

# Vitality Girls County Age Group T20 Competition Rules

**This competition will use the Girls County T20 20 overs per side Playing Conditions.**

## 1 Title

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

## 2 Management

- 2.1 The control of the Competition shall be undertaken by the P&G Committee and all decisions relating to these rules or to matches played in the Competition shall be final and binding on all concerned. These rules apply to all competitions in this book together with other County Age Group matches within the age groups U9 to U17.
- 2.2 The ECB and P&G Committee may delegate any of their powers and duties.

## 3 Entry

- 3.1 Entry into any of ECB's County Competitions shall be open to those County Boards recognised by the ECB.
- 3.2 Counties who participated in the previous year's Competition shall automatically be included for the following season unless written notification to the contrary is given by 1st October in the year prior to the Competition. A County wishing to enter or be re-admitted to a Competition must give written notice to that effect to the ECB Competitions Department by 1st October in the year prior to the Competition.

## 4 Competition Structure

### 4.1 Format of the Competition

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

There will be no National Finals at U15 age group. For the U17 age group there will be 4 regional winners, North, Midlands, South East and South West who will compete in National semi-finals and final.

### 4.2 Fixture setting

#### 4.2.1 Fixture dates for the 2019 season have been set as:

U15 – 28th May, 29th July & 16th August – matches taking place at 10:30, 13:30 and 16:30 on each day.

U17 – 30th May, 24th July & 6th August – matches taking place at 11:00, 15:00 on each day. The semi-final dates are likely to be 12th or 13th August with the final on 18th August at Loughborough on the same day as a KSL match.

#### 4.2.2 The dates and times of fixtures have been predetermined and uploaded onto the Play-Cricket website. It is the responsibility of the host County to inform all visiting County sides of the venue details and ensure that this information is uploaded onto the Play-Cricket website.

#### 4.3 Matches that are cancelled or abandoned cannot be rearranged.

#### 4.4 Rescheduled cut off times for affected matches will be as follows:

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

	Scheduled Start Time	Latest Start Time (5 overs per team)	Cut-off Time (latest possible finish)
U15			
Match 1	10:30	12:30	13:15
Match 2	13:30	15:30	16:15
Match 3	16:30	18:30	19:15
U17			
Match 1	11:00	14:00	14:45
Match 2	15:00	18:00	18:45

## 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 Under 15 and U17 Girls County T20 in any one season. If a County includes in their team a player who has played for another County in the same competition, or for whom consent to play them has not been obtained, all points attained by that County in the match or matches shall be forfeited.
- 5.2 In all ECB CAG U17 competitive T20 fixtures every County can play 3 x under 19 players, generic rule 3.4.6 states age groups are defined by the player's age at midnight on 31st August in the year prior to the relevant season. The exception to this is for those girls who are over 17 and are a named member of England Women, England Academy, KSL or England Training Squads.

In the event of a dispute, the matter shall be referred to the ECB, whose decision shall be final.

- 5.3 Players from the Channel Islands shall be eligible to play for any County in the County Cup provided that they only represent one County in the Competition in any one season.

## **6 Number of Players**

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

## **7 Pitch Lengths**

Following the recommendations relating to pitch lengths, all Girls U15 cricket shall be played on pitches of 20 yards. For Girls U17 cricket, 22 yards shall be used.

## **8 Cricket Balls**

The Home side shall provide two new cricket balls for each match when balls are not provided by the ECB. The balls shall be of the standard laid down by the ECB for each Competition and shall be given to the umpires prior to the commencement of the match. The Home side will also be responsible for supplying enough spare balls of equal standard. A new ball must be used at the start of each innings.

- 8.1 A 5oz pink hardball will be used.
- 8.2 Each host County will receive enough match balls to cover all of the matches over the days on which they are hosting.
- 8.3 All Counties are encouraged to play in coloured kit, although this is not mandatory, but all players within the team must be in the same kit. It is noted that coloured shirts and white trousers would be acceptable in order to assist with the transition.

## 9 Helmets and Faceguard

Any player under the age of 18 playing in any ECB Competition shall be bound by the ECB Directive.

## 10 Umpires

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

## 11 Scorers

Each team shall provide their own competent, non-playing scorer in all matches. If a team fails to provide a scorer a player has to be nominated from the team to take up the duty for the entire duration of the match.

The use of live electronic scoring is strongly encouraged for all matches.

## 12 Team Sheets

Each side must provide the umpires with a team sheet before the start of the match identifying any player who has not reached the age of 18 on the date of the match and showing the specific age group of any player who is in the Under 19 age group or younger. It is recommended that the ECB Team Sheet card (available from the local County Board) is used whenever possible.

## 13 Match Results

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

In the event of the match being cancelled or abandoned it is the responsibility of the first named team to enter the fact on Play-Cricket.

**14 Points**

**14.1 The following points system shall apply:**

Win .....	4
Tie .....	2
Abandoned or Cancelled .....	1
Loss .....	0
Conceded games .....	0
Team Conceded Against .....	4

**14.2 Group Matches**

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

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

When more than two teams have equal points, the team which was the winner of the most number of matches between those teams will be placed in the higher position. If two or more teams are tied on points and did not play a Group Match between them, refer to (b) below.

- (b) If still equal, the team with the higher net run rate in the Group Matches in which a result was achieved will be placed in the higher position.
- (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.

## 15 Code of Conduct

All players, team officials, club supporters and umpires shall be bound by the MCC Spirit of Cricket and the ECB Code of Conduct.

## 16 Coaching

An additional compulsory coaching break is permitted in all in all Vitality U17 and U15 County T20 matches.

Details of these are listed in the Playing Conditions. At all other times coaching shall not be permitted from the sidelines during a match. In such an event, the umpire shall request the coach/manager/parent/spectator to stop. If this persists, the umpire shall have the power to warn the offending team captain and manager that the matter will be reported to the County Board/ECB.





# Playing Conditions –

## 20 overs per side

### Competition Rules

20a

Vitality Girls County Age Group T20

**The Laws of Cricket (2017 Code 2nd Edition - 2019) shall apply with the following exceptions:-**

#### **1 Duration**

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

#### **2 Hours of Play**

- 2.1 Start times are to be agreed by teams or directed by the competition organiser.
- 2.2 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hours 20 minutes playing time.
- 2.3 Interval should be no longer than 15 minutes.
- 2.4 In the event of an interruption or delay during the 1st innings, the calculation of the number of overs to be bowled shall be based upon one over for every 3 minutes 45 seconds in the total time available for play up to the scheduled close of play. In the 2nd innings of the match, overs shall be reduced at a rate of one over for every full 3 minutes 45 seconds lost, unless the 1st innings has finished early or the 2nd innings started early, in which case no overs are lost until the time that has been gained is subsequently lost.
- 2.5 **Coaching Break**  
One compulsory coaching break per innings will be taken after 10 overs of the innings unless a wicket falls in the 10th over, in which case the interval will be taken immediately.

The interval for coaching shall not last longer than 5 minutes in total.

For reduced overs matches between 10-19 overs the compulsory coaching break will take place at the halfway point of the innings at the end of an over unless a wicket falls during that over, in which case the interval will be taken immediately.

For reduced overs matches of less than 10 overs, no compulsory coaching break will take place.

### **3** Rearrangement of overs due to inclement weather

The objective of rearranging overs is to give the greatest opportunity for a match of equal overs without reverting to a super over.

## **4 Over rate penalties**

- 4.1 A 6 run penalty shall apply for each over not bowled in the required time, as determined by the umpires (2.2 for uninterrupted matches).
- 4.2 In reduced over matches the fielding side has a one over leeway in addition to any time that the umpires may allow for stoppages.
- 4.3 20 overs shall be bowled and the penalty runs are added to the final total.
- 4.4 Umpires are instructed to apply a strict interpretation of time wasting by the batsman (5 run penalties) specifically; batters are expected to be ready for the start of a new over as soon as the bowler is ready.

## **5 Fielding restrictions**

- 5.1 For the first 6 overs of each innings only two fielders are permitted to be outside the fielding circle at the instant of delivery. Fielding circle to be 25 yards.
- 5.2 For the remaining overs of each innings only four fielders are permitted to be outside the fielding circle at the instant of delivery.

- 5.3 In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

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

## 6 Overs per bowler

- 6.1 No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. However, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (4 as opposed to 3) and so any other bowlers are limited to 2 overs.
- 6.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second;

- 6.2.1 for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 6.2.2 for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs. In these circumstances, the one-fifth limit does not apply.
- 6.3 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.
- 6.4 In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- 6.5 The allocation of overs per bowler will not be reduced as a result of the deduction of any penalty overs.

## **7 The Result**

- 7.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. In the event of the scores being tied, the following shall apply:
  - 7.1.1 If tied at the completion of a match, the team that has lost fewer wickets shall be adjudged the winner.
  - 7.1.2 If this gives no result, then the team with the higher score at the end of 6th completed over shall be adjudged the winner.
  - 7.1.3 If still equal, the side with the higher score at the end of 5th, 4th, 3rd, 2nd and 1st completed over shall be adjudged the winner.
  - 7.1.4 If still equal, a one over per side eliminator (see 8) should be used to determine the winner.

- 7.2 For all matches if, due to the suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allocated (minimum 5 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised method being calculated by the Duckworth/Lewis method (version of DL shall be prescribed by the competition organiser. If no agreement, Play-Cricket Scorer/PCS Pro should be used). A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled then the scores are tied.
- 7.3 For all matches, if a match is abandoned before it had been played to a conclusion and before the team batting second has received its allocated number of overs (providing that it has received not less than 5 overs), the result shall be decided by the Duckworth/Lewis method.
- 7.4 In the event of the scores being tied in a match when the Duckworth/Lewis method has been used, no account shall be taken of wickets lost and a One Over Per Side Eliminator shall be used to find a winner.

## **8 One Over Per Side Eliminator**

- 8.1 The teams shall compete in a one over per side eliminator to determine the winner. The following procedure will apply should the provision for a one over per side eliminator be adopted in any match.
- 8.2 Subject to weather conditions the one over per side eliminator will take place at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- 8.3 The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority.

- 8.4 The umpires shall stand at the same end as that in which they finished the match.
- 8.5 In both innings of the one over per side eliminator, the fielding side shall choose from which end to bowl.
- 8.6 Only nominated players in the main match may participate in the one over per side eliminator. Should any player (including the batters and bowler) be unable to continue to participate in the one over per side eliminator due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the one over per side eliminator.
- 8.7 Any penance time being served in the main match shall be carried forward to the one over per side eliminator.
- 8.8 Each team's over is played with the same fielding restrictions as apply for a non-Field Restriction Over in a normal match.
- 8.9 The team batting second in the match will bat first in the one over eliminator.
- 8.10 The Umpires shall select a ball from the box of spare balls which shall be used for both overs of the one over per side eliminator. The ball to be used shall not be a new ball.
- 8.11 The loss of two wickets in the over ends the team's one over innings.
- 8.12 In the event of the teams having the same score after the one over per side eliminator has been completed, the team whose batters hit the most number of boundaries in the One Over Per Side Eliminator shall be the winner.

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

Examples:

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

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

- 8.14 If still equal, then another one over per side eliminator shall be played.

## 9 Wide Ball - Judging a Wide

- 9.1 In Under 15 T20 matches:  
Umpires are instructed to apply the Laws of Cricket when bowling wide of the wicket.

Any offside or legside delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a wide.

9.2 In Under 17 T20 matches:

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.

Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. For guidance purposes, a legside wide should be called if a ball passes on the legside outside the pads of the batsman standing in a normal guard position.

## 10 No Ball

10.1 Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:

10.1.1 Regardless of how wide of the striker a delivery is, there shall be no more than one delivery per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.

10.1.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batsmen at the wicket when a delivery within the limit in 10.1.1 has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

10.1.3 If a short pitched delivery either:

10.1.3.1 Passes or would have passed clearly over head height of the striker standing upright at the popping crease, and in the umpire's opinion so prevents him from being able to hit it with his bat by means of a normal cricket stroke or;

10.1.3.2 Passes or would have passed clearly over shoulder height of the striker standing upright at the popping crease, and in the umpire's opinion he is able to hit it with his bat by means of a normal cricket stroke or;



- 10.1.3.3 Passes clearly over shoulder height of the striker standing upright at the popping crease and wide of the striker so that in the umpire's opinion he is unable to hit it with his bat by means of a normal cricket stroke and, although not necessarily threatening physical injury, is deemed dangerous in accordance with Law 41.6.1, it shall be considered as part of the warning sequence in Laws 41.6.3 and 41.6.4.
  - 10.1.3.4 A delivery as described in 10.1.3.1 shall be called No ball in accordance with Law 21.10.
  - 10.1.3.5 A delivery as described in 10.1.3.3, if not a No ball, shall be called and signalled wide. (Refer Law 22).
  - 10.1.3.6 Law 41.6.5 shall not apply. Any warnings applied in Law 41.6.3 shall be added to any warnings applied in Law 41.7 and action taken according to Law 41.6.4.
- 10.2 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply with the following amendment:
- 10.2.1 Law 41.7.5 shall not apply. Any warnings applied in Law 41.7 shall be added to any warnings applied in Law 41.6.3 and action taken according to Law 41.7.4.
- 10.3 Free Hit after a No Ball
- 10.3.1 The delivery following a no ball shall be a free hit for whichever batsman is facing it.  
Note: this applies to all modes of No ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease.
  - 10.3.2 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery shall become a free hit for whichever batsman is facing it.
  - 10.3.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

- 10.3.4 Field changes are not permitted for free hit deliveries unless there is a change of striker or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.
- 10.3.5 The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.