

# Specsavers Under 17 County Championship – A Division Three-Day Competition

## Competition Rules

### 1 Title

The title of the competition shall be the Specsavers Under 17 County Championship.

### 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.
- 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 The competition will be organised in four geographical areas. The winners of each A Division will play off against the winners of the other A Division in their region, 2A v 1A and 4A v 3A and the winner of these two matches will meet in a Final to decide the overall Champion County.

There will be no other playoff matches at the conclusion of the season.

- 4.2 Fixture dates will be circulated by the ECB Competitions Department, these dates can be changed by mutual agreement except for the last set of Divisional fixtures and the Semi Final matches which cannot be moved.

The dates, fixtures and venues shall be notified to the ECB Competitions Department by 14th February. Fixtures may only be changed after this time by mutual consent by the Counties concerned, must be played within the time scale for the Divisional matches laid down and must be sanctioned by the ECB Competitions Department. Fixtures cannot be re-arranged after the first match in the Division has been played. Fixtures cannot be re-arranged if the originally scheduled fixture is abandoned even if no play has taken place.

- 4.3 The Final shall be played on the dates and at a venue laid down by the ECB Competitions Department.

## **5 Qualification of Players**

Please refer to Generic Rule 3.4 (Qualification for Competitive County Cricket and Qualification Criteria for Junior Cricketers).

- 5.1 Players from the Channel Islands shall be eligible to play for any County in the Competition provided that they only represent one County in the Competition in any one season.
- 5.2 Up to three Under 18 players for each match will be permitted for all group stage and knockout matches for the 2018 season.

## **6 Cricket Balls**

- 6.1 The ECB will supply new Dukes Crown Special County “A” cricket balls with seams conforming to the specifications laid down by the ECB. The Home County will be responsible for supplying enough spare balls of equal standard. A new ball must be used at the start of each innings.

- 6.2 The captain of the fielding side shall have the choice of taking a new ball after 80 overs have been bowled with the old one.

## 7 Helmets & Faceguards

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

## 8 Umpires

Umpires for all matches will be appointed by the ECB Competitions Department.

## 9 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.

## 10 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.

## 11 Match Results

It is the responsibility of the HOME side to enter the result and full scorecard details onto the appropriate site on play-cricket.com within 24 hours of the match being completed. The AWAY side should confirm that the summary result has been correctly entered within the next 24 hours. Both sides must ensure that their squad details have been entered into play-cricket.com prior to each match they play.

It is the responsibility of both teams to ensure that the correct number of bonus points are awarded to both sides and included on the Play-Cricket website.

## **12 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.

## **13 Coaching**

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.

The above does not apply to coaches during drinks intervals.

## **14 Guidelines for the Modus Operandi of Match Referees**

A Match Referee may be appointed to a specific match at any stage during the season. This will help to avoid potentially damaging speculation relating to games where both teams could achieve their immediate goals through the result of the match.

The Match Referee will:

- Conduct a meeting with the umpires and captains before the start of the match
- Have the power to liaise with umpires and captains at any stage
- Only intervene if he feels that practices in the match are unacceptable
- Ensure that the Captains inform him of any agreements that have been reached between them

If the Match Referee feels that the match is being conducted in an unacceptable manner, then he will raise his concerns with the Captain(s) and issue a formal warning. The Match Referee will inform the ECB Competitions Department at the earliest opportunity of any warnings issued. If, in the Match Referee's judgement the match continues to be conducted in an unacceptable manner, he will again call the ECB Competitions Department who will organise for the Head of Non First Class Cricket or the Competitions Manager or another accredited Match Referee to join the Referee at the match in question. The Match Referee will conduct a two-man hearing at the earliest opportunity after the end of the match.

The following will be interviewed at the hearing

- The Umpires
- The Captains of each team
- Anyone else deemed to have information relevant to the situation

At the end of the interview process, the Match Referee will ask the Executives (or their nominee) to confirm that they are happy that all relevant evidence has been gathered, and that the hearing has been conducted in a fair manner. The Match Referee will contact the Chairman of the Cricket Committee and / or the ECB Chief Executive before announcing whether the sanction outlined below will be imposed.

For all other matches when Match Referees have not been appointed, the ECB Competitions Department, with the approval of the Chairman of Cricket Committee or the ECB Chief Executive, will have the authority to appoint a two-man panel to conduct a post match 'hearing'. (The two-man Panel to consist of at least one appointed Match Referee with the Head of Operations (First-Class Cricket) and the umpires and Match Operations Manager able to serve on the Panel). With no Match Referee appointed prior to the start of the match there will be no provision for a formal warning to be issued.

If in any match the conduct of one or both teams is found to have been unacceptable, then any points gained by the team(s) in the match (or matches if there was a cross-competition agreement) will be declared to be null and void.

The above penalty is imposed under the procedures agreed by ECB's First Class Forum in December 1999.

A County has the right to appeal against the decision of the hearing. Any appeal must be communicated to the Head of Operations (First-Class Cricket) or umpires and Match Operations Manager within 24 hours of the hearing's decision. A bond in respect of the appeal will be placed via ECB having the right to deduct an amount up to £5000 from future distributions to the County in question. The bond or any part of it may be retained by the Appeal Panel at its discretion whether the appeal is successful or not. The Chairman of the Cricket Committee will be requested to convene an Appeal Panel comprising two of his nominees and the Chairman of the Discipline Committee or his nominee who will chair the Appeal Panel. The Appeal Panel will hear the appeal as soon as possible. The decision of the Appeal Panel will be made as soon as possible after the appeal hearing and will be communicated to the home Chief Executive/Secretary at the earliest opportunity. The decision of the Appeal Panel will be final and binding.

# Playing Conditions

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

## 1 Hours of Play

- 1.1 All matches shall be of three days duration and normal timings will be:

### 1st & 2nd days

Start 11:00am, Lunch 1:15pm to 1:55pm, Tea 4:10pm to 4:30pm, Close of Play 6:30pm

### 3rd day

Start 11:00am, Lunch 1:00pm to 1:40pm, Team 3:40pm to 4:00pm, Close of Play 6:00pm.

Play shall normally commence at 11.00am on each day unless otherwise agreed by the two teams who can delay the start up to 12.30pm. In this case all subsequent timings will be moved on as appropriate (i.e. for an uninterrupted game starting at 11.30pm, lunch will normally be at 1.45pm, tea at 4.40pm and Close of Play at 7.00pm).

- 1.2 Lunch may be varied if, owing to the weather or state of the ground, an alteration has been agreed upon by the captains or ordered by the umpires.
- 1.3 In a match where play is delayed or suspended, the tea interval may be altered or waived altogether with the agreement of both captains.
- 1.4 The Scheduled Close of Play on each day shall be 6.30pm. The playing time on each day shall be extended by the amount of time lost on that day (this does not include any playing time lost in the final hour of the match on the 3rd day) up to a maximum of 1 hour.

- 1.5 On the last day there will be a minimum of 80 overs (or 16 overs per hour) for playing time other than the last hour. If any of the minimum of 80 overs, or as recalculated, have not been bowled when one hour of scheduled playing time remains, the last hour of the match shall be the hour immediately following the completion of those overs. Law 12.6 and 12.7 will apply except that a minimum of 17 six ball overs shall be bowled in the last hour, and all calculations with regard to suspensions of play or the start of a new innings shall be based on one over for each full 3 minutes 45 seconds.
- 1.6 If however both captains (the batsmen at the wicket may act for their captain) accept that there is no prospect of either side achieving a victory, they may agree to finish the match at any time after the time for the commencement of the last hour has been reached (regardless of the number of overs remaining to be bowled).
- 1.7 In the event of play being delayed or interrupted on the first and/or second day for any reason other than normal intervals or one or more changes of innings, the umpires will not deduct any overs from the day's minimum requirement until an hour or more has been lost.

After that the number of overs will be reduced by one over for each 3 minutes 45 seconds or part thereof of the aggregate playing time lost. When extra time is played in these circumstances, play shall cease when the minimum number of overs for the day have been bowled.

Calculations for time lost can include 2 minutes for each drinks interval up to a maximum of 6 minutes per day – any additional time taken for drinks intervals will be part of 'playing time' and therefore at the expense of the bowling side's over rate.

## **2 Divisional, Semi Final and Final Matches**

### **2.1 Duration of Innings**

- 2.1.1 In an uninterrupted match: There will be 104 overs bowled in a day. The required over rate shall be 16 an



hour (one over per 3 minutes 45 seconds approximately). Play will continue, subject to conditions of light, ground and weather, beyond the scheduled Close of Play until the allocated number of overs have been bowled for that day. There will be no reduction in overs for a change of innings.

- 2.1.2 For innings of more than 3 hours duration, over rate penalties will apply (subject to 2.2.5):

<16 >15 overs per hour - 1 point penalty

<15 >14 overs per hour - 2 points etc.

- 2.1.3 In matches where the start is delayed or play suspended:-

If less than a total of an hour's play is lost on either day the minimum requirement of 104 overs in a day shall remain. Once a total of an hour's play has been lost one over per 3 minutes 45 seconds lost will be deducted from the day's minimum allocation of overs (see 1.4).

- 2.1.4 The follow-on figure for this 3-day cricket will be 150 runs.

- 2.1.5 For the Semi Finals and Final a team may only bat for a maximum of 104 overs or (in a rain effected match) no more than 50% of the total number of overs available, whichever is the fewest, in their first innings. i.e. in a rain effected match where 250 overs in total remain, 104 overs will be the maximum. In a rain effected match where 150 overs in total remain, 50% will be used and therefore 75 overs will be the maximum.

## 2.2 The Result

- 2.2.1 For a win, 16 points, plus any points scored in the first innings.

- 2.2.2 In a tie, each side to score 8 points, plus any points scored in the first innings.

- 2.2.3 In a drawn match, each side to score 5 points, plus any points scored in the first innings.

2.2.4 If the scores are equal in a drawn match, the side batting in the fourth innings to score 8 points, plus any points scored in the first innings and the opposing side to score 5 points plus any points scored in the first innings.

2.2.5 First Innings Points (awarded only for performances in the first 100 overs of each first innings and retained whatever the result of the match).

2.2.5.1 A maximum of four batting points to be available as under:

150 to 199 runs ..... 1 point

200 to 249 runs ..... 2 points

250 to 299 runs ..... 3 points

300 runs or over ..... 4 points

2.2.5.2 A maximum of four bowling points to be available as under:

3 to 4 wickets taken ..... 1 point

5 to 6 wickets taken ..... 2 points

7 to 8 wickets taken ..... 3 points

9 to 10 wickets taken ..... 4 points

2.2.6 If a match is abandoned without a ball being bowled, each side to score 5 points.

2.2.7 For the Semi Finals and Final, if the match is drawn:

2.2.7.1 The side that achieves a first innings lead will be the winner.

2.2.7.2 If the match is reduced to one-day, the winner of the match under Regulation 4 will be declared the winner.

2.2.7.3 In the event of a result not being achieved in 2.2.7.1 or 2.2.7.2, there will be a bowl out (outdoors or indoors) under the supervision of the umpires.

2.2.7.4 If circumstances make a bowl out impossible, the match shall be decided by the toss of a coin.

### 2.3 Number of Overs per Bowler

The ECB Fast Bowling Directives will apply to all matches in this Competition.

#### 2.3.1 Maximum Number of Overs to be Bowled in a Day

No bowler shall bowl more than 30 overs in any one day's play.

### 2.4 Intervals for Drinks

One interval for drinks per session will be taken after 17 overs of the session unless a wicket falls in the 17th over, in which case the interval will be taken immediately. If the second innings has commenced before the scheduled interval there will only be one drinks interval which will be taken at the end of the over when half of the overs remaining to be bowled after the scheduled interval have been completed.

An individual player may be given a drink either on the boundary edge or, at the fall of a wicket, on the field providing that no playing time is wasted. No other drinks shall be taken on to the field without the permission of the umpires except that under conditions of extreme heat the umpires may permit extra intervals for drinks. Any player taking drinks on to the field shall be dressed in proper cricket attire.

## 3 Divisional Placings

Points shall be awarded in accordance with 2.2 above. The following shall determine the positions in each Division:

- 3.1 The side gaining the most number of points shall be the winner.
- 3.2 If two or more counties have the same number of points, their positions in the Divisional table shall be based on

the result of the matches between them, the one gaining most points in these matches being placed higher. If the points are equal then the team with the highest net run-rate shall be placed higher.

- 3.3 In the event of the sides still being equal, then a toss of a coin shall determine the positions.

## 4 One-Day Regulations

To apply when No Play is possible on the Day 1 and 2 of an Under 17 Divisional Match

### 4.1 Hours of Play

Start 11.00am .....Lunch 1.20pm

Resume 2.00pm .....Tea 4.30pm

Resume 4.50pm .....Close of Play 7.10pm

### 4.2 Overs

120 overs minimum requirement for the day.

Play will finish at 7.10pm or when the overs for the day have been bowled, whichever is the later.

The required over-rate is 17 overs an hour with one over deducted for each full 3 minutes 30 seconds playing time lost.

No overs should be deducted for the 10 minutes between innings as this is built into the Hours of Play (above).

Each team shall bat for 60 overs unless all out earlier. The object in matches where the start is delayed or play is suspended shall always be to re-arrange the number of overs so that both teams have the opportunity of batting for the same number of overs. If the team batting first is all out before their allocated overs, the unused overs are not added to the innings of the team batting second.

### 4.3 Bowlers

4.3.1 Where possible, the number of overs bowled by each individual bowler shall be indicated on the scoreboard from the commencement of an innings.

4.3.2 The ECB Fast Bowling Directives will apply.

### 4.4 Result

Winning team .....10 points

(in matches of 80 or more overs)

In matches of less than 80 overs .....8 points

Tie .....5 points

Losing team .....0 points

Draw/Abandoned Games.....3 points

If a match finishes with the scores level, the side batting second score 5 points plus bonus points, and the opposing side score 3 points plus bonus points.

### 4.5 Bonus Points

1 for reaching 100, 150, 200, 250 runs (available for the 1st 60 overs or 50% of the available overs).

1 for taking 3, 5, 7, 9 (or all available if less than 9) wickets (available throughout the innings).

### 4.6 Delayed Start

When the match does not commence until there are 80 overs or less remaining, the match will become a limited over contest with the aim for the two sides to bat for the same number of overs. No additional fielding restrictions will apply but the bowlers are limited to one-fifth of the overs, rounded-up as necessary.

Bonus points will still be available as outlined above.

The side batting second must face at least 20 overs to constitute a match.

## 4.7 Wide Ball - Judging a Wide

Delayed Start Matches only

In addition to Law 22 the following will apply:

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, in adult cricket 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.

## 4.8 No Ball - Delayed Start Matches

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

- 4.8.1 Regardless of how wide of the striker a delivery is, there shall be no more than two deliveries per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.
- 4.8.2 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 4.8.1 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.
- 4.8.3 If a short pitched delivery either:
  - 4.8.3.1 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;

- 4.8.3.2 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;
- 4.8.3.3 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.
- 4.8.4 A delivery as described in 4.8.3.1 shall be called No ball in accordance with Law 21.10.
- 4.8.5 A delivery as described in 4.8.3.3, if not a No ball, shall be called and signalled wide. (Refer Law 22).
- 4.8.6 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.
- 4.8.7 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply with the following amendment:
- 4.8.7.1 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.

## 5 General Provisions

### 5.1 Junior Fielding Restrictions

- 5.1.1 No young player in the Under 15 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the batsman's position on the popping crease on a middle stump line, except behind the wicket on the off side, until the batsman has played at the ball. A fielder shall be allowed to move into the restricted area to make

a catch or field the ball provided that they were outside the area when the stroke was made.

- 5.1.2 For players in the Under 13 age group and below the distance is 11 yards (10 metres).
- 5.1.3 These minimum distances apply even if the player is wearing a helmet.
- 5.1.4 Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.
- 5.1.5 In addition any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet when fielding within 8 yards (7.3 metres) from the batsman's position on the popping crease on a middle stump line, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

## 5.2 Mode of Delivery

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

- 5.2.1 Regardless of how wide of the striker a delivery is, there shall be no more than two deliveries per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.
- 5.2.2 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 5.2.1 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.
- 5.2.3 If a short pitched delivery either:
  - 5.2.3.1 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;

- 5.2.3.2 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;
- 5.2.3.3 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.
- 5.2.4 A delivery as described in 5.2.3.1 shall be called No ball in accordance with Law 21.10.
- 5.2.5 A delivery as described in 5.2.3.3, if not a No ball, shall be called and signalled wide. (Refer Law 22).
- 5.2.6 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.
- 5.2.7 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply with the following amendment:
- 5.2.7.1 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.

## 5.3 Number of Players

- 5.3.1 Each team can consist of up to 12 players. No more than 11 players can bat or be on the field at any time. All players must be nominated to the umpires in writing before the toss is made. There is no requirement to

nominate which 11 players will bat. Any replacement/substitution of a member of the fielding side can only be made with the approval of the umpires and only at the end of an over, the fall of a wicket or during an interval. Once a player has taken the field he can play a full part in the match, subject to the provisions of Law 17.6 (Bowler changing ends).

- 5.3.2 If more than one player is called up to a Higher Level cricket match i.e. 2nd XI, during a match, a County may call up a replacement player for the match subject to the approval of the appropriate Regional Performance Manager for that County. Any replacement player may be permitted to bat and bowl in that match. If the called up player was batting at the time he is required to leave the match he shall retire 'not out' and his replacement may be permitted to bat later in the innings.

## 5.4 Covering of the Pitch

- 5.4.1 The pitch and run-ups must be covered as below except in exceptional circumstances, which must be notified to the umpires, the opposing team and the ECB Competitions Department.
- 5.4.2 The whole pitch, plus ten yards behind the stumps at each end, shall be covered as follows:
- 5.4.3 The night before the match and, if necessary, until the first ball is bowled, and whenever necessary at any time prior to that during the preparation of the pitch.
- 5.4.4 At any time when play is suspended due to rain or conditions of light during the hours of play, and on the night of the first day.
- 5.4.5 The covers to be a minimum of 12 feet wide.
- 5.4.6 Once play has ceased on the night of the first/second day no further activity or play is to be allowed on any part of the square until the match re-commences on the second/third morning except by players involved in the match as under the provisions of Law 26.1.