match.

10.1.5 In both innings of the one over per side eliminator, the fielding side shall choose from which end to bowl.

10.1.6 Only nominated players in the main match may participate in the one over per side eliminator. Should any player (including the batsman and bowler) be unable to continue to participate in the one over per side eliminator due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the one over per side eliminator.

10.1.7 Any penance time being served in the main match shall be carried forward to the one over per side eliminator.

10.1.8 Each team's over is played with the same fielding restrictions as apply for a non-Field Restriction Over in a normal Girls CAG T20 match.

10.1.9 The team batting second in the match will bat first in the one over eliminator.

10.1.10 The Umpires shall select a ball from the box of spare balls which shall be used for both overs of the one over per side eliminator. The ball to be used shall not be a new ball and should have apparent wear characteristics of a ball that has between 5 and 20 overs of usage. For the avoidance of doubt, a ball used in the main match shall not be used in the one over per side eliminator.

If the ball needs to be changed, then playing conditions as stated for the main match shall apply.

10.1.11 The loss of two wickets in the over ends the team's one over innings.

10.1.12 In the event of the teams having the same score after the one over per side eliminator has been completed, the team whose batsman hit the most number of boundaries combined from its two innings in both the main match and the one over per side eliminator shall be the winner.

10.1.13 If the number of boundaries hit by both teams is equal, the team whose batsman scored more boundaries

during its innings in the main match (ignoring the over per side eliminator) shall be the winner.

- 10.1.14 If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball i.e. including any runs resulting from wides, no ball or penalty runs.

Example

Runs scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th balls of their innings. However Team 1 scored 2 runs from its 4th ball while Team 2 scored a single so team 1 is the winner.

- 10.1.15 If still equal, then another one over per side eliminator shall be played in accordance with 10.1.

## 11 Points

- 11.1 The following points system shall apply:

Win .....4  
 Abandoned or Cancelled .....\*1  
 Loss .....0

If, due to weather, a one over per side eliminator cannot be completed, each team will take one point from the match

## 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 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 between those teams will be placed in the higher position. If two or more teams are tied on points and did not play a Group Match between them, refer to (b) below.
- (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.

