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Introduction

In 2017 we saw a home Tri-Series for the first time in quite a while. This was for players with a Learning Disability. As I am sure you are aware the England Learning Disability team were dominant throughout and won the series convincingly.

The series took place right in the middle of our summer, as you would probably expect, and was the cause of some disruption to some of our county teams during that period. It must be said however, that all teams dealt with it well.

In the 2018 season we will have a similar experience. This time the Physical disability national squad will be hosting Pakistan and Afghanistan in a Tri-Series and undoubtedly, some county players will be made unavailable during that time.

As in 2017 however, I am sure we will get through as those affected counties will, I am sure, be making contingency plans to cope. 2017 season also saw the two finals (D40 and S9) decided by a count back due to the weather, which was a real shame. Both finals could not have been handled any better by our hosts, Kidderminster Cricket Club (S9) and Arundel (D40). Two super grounds with wonderful people helping us out.

We have already booked those two venues for our 2018 season finals, both in September 2017 became quite a landmark moment for PD/LD disability cricket as it saw the dissolution of the BACD. Formed in 1988, the BACD were largely responsible (as a volunteer organisation) in the formation of the county competitions and were helping to create and develop it all for over 26 years.

We all owe a huge dept. of gratitude to the BACD and all of those who served on its committee over those years. The 'last' president of the association, Bill Higginson, who is well known to us all has been an absolute talisman for disability cricket during that period and along with Dr Tony Cook, who held the post of treasurer for a long period. Bill and Tony have between them, kept the association afloat for a good few years.

2018 sees all the BACD's responsibilities come 'in house' to the ECB, which makes the competitions the world's first national disability cricket programmes run by the National Governing Body. This demonstrates the huge impact and importance that our game now has.

Finally, I would just like to draw your attention to the new website that we have for the 2018 season. The website address is www.disabilitycricket.com and you will find all the fixtures, leagues, and results on there.

The website will also hold all the documents that you might need during the season and, it will hold the rules and regulations pertaining to all the competitions too.

The old BACD website will no longer be active, but if you find yourself there in error, it will re-direct you to the new site.

Have an enjoyable and successful summer.

Richard Hill

ECB Disability Cricket Competitions Manager

1 Generic Rules

1.1 General Rules

- 1.1.1 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 development leagues will have to register their players, however they will not need to undergo classification.
- 1.1.2 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.
- 1.1.3 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.
- 1.1.4 There is no reason why the Team Manager and Coach could not be the same person.
- 1.1.5 Each team should also have a dedicated scorer where possible.
- 1.1.6 There is no reason why a county or collaborative group cannot have more than one team playing in the competitions.
- 1.1.7 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 consenting team officers).
- 1.1.8 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.
- 1.1.9 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 enough spare balls available, should the need arise.
- 1.1.10 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).
- 1.1.11 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.

1.2 Playing Regulations

- 1.2.1 With the following exceptions all cricket matches will be played in accordance with the current M.C.C laws.
- 1.2.2 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.
- 1.2.3 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.
- 1.2.4 With regard to 'Law 42 Fair and Unfair Play' penalty runs will not apply.
- 1.2.5 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.
- 1.2.6 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'.
- 1.2.7 When fielding, wheelchairs and walking aids may be used to field the ball without penalty under 'Law 41 Illegal Fielding'.
- 1.2.8 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.

- 1.2.9 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'.
- 1.2.10 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.

1.3 Exceptional Circumstance Rules

- 1.3.1 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 National D40League and National Super9's competitions, should it be necessary.
 - i. 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.
 - ii. If the values are still level, then the team with the greatest number of wins will be declared as division winner.
 - iii. 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).
 - iv. 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).
 - v. 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.
- 1.3.2 Should a county need to 'drop out' of the competitions DURING the season, the following rule will apply:
- i. 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.

- ii. Divisional tables will be adjusted to show these changes.

1.4 Wearing of Helmets

- 1.4.1 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.

1.5 Match Day Requirements

1.5.1 Ground Preparation

- 1.5.1.1 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.
- 1.5.1.2 If a white line is used, markers should also be provided.
- 1.5.1.3 Sightscreens should be aligned, and in accordance with the new laws be outside the boundary.
- 1.5.1.4 On grounds where it is not possible to place a sight screen outside the boundary, the rope, or white line should be placed inside the sight screen, always leaving sufficient room for the screen to be moved for a bowler bowling over or round the wicket.

1.5.1.5 The score box should be clean, tidy and ready for use.

1.5.1.6 The pitch should be correctly marked in accordance with the Laws.

1.5.2 Facilities and Equipment

1.5.2.1 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.

1.5.2.2 A copy of the League Playing Rules (this handbook) should be available.

1.6 Before the Start

1.6.1.1 Umpires should meet with Captains and receive their written team lists 30 minutes before the scheduled start of the match.

1.6.1.2 **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.

1.6.1.3 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 break, and formats played etc.

- 1.6.1.4 In the case of a delayed start, the new number of overs to be played, interval changes, etc. will be finalised.

1.7 After the Match

- 1.7.1.1 As part of each match that is played, there are many administrative tasks that **MUST** be carried out. Failure to carry out any of these tasks will result in POINTS DEDUCTIONS. Please be aware.

- 1.7.1.2 **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 **07818 431144** 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.

- 1.7.1.3 **Results Sheets** – it is the responsibility of the home team to complete a results sheet (there can be downloaded from www.disabilitycricket.com) 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.

- 1.7.1.4 **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.

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

1.8 Expense Claims

- 1.8.1.1 Claims for match expenses should be sent to Richard Hill at the address shown on the form, or via email. All expense claims will be processed the ECB accounting system and payments made direct by transfer.

- 1.8.2 **COUNTIES PLEASE NOTE** – 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.

1.9 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

- 1.9.1 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.
- 1.9.2 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.
- 1.9.3 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.
- 1.9.4 If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.
- 1.9.5 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.

- 1.9.6 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.
- 1.9.7 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.
- 1.9.8 Captains, Team Managers and Umpires are asked to ensure that these Directives are followed at all times.

1.10 ECB Guidelines for Junior Players in Open Age Cricket

The ECB has issued guidance covering the selection and participation of young players in open age group cricket. This is to help clubs decide when to select young players in open age group cricket and how best to help their cricketing development when they play within open age groups. The ECB keeps these guidelines under review and' following feedback from clubs and leagues, has revised these guidelines from the 2011 season. The ECB will continue to monitor the impact of these guidelines and you are invited to feedback your thoughts and comments in writing to the ECB Non-First-Class Cricket Department.

The Guidance is as follows:

Making the step up from junior to open age group cricket is a significant event in any player's cricketing experience. Ensure

the player's safety, personal development needs and overall cricket experiences are considered.

There is no definitive age at which a player should be introduced to open age group cricket but each case is to be determined on an individual basis, depending on the players ability and stage of cognitive and emotional maturity to take part at this level. That said clubs, squad coaches and managers must take into account the requirements on age detailed in the last bullet of this guidance.

ECB Fast Bowling Directives and Fielding Regulations should always be adhered to for junior players in open age group cricket.

Provide an opportunity for players to show their talents in an appropriate way. Children who are just used as fielders will not fully experience the game.

Be supportive, at all times, for all forms of effort, even when children are not successful. Try and put them in situations where they will experience some success (however small) and ensure plenty of praise and encouragement.

Try and involve them in all aspects of the game wherever possible i.e. socialising, team talks, practice, decision making and so on, so they feel part of the team.

Children will often feel more comfortable and able to perform if they have a family member or friend playing in the side.

Remember, children's early experiences will remain with them always and will often determine whether they want to remain playing the game or give up and do something else.

Players who are selected in a county U12 squad in spring for a summer squad or in another squad deemed by ECB Performance Managers to be of a standard above 'district level' for that season are eligible to play in open age cricket. This is providing they are at least 11 years old, are in school year 7 on 1st September in the year preceding the season, and have written parental consent to play. In allowing these players to play in open age cricket it is essential clubs and coaches recognise the 'duty of care' obligations they have towards these young players.

This means boys and girls who are county squad and area squad players, are able to play open age group cricket if they are in an U12 age group and are a minimum of 11 years old on the 1st September of the year preceding the season. District and club players who are not in area or county squads must wait until they reach the U13 age group, be in year 8 and be 12 years old on 1st September of the preceding year before being able to play in any open age group cricket. As before written parental consent is required for these players.

The duty of care should be interpreted in two ways:

Not to place a young player in a position that involves an unreasonable risk to

that young player, taking account of the circumstances of the match and the relative skills of the player.

Not to create a situation that places members of the opposing side in a position whereby they cannot play cricket as they would normally do against adult players.

In addition, the guidelines note the need for clubs and leagues to recognise the positive experience young players should have in open age cricket. Clubs should provide an opportunity for players to show their talents in an appropriate way. Children who are just used as fielders will not fully experience the game.

2 Player Registration and Eligibility

2.1 Registration

- 2.1.1 In all cases Managers must register players in their squads on or before the **Wednesday before the first league game of the season**. 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 have been classified (for the national leagues).
- 2.1.2 Each player must complete the **player registration form** that is available via their respective county managers, or can be downloaded from – www.disabilitycricket.com

- 2.1.3 For players registering for the respective competitions, please see the following:
- 2.1.4 **D40 National League** – All players MUST undergo classification.
- Super9's National League** – All players MUST undergo classification.
- D40 Development League** – Classification is not necessary.
- Super9's Development League** – Classification is not necessary.
- 2.1.5 All players MUST register for a specific squad.
- 2.1.6 Players who are registered in the development leagues (D40 or Super9's) MUST undergo classification BEFORE being able to play in the national competitions.
- 2.1.7 Players will be UNABLE to transfer from one team to another (within the same county) except where detailed in 2.1.10 below.
- 2.1.8 Player registrations will not be accepted after the **1st August** each season.
- 2.1.9 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.
- 2.1.10 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.

- 2.1.11 Players who register for D40League national teams will be able to play in ONE Super9's National game in any one season with a maximum of TWO D40League national registered players playing in a Super9's National team in any one game.
- 2.1.12 Players who register for Super9's National teams may play any amount of National D40League games in any one season.
- 2.1.13 Players may transfer to other counties; however, they must complete the **player transfer form** (available from www.disabilitycricket.com) and they must meet the criteria for transfer contained within the form. A player may only transfer during the closed season.
- 2.1.14 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 being against the spirit of the game to approach another counties player without requesting so via the County Manager of the 'supplying' county.

2.2 Profiling Process for players with a Learning Disability

- 2.2.1 The ECB National D40League and Super9's cricket exist to provide competitive cricket opportunities to people with both Physical and Learning Disabilities. To enable the leagues to be offering a level playing field for all who wish to participate in them, it is necessary to ensure that all players meet a recognised and agreed level of disability.
- 2.2.2 This is the reason why eligibility profiling exists in all disability sport.
- 2.2.3 Learning Disability is a disability characterised by significant limitation in both intellectual functioning and in adaptive behaviour as expressed in conceptual, social and practical adaptive skills. This disability originates before the age of 18.
- 2.2.4 If the **only** condition in a player is ADHD; Autism; Dyslexia; Behavioural problems or Asperger's for example, then it will be unlikely that these conditions will fulfil the Learning Disability eligibility requirements.
- 2.2.5 The England and Wales Cricket Board in consultation with UKSAPLD (United Kingdom Sports Association for People with Learning Disabilities) and EFDS (English Federation of Disability Sport) have produced a process of eligibility for players with a Learning Disability to play in ECB managed disabled cricket competitions.
- 2.2.6 This process, and specifically the eligibility evidence requirements are not as stringent

as that applied in the UKSA's own process, however it has been agreed that cricket will apply the following requirements for all Learning Disability players playing in ECB managed domestic competitive disability competitions.

2.3 The Assessment Process

- 2.3.1 Once a player has registered with the county by completing a player registration form, the player will be contacted direct either by post or email by ECB and sent an **MLD Classification form** and guideline document.
- 2.3.2 The player will be required to provide two pieces of appropriate eligibility evidence to the relevant trained ECB Classification Officer listed further on in this document. This form is required, in addition to the player registration form mentioned in section 2 of the Player Registration Process.
- 2.3.3 The list of supporting evidence required is detailed in the 'Supporting Evidence List' section of this document.
- 2.3.4 Once the ECB Classification Officer has received the documentation a checklist will be completed and sent to the ECB Disability Support Officer who will double check the details. Provided all checks out correctly and that the supporting evidence has met the criteria then the player will receive notification from the ECB stating the players' eligibility to compete in the ECB managed disability cricket competitions.

PLEASE NOTE: A SUCCESSFUL APPLICATION WILL ONLY BE RELEVANT TO CRICKET. IT WILL NOT ENTITLE A PLAYER TO COMPETE IN ANY OTHER DISABILITY SPORT. TO COMPETE IN OTHER DISABILITY SPORTS THE SPECIFIC NGB GUIDELINES FOR THAT RELEVANT SPORT SHOULD BE FOLLOWED.

- 2.3.5 The supporting evidence that you send to the ECB Classification Officers will be scanned and held on a secure server for reference the supporting evidence received will then be returned to you for your use.

2.4 Appeals and Insufficient Evidence

- 2.4.1 The ECB Classification Officer may ask for further verification if it were felt that the supporting evidence supplied was not sufficient. In most cases where this applies, the verifier will contact the player or player's parent / guardian direct to ask for further supporting documentation.
- 2.4.2 It may be in the end, that a player will not meet the requirements for a Learning Disabled player in cricket due to either insufficient evidence supplied, or that the player just does not meet the criteria. In these cases and by way of an appeal, the player may apply direct to UKSAPLD (United Kingdom Sports Association for People with Learning Disabilities) to gain classification through their process. The ECB Disabilities Support Officer will happily provide help and guidance through this process.

2.4.3 It should be noted that this will incur a cost of £50. These monies will be partly re-fundable (£25) if the player is found to be eligible.

2.5 Supporting Evidence List

2.5.1 A player will need to provide **TWO** pieces of evidence from the following list. At least one piece of evidence needs to be either 1, 2 or 6 below. Please do not send original documents (**PHOTOCOPIES ONLY**).

- 1) **IQ Test:** Evidence of a full scale IQ test where the score is 75 or less. If the player has a statement of educational needs then an IQ test may form part of that statement. (This should be available from the players' school).
- 2) **Special Education:** Evidence would be a full copy of the persons Statement of Educational Needs, Record of Needs or equivalent and any appendices. This as in option 1 should be available from the players' school.
- 3) **Special Accommodation:** Evidence of a player living in special accommodation may be a letter from the accommodation provider. The letter would need to be on original headed notepaper and must contain a signature from the accommodation Principal and it must include the players' name.
- 4) **Special Employment:** Evidence here will be a letter from an employer or employment provider (such as Remploy) stating that the player is employed in a specially structured environment. The

letter would need to be on original headed notepaper and must contain a signature from the employer or employment provider and it must contain the players' name.

- 5) **Statutory Financial Support:** The evidence here would be a letter from the DWP or DHS showing that the player is receiving Attendance or Carers allowance, Disability Living Allowance or equivalents. You will need to provide full letters and not just the first page. The letter must show that you are receiving this financial support now. Send the most up to date letter that you have.
- 6) **Age of Onset pre 18:** Intellectual disability must be evident during the developmental period, which is from conception to 18 years of age. Evidence here is the Statement for Educational Needs, evidence of an IQ test before the age of 18 or a psychologist's report that states that the person has a learning disability from an early age.

2.5.2 For players over the age of 18 some of the items may prove difficult to obtain, such as evidence from schools, particularly if the player is of an age where the school days were some time ago, however, the list above should still be sufficiently large enough for those players to provide two pieces of legitimate evidence.

PLEASE NOTE: It is in the interest of the ECB to ensure competitive disability cricket is played by the appropriate people. The ECB will not exclude people where the game on offer is the appropriate environment for individuals with learning disabilities to develop.

Every effort will be made to ensure that players provide the relevant documentation. The ECB are committed to working with players and their families with support, to ensure this happens.

2.6 Profiling Process for players with a Physical Disability

Cricket for those with Physical and Learning Disabilities has come a long way in a very short space of time over recent years. Not too long ago we had one competition, played with an Incrediball and no national squads at all.

The process for eligibility for players with a physical disability has been streamlined, with a new 'certification' process replacing the physical assessment by a classifier.

All new and existing players (excluding those who have previously undergone a physical assessment) will need to complete the certification process before being eligible to play in the Super9's National league and the D40 National League.

Profiling is part of the county competition rules and has been in place since the league's first started (1996). It is not in place to root out cheats and it is not in place to prove or disprove anyone's disability. It is about ensuring that all PD players within our game have a minimum standard level of disability. It takes the responsibility of assessing the level of disability away from County Managers and

Coaches and places it firmly with experts in the field who are independent of cricket.

The process is as follows:

- 2.6.1 Once a player has registered with the county by completing a player registration form, the player should have the 'Certificate of Diagnosis' completed too. The 'Certificate of Diagnosis' is an integral part of the player registration form and can be downloaded from www.disabilitycricket.com
- 2.6.2 The certificate will need to be completed with the help of a 'Heath Professional' This could be your local GP, a consultant, Physiotherapist or Occupational Therapist.
- 2.6.3 On receipt of your player registration form and your completed certificate of diagnosis, the ECB will send you a letter confirming your unique player registration number and the classification category that your physical disability falls into.
- 2.6.4 Following this, you will not be expected to repeat the process unless you have a condition that alters over time.

2.7 Acceptable Profiles of Functional Ability

- 2.7.1 For full details please see the document entitled 'ECB Profiling Guidelines for Players with a Physical Disability'.

Wheelchair users (Profiles 1-11).

Able to walk but poor use of one or more lower and upper limbs (Profiles 12-15, 26, 27 and 31).

Able to walk but severe impairment of one or both legs (Profiles 17-19).

Able to walk and run but one or both legs slightly impaired (Profiles 20 and 23).

One or both arms impaired (Profiles 16, 21, 22, 24 and 29).

Deformity of trunk or limbs causing very short stature (Profile 25).

Both hips impaired causing walking difficulty using a waddling gait (Profile 28).

Deformity or weakness of trunk (Profile 30).

Mental or learning disability with or without physical disability (Profiles 39-41).

2.8 Non Acceptable Profiles

- i. Able bodies players (Profile 48).
- ii. Non-specific impairments which are variable and difficult to measure and grade e.g.: obesity, asthma, skin disease, epilepsy, haemophilia, dyslexia, lack of or problems with an internal organ (Profile 42).
- iii. Visual and hearing impairments (Profiles 36-38).

2.9 Coaches' Definitions

Coaches' Guide to Profiles of Functional Ability.

- **Profile 1:** Almost no use in four limbs. Need to use an electric wheelchair or be pushed in a manual wheelchair.
- **Profile 2:** Almost no use in four limbs, but can bend elbows, and just about push a

manual wheelchair. May need to use an electric wheelchair.

- **Profile 3:** Wheelchair user with very poor balance and inability to grip and release objects.
- **Profile 4:** A person with almost no use in any limb, but with good trunk control. Usually able to push a wheelchair in some way.
- **Profile 5:** A wheelchair user who had difficulty controlling their limbs when trying to perform any activity.
- **Profile 6:** A wheelchair user with poor trunk control and slightly weak hands, or slight lack of control in arms.
- **Profile 7:** A wheelchair user with good use in only one arm, they may need to use an electric wheelchair if unable to push manual wheelchair.
- **Profile 8:** A wheelchair user with good control of trunk and slightly weak hands.
- **Profile 9:** A wheelchair user with good use in arms, but with poor trunk control.
- **Profile 10:** A wheelchair user with good use of trunk and arms but unable to use the hips to assist trunk movement.
- **Profile 11:** A wheelchair user with good control of trunk and hips.
- **Profile 12:** Able to walk, but has severe difficulty controlling all four limbs when performing an activity. May need to use a support to walk, or may have severe deformity of four limbs.

- **Profile 13:** Able to walk, but has poor use of three limbs, usually uses a stick in the good hand.
- **Profile 14:** Able to walk, but one side of the body is of little use; usually can only balance unaided on the good leg.
- **Profile 15:** Able to walk, but only one side of body works correctly (like Profile 14, but not so bad).
- **Profile 16:** One upper limb has little or no use.
- **Profile 17:** Able to walk, but both legs are severely impaired, acting more like props. May need support to walk.
- **Profile 18:** Able to walk, but one leg severely impaired, like a prop; other leg normal.
- **Profile 19:** Able to walk, one leg severely impaired and used like a prop; other leg less impaired.
- **Profile 20:** Able to walk and run but both legs impaired slightly – e.g. a moderate to slight diplegic.
- **Profile 21:** Both arms are severely impaired or may be absent.
- **Profile 22:** Both arms slightly impaired or absent below the elbow.
- **Profile 23:** One leg has slight impairment, and they can usually run if fit enough.
- **Profile 24:** One arm demonstrates difficulty with activities or below elbow amputee.

- **Profile 25:** Very short stature (at least 12 inches (30.5cm) shorter than average), in particular extreme shortness of limbs.
- **Profile 26:** Impairment of all four limbs, but not as severe as profile 12.
- **Profile 27:** Opposite arm and leg severely impaired.
- **Profile 28:** Both hips impaired causing walking difficulty, usually have a waddling gait.
- **Profile 29:** Both shoulders causing problems with movement.
- **Profile 30:** Deformity or weakness of the trunk.
- **Profile 31:** Both legs severely impaired, both arms moderately impaired.
- **Profile 36:** Totally blind.
- **Profile 37:** Partial sight.
- **Profile 38:** Deaf.
- **Profile 39:** Learning Disability – Please see separate document entitled ‘ ECB Profiling Guidelines for players with Learning Disabilities’ (available as a download from the BACD website and from www.d40league.org).
- **Profile 42:** Non-specific impairment which is variable, and is difficult to measure and grade: e.g. obesity, asthma, skin disease, epilepsy, haemophilia, learning difficulties, lack of, or problems with an internal organ.
- **Profile 48:** Able bodied people.

Note: A person who stands for some sports and uses a wheelchair for others is given two profiles e.g. a profile 12 person could be profile 5 in a wheelchair. Thus he would be allocated profile 12/5, so for track events and swimming he could be profile 12, and for table tennis and bowls he could be profile 5.

Note: Profiles 36, 37, 38, 42 and 48 are not eligible for national competition.

3 D40 National League

3.1 General Rules

- 3.1.1 D40 National League 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.
- 3.1.2 Each competing side can have 11 players in their playing teams, with up to 3 substitute players.
- 3.1.3 Games are played with 40 overs per side and are played using a traditional cricket ball and under the normal rules of cricket.
- 3.1.4 D40League teams can be comprised of players elected for play from neighbouring counties, however, traditional 'county' teams are encouraged to enter too.
- 3.1.5 Teams will wear traditional white clothing; however, it is an aspiration to move into a coloured clothing format.

- 3.1.6 Games will be played with traditional red cricket balls; however pink balls will be used if teams play in coloured clothing.
- 3.1.7 There are NO powerplays in this format, however 4 fielders are expected to remain inside the 30-metre circle during the entire innings.
- 3.1.8 Competing teams can have franchised names if required.
- 3.1.9 There will be two divisions based on teams in the North of the country and the South.
- 3.1.10 Winners and runners up of each of the respective divisions will compete in national semi-finals and finals.

3.2 Player Eligibility and Restrictions

- 3.2.1 ALL players involved in the D40 National League MUST undergo eligibility classification (both PD and LD).
- 3.2.2 No unclassified players are eligible to take part.
- 3.2.3 Teams are restricted to having THREE England PD and / or England LD national squad members only per game. This does not affect players who are in regional or Lions squads.
- 3.2.4 ALL batsmen in this format MUST 'retire out' once they have scored 100 runs.
- 3.2.5 ALL bowlers in this format are restricted to taking FIVE wickets. Once five wickets have been taken, the bowler must retire immediately. If the retirement happens mid-over, then the over must be completed by another team member.

- 3.2.6 England PD and England LD national squad members must have played THREE divisional games to be eligible to play in the national semi-finals and final.

3.3 Wet Weather Rules

- 3.3.1 **Rain effected – Prior to Start** – For each four-minute 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 the same number of overs for each team, so overs deducted prior to the start of the game, will apply to both innings.
- 3.3.2 Once the 15 over threshold has been exceeded, the rules for a bowl off will apply (semi-finals and Finals only).
- 3.3.3 **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, if the game is delayed by 8 minutes, two overs will be lost for each team making it a 38 over per side game.
- 3.3.4 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. 15 overs in the second innings will be required to constitute a game.
- 3.3.5 For example; if the side batting first scored 175 from their allotted overs, which in this case was 40 and the side batting second lost 20 minutes due to rain, their overs

would be reduced by 5 overs to 35. This would mean that their target to win would be 175 divided by 40 equalling 4.375. This would then be multiplied by 35 (the number of available overs in the second innings), giving 153.13. This result would then be increased by 10%, giving a **winning target of 168.**

- 3.3.6 If the second innings fails to last 15 overs, then a bowl-off will apply. (semi-finals and finals only).
- 3.3.7 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.

3.4 Bowl Off Rules – (Semi Finals and Finals)

- 3.4.1 (semi-finals and finals only)- Should it not be possible to play the minimum number of overs to constitute a match due to rain interruptions, then a suitable area should be used to carry out a 'bowl – off'.
- 3.4.2 A bowl off will consist of 6 balls per side delivered in the normal legal manner (underarm bowling will not be allowed).
- 3.4.3 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 to not interfere both physically or verbally with the bowlers i.e. behind the boundary line.

- 3.4.4 A normal set of three stumps (with bails) shall be set (at both ends) and all bowlers deliver from the same end.
- 3.4.5 The Umpire will stand at the bowlers end to ensure fair play is maintained.
- 3.4.6 The bowlers take it in turns to deliver a ball at the undefended stumps to try and break the wicket.
- 3.4.7 At the end of six legally delivered balls, the team declared the winner will be the team that breaks the stumps the most times.
- 3.4.8 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.

3.5 League Tables and Points System

- 3.5.1 The D40 National League consists of two divisions; D40 NORTH and D40 SOUTH.
- 3.5.2 For divisional matches, teams will be awarded the following points:

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 taken

3.6 Penalties – apply to all formats

Penalty Description	Penalty Value	Applicable Team
Failure to phone in the result within the deadline	5 points deducted	Home Team
Failure to complete the play-cricket scorecard within the deadline	5 points 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	30 points deducted	Offending Team
Failure to provide a scorer	5 points deducted	Offending Team

3.7 Appeals

- 3.7.1 All the above penalties are subject to appeal.
- 3.7.2 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.

- 3.7.3 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.

4 Super9's National Format Rules

4.1 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 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 can 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.

4.2 General Rules

- 4.2.1 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.
- 4.2.2 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.
- 4.2.3 All games are played using the **aeroBALL** and a new ball for each innings.
- 4.2.4 Teams may use the 3 substitute players on a roll-on roll-off basis.
- 4.2.5 The 3 substitute players can BAT and / or BOWL; however, a side can only bat a maximum of 9 players in an innings. (For 9 a side games).
- 4.2.6 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).
- 4.2.7 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).
- 4.2.8 Competing teams can also choose to play 'pairs' format with either 8 or 10 players per side, with 5 batting overs per pair, maximum.

- 4.2.9 Teams will wear traditional white clothing; however, it is an aspiration to move into a coloured clothing format.
- 4.2.10 There will be four divisions based on team locality.
- 4.2.11 Winners of each of the respective divisions will compete in national semi-finals and finals.

4.3 Player Eligibility and Restrictions

- 4.3.1 ALL players involved in the Super9's National League MUST undergo eligibility classification (both PD and LD).
- 4.3.2 No unclassified players are eligible to take part.
- 4.3.3 England PD or England LD national squad members are excluded from playing in Super9's cricket. This does not affect players who are in regional or Lions squads.
- 4.3.4 D40 National League players may play ONE Super9's national league game per season, with a maximum of TWO D40 National League registered players playing in a Super9's national league game at any one time.
- 4.3.5 Super9's National League registered players may play any amount of D40 National League games in a season.
- 4.3.6 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 match-day experience for more people.

- 4.3.7 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

- 4.3.8 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 because of taking the third wicket, an over is incomplete, then the rest of the over will need to be completed by another bowler.
- 4.3.9 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.
- 4.3.10 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.

4.4 Wet Weather Rules

- 4.4.1 **Rain effected – Prior to Start** – For each four-minute 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 the same number of overs for each team, so overs deducted prior to the start of the game, will apply to both innings.
- 4.4.2 Once the 15 over threshold has been exceeded, the rules for a bowl off will apply (semi-finals and Finals only).
- 4.4.3 **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, if the game is delayed by 8 minutes, two overs will be lost for each team making it a 28 over per side game.
- 4.4.4 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. 15 overs in the second innings will be required to constitute a game.
- 4.4.5 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 by 5 overs to 25. This would mean that their target to win would be 175 divided by 30 equalling 5.83. This would then be multiplied by 25 (the number of available overs in the

second innings), giving 145.8. This result would then be increased by 10%, giving a **winning target of 160.**

- 4.4.6 If the second innings fails to last 15 overs, then a bowl-off will apply. (semi-finals and finals only).
- 4.4.7 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.

4.5 Bowl Off Rules – (Semi Finals and Finals)

- 4.5.1 (Semi-Finals and Finals only)- Should it not be possible to play the minimum number of overs to constitute a match due to rain interruptions, then a suitable area should be used to carry out a 'bowl – off'.
- 4.5.2 A bowl off will consist of 6 balls per side delivered in the normal legal manner (underarm bowling will not be allowed).
- 4.5.3 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 to not interfere both physically or verbally with the bowlers i.e. behind the boundary line.
- 4.5.4 A normal set of three stumps (with bails) shall be set (at both ends) and all bowlers deliver from the same end.
- 4.5.5 The Umpire will stand at the bowlers end to ensure fair play is maintained.

- 4.5.6 The bowlers take it in turns to deliver a ball at the undefended stumps to try and break the wicket.
- 4.5.7 At the end of six legally delivered balls, the team declared the winner will be the team that breaks the stumps the most times.
- 4.5.8 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.

4.6 League Tables and Points System

- 4.6.1 The Super9's National League consists of four divisions; S9 NORTH, S9MIDS, S9SE and S9SW.
- 4.6.2 For divisional matches, teams will be awarded the following points: (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 taken

4.7 Penalties – apply to all formats

Penalty Description	Penalty Value	Applicable Team
Failure to phone in the result within the deadline	5 points deducted	Home Team
Failure to complete the play-cricket scorecard within the deadline	5 points 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	30 points deducted	Offending Team
Failure to provide a scorer	5 points deducted	Offending Team

4.8 Appeals

- 4.8.1 All the above penalties are subject to appeal.
- 4.8.2 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.

- 4.8.3 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.

4.9 Super9's Pairs Format

- 4.9.1 Games will be played with either 8 or 10 players.
- 4.9.2 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.
- 4.9.3 For games with 8 players, bowlers will be restricted to bowl 4x6 ball overs in an innings.
- 4.9.4 For games with 10 players, bowlers will be restricted to bowl 5x6 ball overs in an innings.
- 4.9.5 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).
- 4.9.6 A no-ball will be signalled if the ball bounces more than once before reaching the batsman.
- 4.9.7 A no-ball will be signalled if a ball reaches the batsman on the full and its height is deemed above waist height.
- 4.9.8 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).

- 4.9.9 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.
- 4.9.10 Batsmen will bat in pairs for 5 overs, (irrespective of the number of players per side).
- 4.9.11 All 5 overs will be completed even if a batsman is out during the overs.
- 4.9.12 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).
- 4.9.13 At the end of each over, the field changes round and prepares to bowl from the opposing end.
- 4.9.14 Each batting team starts from a base score of 100.
- 4.9.15 Scoring runs in this version of pairs cricket is achieved in the normal way i.e. batsmen must run between the wickets in the conventional way, or hit the ball over the boundary to score.
- 4.9.16 Runners are permitted as detailed in section 5.2 above.
- 4.9.17 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: $100+125-(6 \times 5) = 195$.
- 4.9.18 The winner of each games will be based on the final gross score of each team.

- 4.9.19 Net run rates for this format will be calculated based on the following criteria:
- 4.9.20 The base line score of 100 will not be considered.
- 4.9.21 Once a bowling side takes 10 wickets, no further wickets will be considered.
- 4.9.22 For divisional matches, teams will be awarded the following points: (pairs 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

4.10 Penalties – apply to all formats

Penalty Description	Penalty Value	Applicable Team
Failure to phone in the result within the deadline	5 points deducted	Home Team
Failure to complete the play-cricket scorecard within the deadline	5 points 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

4.11 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.

5 **D40League Development Format Rules**

The D40League Development format has been designed to provide a level of cricket in a structured environment that sits just below the D40League National format and is specifically for players who are NEW to our game.

The D40League 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 D40League 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.

D40League development cricket is NOT suitable for:

- Current England PD and / or LD squad members.
- Players who are part of the regional centers or the Lions set ups.
- Players who DO NOT have a genuine disability.

It may also not be suitable for:

- Players who take part in Saturday league cricket.

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.

6 **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 and is specifically for players who are NEW to our game.

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.

Super9's development cricket is NOT designed for:

- Current England PD and / or LD squad members.
- Players who are part of the regional centers or the Lions set ups.
- Players who take part in Saturday league cricket.

- Players who DO NOT have a genuine disability.

All Super9's development games are played using the 'pairs' format.

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.

7 ECB Contacts

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Head Coach Derek Morgan
07865 046617
Derek_morgan1979@outlook.com

Assistant Coach Tom Flowers
07815 647892
t.flowers-06@alumini.lboro.ac.uk

Physiotherapist Gary Metcalfe
07786 256626
Ga7@hotmail.com

England Physical Disability Team

Team Manager Neil Bradshaw
07808 159556
Neilb2006@tiscali.co.uk

Head Coach Ian Salisbury
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ian.salisbury@ecb.co.uk

Physiotherapist Scott Gormley
Scott.physiotherapy@
hotmail.co.uk

England Visually Impaired Team

Team Manager Peter Sugg
07913 341470
psugg@worcestershire.gov.uk

Head Coach Ross Hunter
07891 592501
ross@huntercricket.com

Assistant Coach John Cook
07780 660768
John.cook@ageasbowl.com

Physiotherapist Gary Metcalfe
07786 256626
Ga7@hotmail.com

9 County Contacts PD/LD Cricket

Bedfordshire (Super9's Development)

County Manager & Coach Dave Lawson
Phone 01234 300024 24, Leasway
Mobile 07921 453373 Putnoe, Bedford
Dave.lawson@ MK41 9DG
cricketeast.co.uk

Grounds

Flitwick Cricket Club, Flitwick Road, Westoning,
Bedfordshire MK45 5AA

Bedford Cricket Club. The Bury, Church Lane,
Goldington, Bedford MK41 0UZ

Region South Central

County Board Contact Ben Wallis
(Chief Operating
Officer) –
Cricket East

BBO [Bucks,Berks,Oxfordshire] (Super9's Development)

Head Coach Richard Giles
Mobile 07482 577424 14 Plumpton Road
rgiles@oxoncb.com Bicester, Oxon
OX26 1AQ

Grounds

Cublington Cricket Club, Orchard Ground,
Stwekley Road, Cublington, Nr Leighton
Buzzard, Bucks LU7 0LE

Bicester & North Oxford Cricket Club,
Akeman Street, Chesterton, Bicester,
Oxfordshire OX26 1TH

Boyne Hill Cricket Club. Boyne Grove, Highway
Road, Maidenhead, Berkshire SL6 5AD

Region South Central

County Board Contact Owen Lewis
olewis@oxoncb.com

Cheshire (D40 League)

County Manager Keith Beggs
Phone 0151 645 4218 222 Newchester
Mobile 07828 565860 Road, Port Sunlight
Kjb4218@gmail.com Wirral, Merseyside
CH62 4RQ

County Coach Chris Edwards
Phone 0151 639 2445 1 Rydal Bank
Mobile 07799 503377 Wallasey, Wirral
Chris.edwards@ Merseyside
cheshirecricketboard.co.uk CH44 1AS

Grounds

Barrow Cricket Club, Station Lane, Barrow,
Cheshire CH3 7JN

Caldy Cricket Club, Telegraph Road, Thurstaton,
Wirral, Merseyside CH48 1NX

Region North

County Board Contact Jess Lewis
Jessica.lewis@
cheshirecricketboard.co.uk



Derbyshire Merlins (Super9's)

Team Manager Nigel Theobald
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Mobile 07720 028601 Ingleby Road
Nigel.theobald@gmail.com Stanton by Bridge
Derbyshire DE73 7HT

County Coach Nigel Theobald
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Mobile 07720 028601 Ingleby Road
Nigel.theobald@gmail.com Stanton by Bridge
Derbyshire DE73 7HT

Fixture Secretary Geoff Lane
Phone 01332 764929 11 Melrose Close
geofflanesin@talktalk.net Sinfin, Derby
DE24 3EB

Grounds

Darley Abbey CC, Riverside Meadow Ground,
Darley Abbey, Derby DE22 1DX

Melbourne Town CC, Melbourne Sports Park,
Cockshut Lane, Melbourne, Derbyshire DE73 8DG

Denby CC, The Copper Yard, High Bank, Denby
Village, Ripley DE5 8PL

Region Midlands

County Board Contact Mick Glenn
Phone 01332 386600 (Cricket
Mobile 07976 504276 Development
mick.glenn@dcocricket.com Manager)



Derbyshire Falcons (Super9's)

Team Manager Phil Lucas
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Mobile 07896 204917 Chester Green
Phil87@phil87.plus.com Derby DE1 3TH

County Coach Nigel Theobald
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Mobile 07740 028601 Ingleby Road
Nigel.theobald@gmail.com Stanton by Bridge
Derbyshire
DE73 7HT

Fixture Secretary Geoff Lane
Phone 01332 764929 11 Melrose Close
geofflanesin@talktalk.net Sinfyn, Derby
DE24 3EB

Grounds

Darley Abbey CC, Riverside Meadow Ground,
Darley Abbey, Derby DE22 1DX

Melbourne Town CC, Melbourne Sports Park,
Cockshut Lane, Melbourne, Derbyshire DE73 8DG

Denby CC, The Copper Yard, High Bank, Denby
Village, Ripley DE5 8PL

Region Midlands

County Board Contact Mick Glenn
Phone 01332 386600 (Cricket
Mobile 07976 504276 Development
mick.glenn@dcbcricket.com Manager)

Dorset (Super9's)

County Manager Mark Pickersgill

County Coach Rob Newton
Phone 01202 881439 The Dorset Cricket
Mobile 07771 997026 Board Development
Rob.newton@ Office, Wimbourne
dorsetcricketboard.co.uk Cricket Club, The
Leaze, King Street
Wimbourne
BH2 1DY

Grounds

Dorchester CC, The Recreation Ground,
Weymouth Avenue, Dorchester, Dorset DT1 2RY

Martinstown CC, Lower Ashton Farm,
Winterbourne, Monkton, Dorchester,
Dorset DT2 9HA

Puddletown CC Recreation Ground,
Three Lanes Way, Puddletown, Dorset DT2 8GE

Region South West

County Board Contact Keith Brewer
Phone 01202 881349 (Cricket
Mobile 07785 722270 Development
keith.brewer@ Officer)
dorsercricketboard.co.uk



Essex (Super9's)

County Manager & Coach

Phone 01245 254047
Mobile 07787 294980
Patrick.ward@
essexcricket.org.uk

Patrick Ward
Essex County
Ground, New Writtle
Road, Chelmsford
Essex CM2 0PG

Grounds

Harlow Town Cricket Club, Ash Tree Field,
Elizabeth Way, Harlow, Essex CM19 5BE

South Loughton Cricket Club,
The Cricket Pavilion, Roding Road, Loughton,
Essex IG10 3BS

Harold Wood Cricket Club, Harold Wood Park,
Harold View, Harold Wood RM3 0LX

Region

London &
South East

County Board Contact

Patrick Ward
(As Above)



Essex (D40League)

County Manager & Coach

Phone 01245 254047
Mobile 07787 294980
Patrick.ward@
essexcricket.org.uk

Patrick Ward
Essex County
Ground, New Writtle
Road, Chelmsford
Essex CM2 0PG

Grounds

Harlow Town Cricket Club, Ash Tree Field,
Elizabeth Way, Harlow, Essex CM19 5BE

South Loughton Cricket Club,
The Cricket Pavilion, Roding Road, Loughton,
Essex IG10 3BS

Harold Wood Cricket Club, Harold Wood Park,
Harold View, Harold Wood RM3 0LX

Region

London &
South East

County Board Contact

Patrick Ward
(As Above)



Gloucestershire Meteors (Super9's Development)

County Manager Tim Polley
Mobile 07773 902305
Tim.Polley@hotmail.co.uk
The County Cricket
Ground, Nevil Road
Bristol BS7 9EJ

County Coach Becky Armstrong
Mobile 07845 219022
Armstrong129@
hotmail.co.uk
The County Cricket
Ground, Nevil Road
Bristol BS7 9EJ

Grounds

Frocester CC, Frocester Hill, Stonehouse,
Gloucestershire GL10 3TW

Coalpit Heath CC, Churchleaze, Serridge Lane,
Coalpit Heath. BS36 2TT

Region South West

County Board Contact Scott Tremain
Mobile 07958 271414
scott.tremain@glosccc.co.uk



Gloucestershire (D40 League Development)

County Manager Tim Polley
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Tim.Polley@hotmail.co.uk
The County Cricket
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Bristol BS7 9EJ

County Coach Becky Armstrong
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Armstrong129@
hotmail.co.uk
The County Cricket
Ground, Nevil Road
Bristol BS7 9EJ

Grounds

Frocester CC, Frocester Hill, Stonehouse,
Gloucestershire GL10 3TW

Coalpit Heath CC, Churchleaze, Serridge Lane,
Coalpit Heath. BS36 2TT

Region South West

County Board Contact Scott Tremain
Mobile 07958 271414
scott.tremain@glosccc.co.uk



Gloucestershire Javelins (Super9's)

County Manager Tim Polley
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 Tim.Polley@hotmail.co.uk
 The County Cricket
 Ground, Nevil Road
 Bristol BS7 9EJ

County Coach Becky Armstrong
 Mobile 07845 219022
 Armstrong129@
 hotmail.co.uk
 The County Cricket
 Ground, Nevil Road
 Bristol BS7 9EJ

Grounds

Frocester CC, Frocester Hill, Stonehouse,
 Gloucestershire GL10 3TW

Coalpit Heath CC, Churchleaze, Serridge Lane,
 Coalpit Heath. BS36 2TT

Region South West

County Board Contact Scott Tremain
 Mobile 07958 271414
 scott.tremain@glosccc.co.uk



Hampshire (D40 League)

County Manager & Coach Nick Wheeler
 Mobile 07877 698594
 Nicholas.wheeler1991@
 gmail.com
 The Ageas Bowl
 Botley Road
 West End
 SO30 3XH

Grounds TBA

Region South West

County Board Contact Mike Pollard
 Phone 02380 475632
 Mobile 07920 452527
 michael.pollard@
 ageasbowl.com
 (Cricket
 Development
 Manager)



Hampshire Academy (D40 Development League)

County Manager	Rick Kellaway The Ageas Bowl Botley Road West End SO30 3XH
Head Coach	Graham Dodsworth The Ageas Bowl Botley Road West End SO30 3XH
Grounds	TBA
Region	South West
County Board Contact	Mike Pollard (Cricket Development Manager)
	Phone 02380 475632 Mobile 07920 452527 michael.pollard@ ageasbowl.com



Hampshire (Super9's)

County Manager	Peter Francis The Ageas Bowl Botley Road West End SO30 3XH
Coach	Andrew Woods The Ageas Bowl Botley Road West End SO30 3XH
Coach	Andy Burgess The Ageas Bowl Botley Road West End SO30 3XH
Ground	TBA
Region	South West
County Board Contact	Mike Pollard (Cricket Development Manager)
	Phone 02380 475632 Mobile 07920 452527 michael.pollard@ ageasbowl.com

Hertfordshire Comets (Super9's Development)

County Manager & Coach Andrew Catherell
Mobile 07791 359918 42 Rosemont Close
acatherell@hotmail.co.uk Letchworth
Herts SG6 4XR

Grounds

Welwyn Playing Field, Ottway Walk, Welwyn
Herts AL6 9AU

Region London &
South East

County Board Contact Richard Hill
richard.hill@
hertscricket.org (Disability Cricket
Manager)

Isle of Wight (Super9's)

Cricket Development Stuart Chatfield
Manager Newclose
Phone 01983 530511 Blackwater Rd
Mobile 07875 195211 Newport
Stuart.chatfield@ Isle of Wight
iwcb.org.uk PO30 3BE

Grounds

Newclose CCG, Blackwater Road, Newport,
Isle of Wight PO30 3BE

Region South West

County Board Contact Stuart Chatfield
As Above



Kent (D40League)

Head Coach & Match Manager

Mobile 07931 318142
Brian.gasking.kent@ecb.co.uk

Brian Gasking
C/O The Spitfire
Ground, Old Dover
Road, Canterbury
Kent CT1 3NZ

Assistant Coach

Mobile 07727 143317
Jon.waite.kent@ecb.co.uk

Jon Waite
C/O The Spitfire
Ground, Old Dover
Road, Canterbury
Kent CT1 3NZ

Grounds

Brompton Barracks, No 1 Cricket Ground,
Gillingham, Kent, ME7 5DF

Region

London &
South East

County Board Contact

Mobile 07799 707079
dom.taylor.kent@ecb.co.uk

Dom Taylor
(Community Cricket
Officer)



Kent (Super9's)

Head Coach

Mobile 07931 318142
Brian.gasking.kent@ecb.co.uk

Brian Gasking
C/O The Spitfire
Ground, Old Dover
Road, Canterbury
Kent CT1 3NZ

Assistant Coach & Match Manager

Mobile 07727 143317
Jon.waite.kent@ecb.co.uk

Jon Waite
C/O The Spitfire
Ground, Old Dover
Road, Canterbury
Kent CT1 3NZ

Grounds

Brompton Barracks, No 1 Cricket Ground,
Gillingham, Kent, ME7 5DF

Region

London &
South East

County Board Contact

Mobile 07799 707079
dom.taylor.kent@ecb.co.uk

Dom Taylor
(Community Cricket
Officer)



Lancashire County
Cricket Club

Lancashire (D40League)

County Manager & Coach	Alan Foster 15 The Cray Milnrow, Rochdale Lancashire OL16 4DW
County Coach	Tony Foster 14 Bentgate St Newhey, Lancashire OL16 4JS
Grounds	TBA
Region	North
County Board Contact	Rob Tipping (Cricket Development Officer)



Lancashire County
Cricket Club

Lancashire (Super9's)

County Manager & Coach	Joel Harris c/o Lancashire Cricket Foundation Emerates Old Trafford Manchester M16 0PX
Grounds	TBA
Region	North
County Board Contact	Rob Tipping (Cricket Development Officer)



Middlesex (D40League)

County Manager	Michael Wilson
Phone 0208 346 8020	MCCC Indoor
Mobile 07944 094337	School, East End
michael.wilson@	Road, Finchley
middlesexccc.com	Barnet N3 2TA

Grounds

Chiswick Cricket Club , Riverside Drive,
Chiswick, W4 2SP

Region	London & South East
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County Board Contact	Michael Wilson As Above
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Middlesex (Super9's)

County Manager	Michael Wilson
Phone 0208 346 8020	MCCC Indoor
Mobile 07944 094337	School, East End
michael.wilson@	Road, Finchley
middlesexccc.com	Barnet N3 2TA

County Coach

Phone 0208 346 8020	Rajiv Nath
Mobile 07557 883270	MCCC Indoor
raj.nath@	School, East End
middlesexccc.com	Road, Finchley
	Barnet N3 2TA

Grounds

Chiswick Cricket Club, Riverside Drive,
Chiswick, W4 2SP

Region	London & South East
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County Board Contact	Michael Wilson As Above
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Shropshire (D40League)

County Manager Mobile 07740 399792 daveskip@live.co.uk	Dave Hassall Shropshire Cricket Board, Wrekin College, Wellington Shropshire TF1 3BH
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County Coach Mobile 07748 984150 Jjc07@hotmail.co.uk	Jonathan Caldecott Shropshire Cricket Board, Wrekin College, Wellington Shropshire TF1 3BH
---	--

Coach Mobile 07885 559889 Graham.furber@yahoo.com	Graham Furber
--	---------------

Grounds

Market Drayton Cricket Club, BettonRoad,
Market Drayton TF9 1HH

Frankson Cricket Club, Hardwick Park,
Ellesmere, Shropshire SY12 9HG

County Board Contact Phone 01952 265676 Mobile 07447 629537 edashlinscb@ btconnect.com	Ed Ashlin (Cricket Development Manager)
---	--

Shropshire (Super9's)

County Manager Mobile 07740 399792 daveskip@live.co.uk	Dave Hassall Shropshire Cricket Board, Wrekin College, Wellington Shropshire TF1 3BH
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County Coach Mobile 07748 984150 Jjc07@hotmail.co.uk	Jonathan Caldecott Shropshire Cricket Board, Wrekin College, Wellington Shropshire TF1 3BH
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Coach Mobile 07885 559889 Graham.furber@yahoo.com	Graham Furber
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Grounds

Market Drayton Cricket Club, BettonRoad,
Market Drayton TF9 1HH

Frankson Cricket Club, Hardwick Park,
Ellesmere, Shropshire SY12 9HG

County Board Contact Phone 01952 265676 Mobile 07447 629537 edashlinscb@ btconnect.com	Ed Ashlin (Cricket Development Manager)
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SOMERSET
COUNTY CRICKET CLUB

Somerset (Super9's)

County Manager

Phone 01823 353499
Mobile 07966 253318
j.mayled@sky.com

Jason Mayled

100 Thames Drive
Taunton, Somerset
TA1 2TE

Grounds

Taunton Deane Cricket Club, The Convent Field,
Mount Street, Taunton, Somerset TA1 3PY

Region

South West

County Board Contact

Edgar Herridge
As Above



SOMERSET
COUNTY CRICKET CLUB

Somerset Dragons (Super9's Development)

County Manager

Phone 01823 353499
Mobile 07966 253318
j.mayled@sky.com

Jason Mayled

100 Thames Drive
Taunton, Somerset
TA1 2TE

Grounds

Taunton Deane Cricket Club, The Convent Field,
Mount Street, Taunton, Somerset TA1 3PY

Region

South West

County Board Contact

Edgar Herridge
As Above

Staffordshire (Super9's)

County Manager & Coach Steve Lightfoot
Phone 01785 819873 11 Ambleside
Mobile 07789 265618 Close, Stone
s.lightfoot@ Staffordshire
staffordshirecricket.co.uk ST15 8FU

Grounds

Eccleshall Cricket Club, Chester Road,
Eccleshall, Staffordshire ST21 6NA

Moddershall Cricket Club, Barnfields, Spotacre,
Stone, Staffordshire, ST15 8RN

Region Midlands

County Board Contact Steve Lightfoot
As Above



**SURREY
CRICKET
BOARD**

Surrey (D40League and Super9's Development)

County Manager & Coach Alain Jason
Mobile 07775 893650 42 Manor
alain@goglycricket.com Road, Mitcham
disability@ Surrey CR4 1JA
surreycricket.com

Grounds TBA

Region London &
South East

County Board Contact Chevy Green
Phone 020 7820 5729 (Participation
Mobile 07738 808919 Manager)
cgreen@surreycricket.com

County Board Contact Gavin Reynolds
Phone 020 7820 5729 (Participation
Mobile 07725 203962 Officer)
greynolds@surreycricket.com



Sussex (Super9's Development)

Head Coach

Mobile 07730 940212
Matt.cutress@
sussexcricket.co.uk

Matt Cutress
The 1st Central
County Ground
Eaton Road, Hove
East Sussex
BN3 3AN

Squad Manager

Mobile 07877 645110
Miranda.brown@
sussexcricket.co.uk

Miranda Brown
The 1st Central
County Ground
Eaton Road, Hove
East Sussex
BN3 3AN

Grounds

Bognor Regis CC, The Regis Oval, Hawthorn
Road, Bognor Regis, West Sussex, PO21 2UU

Region

London &
South East

County Board Contact

Aroop Tanna
Mobile 07500 025449
aroop.tanna@sussexcricket.co.uk

Aroop Tanna



Sussex (D40League)

Head Coach

Mobile 07944 490030
Paul.francis@
sussexcricket.co.uk

Paul Francis
The 1st Central
County Ground
Eaton Road, Hove
East Sussex
BN3 3AN

Squad Manager

Mobile 07877 645110
Miranda.brown@
sussexcricket.co.uk

Miranda Brown
The 1st Central
County Ground
Eaton Road, Hove
East Sussex
BN3 3AN

Grounds

6th May – Middlesex – Bede's Senior School,
Upper Dicker, Hailsham, East Sussex, BN27 3QH

17th June – Surrey – Bede's Senior School,
Upper Dicker, Hailsham, East Sussex, BN27 3QH

5th August – Essex – The Blackstone Academy
Ground, Blackstone Lane, Woodmancote,
West Sussex, BN5 9TA

Region

London &
South East

County Board Contact

Aroop Tanna
Mobile 07500 025449
aroop.tanna@sussexcricket.co.uk

Aroop Tanna



Warwickshire Bears (Super9's)

County Manager

Mobile 07824 709471
andywyles@
edgbaston.com

Andy Wyles

The County Ground
Edgbaston
Warwickshire
B5 7QU

County Coach

Mobile 07572 151057
davidmalcolm@
edgbaston.com

David Malcolm

The County Ground
Edgbaston
Warwickshire
B5 7QU

Grounds

Alchester and Ragley CC. In the grounds of
Ragley Hall. Alchester, Warwickshire B49 5NJ

Region

Midlands

County Board Contact

Andy Wyles
As Above

Cricket Wales – Disability (D40League Development)

County Manager

Mobile 07927 393886
Jenny.randall@
cricketwales.org.uk

Jenny Randall

Cricket Wales
Swalec Stadium
Cardiff CF11 9XR

County Coach

Mobile 07519 929650
Les.randall@
cricketwales.org.uk

Les Randall

Cricket Wales
Swalec Stadium
Cardiff CF11 9XR

Grounds

TBA

Region

Wales

County Board Contact

TBA

Cricket Wales – Disability Miners (Super9's)

County Manager Jenny Randall
Mobile 07927 393886
Jenny.randall@cricketwales.org.uk

County Coach Les Randall
Mobile 07519 929650
Les.randall@cricketwales.org.uk

Grounds TBA

Region Wales

County Board Contact TBA

Yorkshire Terriers (Super9's)

County Manager & Coach Charlie Roebuck
Mobile 07850 775047
c.roebuck@yorkshirecb.com

Yorkshire County Cricket Club
Emerald Headingley Cricket Ground
Kirkstall Lane
Headingley
Leeds LS6 3DP

Grounds

Thongsbridge Cricket Club, Miry Lane,
Thongsbridge, West Yorkshire HD9 7RY

Haxley Cricket Club, Haxley Lane, Haxley,
Doncaster DN9 2ND

Region North

County Board Contact Charlie Roebuck
As Above

10 D40League Fixtures 2018

Date	Comp	Home	Away
06/05/2018	D40 South	Sussex	v Middlesex
06/05/2018	D40 South	Hampshire	v Surrey
06/05/2018	D40 North	Cheshire	v Lancashire
06/05/2018	D40 Dev	Kent	v Gloucestershire
06/05/2018	D40 Dev	Hampshire Academy	v Wales
13/05/2018	D40 South	Surrey	v Essex
13/05/2018	D40 North	Shropshire	v Cheshire
20/05/2018	D40 South	Essex	v Sussex
20/05/2018	D40 South	Middlesex	v Hampshire
20/05/2018	D40 North	Lancashire	v Shropshire
20/05/2018	D40 Dev	Gloucestershire	v Hampshire Academy
20/05/2018	D40 Dev	Wales	v Kent
03/06/2018	D40 South	Surrey	v Middlesex
03/06/2018	D40 South	Essex	v Hampshire
03/06/2018	D40 North	Lancashire	v Cheshire
03/06/2018	D40 Dev	Hampshire Academy	v Kent
03/06/2018	D40 Dev	Wales	v Gloucestershire
17/06/2018	D40 South	Sussex	v Surrey
17/06/2018	D40 South	Middlesex	v Essex
17/06/2018	D40 North	Cheshire	v Shropshire
17/06/2018	D40 Dev	Gloucestershire	v Kent
17/06/2018	D40 Dev	Wales	v Hampshire Academy
01/07/2018	D40 South	Hampshire	v Sussex
01/07/2018	D40 South	Essex	v Surrey
01/07/2018	D40 North	Shropshire	v Lancashire
01/07/2018	D40 Dev	Hampshire Academy	v Gloucestershire
01/07/2018	D40 Dev	Kent	v Wales
22/07/2018	D40 North	Shropshire	v Cheshire

29/07/2018	D40 South	Middlesex	v Sussex
29/07/2018	D40 South	Surrey	v Hampshire
29/07/2018	D40 North	Lancashire	v Shropshire
29/07/2018	D40 Dev	Kent	v Hampshire Academy
29/07/2018	D40 Dev	Gloucestershire	v Wales
05/08/2018	D40 South	Sussex	v Essex
05/08/2018	D40 South	Hampshire	v Middlesex
05/08/2018	D40 North	Cheshire	v Lancashire

11 Super9's Fixtures 2018

Date	Comp	Home		Away
06/05/2018	S9 SW	Somerset	v	Gloucestershire Javelins
06/05/2018	S9 MID	Derbyshire Falcons	v	Warwickshire Bears
06/05/2018	S9D S&W	Wales	v	BBO
13/05/2018	S9 SE	Middlesex	v	Hampshire
13/05/2018	S9 SE	Essex	v	Isle of Wight
13/05/2018	S9 SW	Dorset	v	Somerset
13/05/2018	S9 MID	Shropshire	v	Derbyshire Falcons
13/05/2018	S9 NORTH	Derbyshire Merlins	v	Staffordshire
13/05/2018	S9 NORTH	Yorkshire Terriers	v	Lancashire
13/05/2018	S9D S&W	Gloucestershire Meteors	v	Wales
13/05/2018	S9D SE	Kent	v	Surrey
13/05/2018	S9D SE	Sussex	v	Hertfordshire Comets
27/05/2018	S9 SE	Hampshire	v	Essex
27/05/2018	S9 SE	Isle of Wight	v	Middlesex
27/05/2018	S9 SW	Gloucestershire Javelins	v	Dorset
27/05/2018	S9 MID	Warwickshire Bears	v	Shropshire
27/05/2018	S9 NORTH	Staffordshire	v	Yorkshire Terriers
27/05/2018	S9 NORTH	Lancashire	v	Derbyshire Merlins
27/05/2018	S9D S&W	BBO	v	Gloucestershire Meteors
27/05/2018	S9D SE	Bedfordshire	v	Kent
27/05/2018	S9D SE	Hertfordshire Comets	v	Surrey

10/06/2018	S9 SE	Essex	v	Middlesex
10/06/2018	S9 SE	Isle of Wight	v	Hampshire
10/06/2018	S9 SW	Gloucestershire Javelins	v	Somerset
10/06/2018	S9 MID	Warwickshire Bears	v	Derbyshire Falcons
10/06/2018	S9 NORTH	Yorkshire Terriers	v	Derbyshire Merlins
10/06/2018	S9 NORTH	Lancashire	v	Staffordshire
10/06/2018	S9D S&W	BBO	v	Wales
10/06/2018	S9D SE	Sussex	v	Bedfordshire
17/06/2018	S9D S&W	Wales	v	Gloucestershire Meteors
24/06/2018	S9 SE	Hampshire	v	Middlesex
24/06/2018	S9 NORTH	Staffordshire	v	Derbyshire Merlins
24/06/2018	S9 NORTH	Lancashire	v	Yorkshire Terriers
24/06/2018	S9D S&W	Gloucestershire Meteors	v	BBO
24/06/2018	S9D SE	Kent	v	Sussex
24/06/2018	S9D SE	Surrey	v	Bedfordshire
24/06/2018	S9 SW	Somerset	v	Dorset
24/06/2018	S9 MID	Derbyshire Falcons	v	Shropshire
01/07/2018	S9 SW	Dorset	v	Gloucestershire Javelins
01/07/2018	S9 MID	Shropshire	v	Warwickshire Bears
08/07/2018	S9 SE	Essex	v	Hampshire
08/07/2018	S9 SE	Middlesex	v	Isle of Wight
08/07/2018	S9 MID	Derbyshire Falcons	v	Warwickshire Bears
08/07/2018	S9 NORTH	Yorkshire Terriers	v	Staffordshire
08/07/2018	S9 NORTH	Derbyshire Merlins	v	Lancashire

08/07/2018	S9D S&W	Wales	v	BBO
08/07/2018	S9D SE	Hertfordshire Comets	v	Kent
08/07/2018	S9D SE	Surrey	v	Sussex
15/07/2018	S9 SW	Dorset	v	Somerset
15/07/2018	S9D S&W	Gloucestershire Meteors	v	Wales
22/07/2018	S9 SE	Middlesex	v	Essex
22/07/2018	S9 SE	Hampshire	v	Isle of Wight
22/07/2018	S9 SW	Gloucestershire Javelins	v	Dorset
22/07/2018	S9 MID	Shropshire	v	Derbyshire Falcons
22/07/2018	S9 NORTH	Derbyshire Merlins	v	Yorkshire Terriers
22/07/2018	S9 NORTH	Staffordshire	v	Lancashire
22/07/2018	S9D S&W	BBO	v	Gloucestershire Meteors
22/07/2018	S9D SE	Bedfordshire	v	Hertfordshire Comets
29/07/2018	S9 SW	Somerset	v	Gloucestershire Javelins
29/07/2018	S9 SE	Isle of Wight	v	Essex
29/07/2018	S9 MID	Warwickshire Bears	v	Shropshire

12 Semi Finals and Finals

Super9's National Semi Finals

Date

Sunday 12th August

Venue

Collingham & District Cricket Club

Address

Dale Field, Collingham, Newark NG23 7LJ

Start Times

12 noon and 12.30pm

Super9's National Final

Date

Sunday 2nd Sept

Venue

Kidderminster Cricket Club

Address

Chester Road North, Kidderminster DY10 1TH

Start Times

1.00pm

D40League National Semi Finals

Date

Sunday 19th August

Venue

Kidderminster Cricket Club

Address

Chester Road North, Kidderminster DY10 1TH

Start Times

12 noon and 12.30pm

D40League National Final

Date

Sunday 9th Sept

Venue

Arundel Cricket Ground

Address

Arundel, West Sussex, BN18 9LH

Start Times

1.00pm