

Royal London Girls Under 15 County Cup

Competition Rules

1 Title

The title of the competition will be the Royal London Girls Under 15 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 Under 15 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 15 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 the U15 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 Non-First Class Regulations & Playing Conditions handbook (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 40 six-ball overs. A minimum of 15 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 13:00 – 18:30

40 overs per innings within 150 minutes (timings have been adjusted to account for one drinks break)

First session 13:00 – 15:30

Interval 15:30 – 16:00

Second session 16:00 – 18:30

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

The number of intervals for drinks, up to a maximum of two per innings shall be agreed by both managers and umpires before the start of the match.

In the event that agreement cannot be reached one interval for drinks per innings will be taken after 20 overs, unless a wicket falls in the 20th over in which case the interval will be taken immediately. If the second innings has commenced before the scheduled interval the drinks break will be taken at the end of the over when half of the overs remaining to be bowled after the scheduled interval has been completed

If two drinks breaks are to be taken they will be taken after 15 and 30 overs, 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 the drinks break will be taken at the end of the over when half of the overs remaining to be bowled after the scheduled interval has been completed

One interval for drinks per innings shall not last longer than 10 minutes in total.

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

An individual player may be given a drink either on the boundary edge or, at the fall of a wicket, on the field providing that no playing time is wasted. No other drinks shall be taken on 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 40 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 40 overs, the team batting second shall be entitled to bat for 40 overs except as provided for in (b) above.
- (d) If the team fielding second fails to bowl 40 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 15 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 (18:30). 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 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).

- 5.1.1 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 block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this 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 a) above.
- 5.1.5 Subject to the provisions of 5.1.6 below, the Powerplay Overs shall apply for 10 overs per innings to be taken at the start of the innings.
- 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
15-17	5
18-20	5
21-23	6
24-26	7
27-29	7
30-32	8
33-35	9
36-38	9
39	10

- 5.1.7 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 5.1.7

A 40 over innings is interrupted after 8.3 overs, and on resumption has been reduced to 28 overs. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

- 5.1.8 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.
- 5.1.9 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 15 overs, unless one team has been all out in less than 15 overs or unless the team batting second scores enough runs to win in less than 15 overs.

All matches in which a match has begun but both teams have not had the opportunity of batting for a minimum of 15 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 standings 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) 30 overs, or if still equal (b) after 20 overs, or if still equal (c) after 10 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.