

Under 13 County Competition

Competition Rules

1 Title

The title of the Competition shall be the ECB Under 13 County Competition.

2 Management

Please refer to Generic Rule 1.

3 Entry

Please refer to Generic Rule 2.

4 Competition Structure

4.1 The Competition will be organised on a flexible Regional basis as decided by the ECB from time to time. There will be four Regions.

4.2 Fixture dates will be circulated by the ECB Competitions Department, these dates can be changed by mutual agreement so long as the new date is prior to that of the last round of matches scheduled in the Group stage.

The dates, fixtures and venues shall be notified to the ECB Competitions Department by 31 January. Fixtures may only be changed after this time by mutual consent by the Counties concerned and must be played within the time scale for the Regional Group matches laid down. Details must be notified to the ECB Competitions Department.

Matches cannot be re-arranged once the full list of fixtures has been notified to the ECB Competitions Department and to the Counties. In exceptional circumstances the ECB Competitions Department can sanction subsequent changes but only before the first match in the Competition is played. Fixtures cannot be re-arranged if the originally scheduled fixture is abandoned even if no play has taken place.

5 Qualification of Players

Please refer to Generic Rule 3.4 (Qualification Criteria for Junior Cricketers).

In addition:

- 5.1 A player may play for only one County in the Under 13 County Competition in any one season. If a County includes in their team a player who has played for another County, or for whom consent to play him has not been obtained, all points attained by that County in the match or matches shall be forfeit.
- 5.2 In the event of a dispute, the matter shall be referred to the ECB, whose decision shall be final.
- 5.3 Players from the Channel Islands shall be eligible to play for any County in the County Competition provided that they only represent one County in the Competition in any one season.

6 Cricket Balls

Please refer to Generic Rule 4.

7 Helmets & Faceguards

Please refer to Generic Rule 9.

8 Umpires

Please refer to Generic Rule 5.3.

9 Scorers

Please refer to Generic Rule 6.

10 Team Sheets

Please refer to Generic Rule 8.

11 Match Results

Please refer to Generic Rule 10.

In the event of the match being abandoned it is still the responsibility of the Home County to submit a result sheet and enter the fact on Play-Cricket.

12 Code of Conduct

Please refer to Generic Rule 11.

13 Coaching

Please refer to Generic Rule 12.

The above does not apply to coaches during drinks intervals.

Playing Conditions

The Laws of Cricket (2000 Code 4th Edition – 2010) shall apply with the following exceptions:-

1 Duration

All matches will consist of one innings per side, and each innings will be limited to 40 six-ball overs. A minimum of 20 overs per team will constitute a match (subject to the provisions of 9.1 below).

2 Hours of Play, Intervals and Minimum Overs in the Day

2.1 Scheduled Start and Cessation Times

The scheduled hours of play will be 10.45am to 5.00pm.

| | |
|---------------------|------------------|
| First Session..... | 10.45am - 1.30pm |
| Interval..... | 1.30pm - 2.15pm |
| Second Session..... | 2.15pm - 5.00pm |

It is recognised that in Group Matches the start time may be varied. All other times will be adjusted accordingly.

2.2 Sessions of Play and Interval between Innings

Provided that no time has been lost (see below) the interval will be of the agreed duration commencing at the end of the innings of the team batting first.

If the team batting first has completed its innings at least 30 minutes prior to the scheduled interval, a 10 minute break will occur. The team batting second will commence its innings and the interval will occur as scheduled.

Where the innings of the side batting first is delayed or interrupted, the umpires will reduce the length of the interval.

In the event of time being lost up to and including 60 minutes in aggregate, the length of the interval shall be reduced from 45 to 30 minutes. In the event of more than 60 minutes being lost in aggregate, the duration of the interval shall be determined by the umpires, subject to no interval being of more than 35 minutes duration or less than 10 minutes duration. In the event of disagreement, the interval shall be of 25 minutes duration.

2.3 Intervals for Drinks

Two intervals for drinks per innings will be taken after 14 and 28 overs of the innings unless a wicket falls in the 14th or 28th 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.

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

If the number of overs in an innings is reduced to 35 overs or less as a result of delays or interruptions there will only be one interval for drinks, which will normally be taken once half the scheduled number of overs in that innings have been completed.

If only one interval for drinks is taken, it shall not exceed 10 minutes in length.

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 Length of Innings

3.1 Uninterrupted Matches

(i.e. Matches which are neither delayed nor interrupted)

- (a) Each team shall bat for 40 (six ball) overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled. The interval shall be of the agreed duration commencing at the end of the innings of the team batting first.

Unless otherwise determined by the umpires, the innings of the team batting second shall be limited to the same number of overs that it bowled by the scheduled time for the cessation of the first session. The over in progress at the scheduled cessation time shall count as a complete over.

The umpires may increase the number of overs to be bowled by the team bowling second if they are of the opinion that events beyond the control of the team bowling first prevented that team from bowling the required number of overs by the scheduled time for the cessation of the first innings.

- (c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval.
- (d) If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs except as provided for in (c) above.

- (e) If the team fielding second fails to bowl 40 overs or the number of overs as provided for in (b), (c) or (d) above by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

3.2 Delayed or Interrupted Matches

3.2.1 General

Rearrangement of the number of overs may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason. The timing and duration of all suspensions of play (including all intervals) or delays during the match will be taken into account when calculating the length of time available for either innings.

- (a) The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed. A minimum of 20 overs must be bowled to the team batting second in order to constitute a match (subject to the provisions of 8.1 below).

The calculation of the number of overs to be bowled shall be based on a rate of 17 overs per hour in the total time available for play up to the scheduled close of play (normally 5.00pm). If a reduction in the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

- (b) If, owing to a delayed start to the second innings or a suspension of play during the second innings, there is insufficient time for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated as in 3.2.1 (a) above.

- (c) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.
- (d) The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less than the agreed number of overs.
- (e) Fractions are to be ignored in all calculations regarding the number of overs.

4 Number of Players

Each team can consist of up to 12 players. No more than 11 players can bat or be on the field at any time. All players must be nominated to the umpires in writing before the toss is made. There is no requirement to nominate which 11 players will bat. Any replacement /substitution of a member of the fielding side can only be made with the approval of the umpires and only at the end of an over, the fall of a wicket or during an interval. Once a player has taken the field he can play a full part in the match, subject to the provisions of Law 22.6 (Bowler changing ends).

5 Restrictions on the Placement of Fielders

Please refer to Generic Playing Condition 5 (Junior Fielding Restrictions).

Restrictions on the Placement of Fielders - with Inner Circles

- 5.1 Two semi-circles shall be drawn on the field of play.

The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25 yards (22.86metres). The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch.

The field restriction area should be marked by painted white 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

- 5.2 At the instant of delivery, there may not be more than five fielders on the leg side.
- 5.3 For the first 10 overs of each innings only two fielders are permitted to be outside the field restriction marking at the instant of delivery.
- 5.4 For the remaining overs of each innings only five fielders are permitted to be outside the field restriction marking at the instant of delivery.
- 5.5 Two inner circles shall be drawn on the field of the play. The circles shall have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles is 13 yards (12 metres). The field restriction area should be marked by 'dots'.

The segment of the circles reserved for the slip positions shall not be demarcated (the final mark of the 13 yards radius shall be on a line placed at an angle of 45 degrees, measured from the popping crease at a point level with the middle stump). In the first 10 overs there must be a minimum of two stationary fielders within the 13 yard field restriction of the striker at the instant of delivery. When a fast bowler is bowling the two stationary fielders may be permitted to stand deeper than 13 yards (in the un-demarcated area) provided only that they are standing in slip, leg slip or gully positions.

- 5.6 In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 5.3 and 5.5 above shall be reduced proportionately in a ratio of 1:4 in accordance with the table below. Fractions are to be ignored in all calculations regarding the number of overs.

Number of overs for which fielding restrictions in 5.3 and 5.5 above will apply:

40 overs a side

| Total overs in innings | Overs for which restrictions apply |
|-----------------------------------|---|
| 10 - 15 | 3 |
| 16 - 19 | 4 |
| 20 - 23 | 5 |
| 24 - 27 | 6 |
| 28 - 31 | 7 |
| 32 - 35 | 8 |
| 36 - 39 | 9 |
| 40 | 10 |

Where the number of overs for the team batting second is reduced, the aim will be to maintain the restrictions in 5.3 and 5.5 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

- 5.7 In the event of an infringement of any of the above fielding restrictions, the umpire at the striker's end shall call and signal 'No Ball'.

6 Number of Overs Per Bowler

Please refer to Generic Playing Condition 1.
The ECB Fast Bowling Directives will apply to all matches in this Competition. Please refer to Generic Playing Condition 2.

7 Law 24 - No Ball

Short Pitched Bowling - if the ball, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease, either umpire shall call and signal 'No ball'. The penalty shall be one run for the No ball, plus any runs scored or awarded from that delivery.

8 Law 42.6 – Dangerous and Unfair Bowling

- 8.1 Law 42.6 (b) Bowling of high full pitched balls, to be amended to read as follows:

Any high full pitched ball (regardless of its pace) which passes or would have passed above waist height of the striker standing upright at the crease shall be called and signalled No ball by the umpire at the bowler's end.

In addition, if the high full pitched ball is fast, it shall be deemed dangerous and unfair and the umpire at the bowler's end, in addition to the call and signal of No ball, will adopt the procedures of Law 42.7.

- 8.2 Law 42.7 – Dangerous and Unfair Bowling - action by the umpire. Law 42.7 applies except that the reference to Law 42.6 is the amended Law 42.6 as above.

9 Law 25 – Wide Bowling – Judging a Wide

Please refer to Generic Playing Condition 7.

10 The Result

- 10.1 A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

All matches in which both teams have not had the opportunity of batting for a minimum of 20 overs (subject to the provisions of this clause) shall be declared 'No Result'.

- 10.2 Where the maximum number of overs available to both sides remains unaltered once play has commenced, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a Tie and no account shall be taken of the number of wickets which have fallen.

10.3 If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out nor has passed its opponent's score, the following shall apply:-

- (a) If the match is abandoned before the Close of Play, the result shall be decided on the average run-rate throughout the innings.
- (b) If, due to suspension of play, the number of overs in the innings of the side batting second has to be revised, their target score shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the side batting first. If the target involves a fraction of a run, the final scores cannot be equal and the result cannot be a Tie.
- (c) In the event of the team batting first being all out in less than their full quota of overs, the calculation of their average run-rate shall be based on the full quota of overs to which they would have been entitled and not on the number of overs in which they were dismissed.

11 Points

11.1 The following points system will apply:

| | |
|-----------------------|---|
| Win..... | 2 |
| Tie or No Result..... | 1 |
| Loss..... | 0 |

11.2 Group Matches

In the event of teams finishing on equal points in any Group, the final positions in the table will 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 played between those teams will be placed in the higher position.

- (b) If still equal, the team with the higher net run rate in the Group Matches in which a result was achieved will be placed in the higher position (please refer to Generic Playing Condition 10 for the calculation of net run rate).
- (c) If still equal, the team with the higher number of wickets taken per balls bowled in the Group Matches in which a result was achieved will be placed in the higher position.
- (d) In the highly unlikely event that teams cannot be separated by (a) to (c) above then the teams will finish in equal positions.

