

ECB Physical and Learning Disability County Championship

Match Day Requirements

Ground Preparation

- 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.
- 1.2 If a white line is used, markers should also be provided.
- 1.3 Sightscreens should be aligned, and in accordance with the new laws be outside the boundary.
- 1.4 On grounds where it is not possible to place a sightscreen outside the boundary, the rope, or white line should be placed inside the sightscreen, always leaving sufficient room for the screen to be moved for a bowler bowling over or round the wicket.
- 1.5 The score box should be clean, tidy and ready for use.
- 1.6 The pitch should be correctly marked in accordance with the Laws.

Facilities And Equipment

- 1.7 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.
- 1.8 A copy of the League Playing Rules (this handbook) should be available.

Before The Start

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

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. These guidelines are available to read from the ECB website and are detailed further on in this document.

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 breaks etc.

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

After The Match

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

- 2.0 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 07554 038726 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 40 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 TWO POINT PENALTY. A Phone message **MUST** be left even if the game has been cancelled, abandoned or re-arranged.
- 2.1 Result Sheets – It is the responsibility of the BOTH teams to ensure that the result sheet has been completed and SIGNED. It is the responsibility of the HOME team to

ensure that the result sheet has been posted in time to be received by the BACD by Friday following the match. The result sheet MUST be completed in its entirety. All players who have played must be listed, even if they did not bat or bowl.

A result sheet MUST also be completed even if a fixture had been cancelled, abandoned or even re-arranged from the published fixture date. A FIVE POINTS DEDUCTION to the HOME team will result if this does not happen.

2.3 The result sheet MUST contain the signature of BOTH Managers.

Under no circumstances will the BACD accept any other reporting media other than the result sheet, from the HOME team, signed by both Managers. Until that has been received, the result, points awarded and league tables will remain unaffected.

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.

Rules of The ECB / BACD County Competition

Introduction

The competition will be split into two leagues; the rules for each will be exactly the same other than the specification of the ball. One league will play with a standard leather cricket ball and will be divided into two divisions. The other league using the "Incrediball" will also be divided into two divisions.

In both leagues all sides will play 6 games per county as stipulated on the fixture sheets. The two semi-finals and a Final will be played. The semi-finals will be between the top team in their respective division against the runner-up in the other division.

Qualifications

2.4 All county teams must play under the banner of their County Boards. Each County Team **MUST** have the following structure in place in order to compete in the Championship. It is strongly recommended that each Team should have a Team Manager. The Team Manager must be made known to the BACD and will become the main point of contact for that team by the BACD. The Team Manager must be in possession of a current CRB Certificate.

2.5 It is also strongly recommended that each team have, as a minimum, a level 2 qualified coach, who is responsible for coaching the county squad. Assistant coaches are also advisable and should be a minimum of UKCC Level 1 qualified. You will be required to inform the BACD of your coaches on the affiliation form, along with the coaches' qualification certificate number and their CRB Certificate numbers. All coaches need to be members of the ECB Coaches Association.

There is no reason why the Team Manager and Coach could not be the same person.

Each team should also have a dedicated scorer. Failure to provide a scorer will result in a TWO POINT PENALTY.

- 2.6 Each County game MUST be officiated by ACO member umpires via your county board. The umpire's names need to be recorded on the result sheet. Failure to use ACO umpires will result in a THREE POINT PENALTY per missing umpire for the HOME team.
- 2.7 All counties must be affiliated to BACD by 1st January of each year.
- 2.8 BACD will be responsible for the running and organisation of the competition. In the event of any dispute, contravention of playing conditions, misconduct of players or officials or other matter relating to the competition, ultimate authority will rest with BACD through its Tournaments & Rules Committee.
- 2.9 Players with a physical disability must meet the DSE (Disability Sport England) minimum classification for Paralympics sport.
- 3.0 Players with a learning disability must be able to demonstrate that they have a Statement of Special Educational Need or other such documentation that states that they have an intellectual impairment.
- 3.1 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.
- 3.2 Players may transfer to other counties, however, they must complete the player transfer form (available on the BACD website) and they must meet the criteria for transfer contained within the form. In essence a player may only transfer during the closed season.

The BACD will provide sufficient match balls to the home teams. A new ball should be used at the commencement of each innings. Counties should ensure that they have a sufficient number of spare balls available, should the need arise.

Player Registrations

- 3.3 In all cases Managers must register players in their squad on or before the 30th April as either Hardball or Incrediball league players. Additional individual registrations can be accepted after that date but must be advised to BACD Tournament Sub Committee by 10am of the Wednesday before the match that the player is expecting to play in. All players MUST have BACD generated registration numbers.
- 3.4 Player registrations will not be accepted after the 1st August each season.
- 3.5 To allow some flexibility, players from the Incrediball league may play up to two games in the Hardball league before making themselves ineligible for further selection in an Incrediball side.
- 3.6 Hardball players can only play one game in the Incrediball league and no Incrediball team can contain more than two Hardball registered players at any one time. All disputes with regard to the qualification of players in the competition must be taken up with the BACD Tournaments & Rules committee. Any county found playing an ineligible player will lose all points gained in the offending match.

How To Register Players

To register a player, email the player's name, address, postcode, date of birth, telephone number and the player's profile number (as a minimum) to richard.hill@ecb.co.uk. In return, you will receive a new registration number for the player.

Appeal Procedure For Player Eligibility

- 3.7 County Managers are at liberty to appeal to the BACD regarding the eligibility of players based on the legitimacy of a player's disability. This must be done IN WRITING to the BACD County Championship Manager (address at the rear of this handbook) within SEVEN days of a fixture where the player last played.

- 3.8 Should such an appeal be lodged for a player classification issue, the player must be willing to undergo a fully BACD costed profile review with a BACD appointed professional profiler, whose decision will be final. Should the review fall in favour of the player (which may result in a re-classification that falls within the scope of the rules), then the player will be able to continue to play, however, should the review not fall in favour of the player, then he will not be able to play in the future in the county championship.
- 3.9 Any points gained by a county where the player has played during the season and where he /she have been found not to be eligible, those points will be deducted.

Format Of Matches

- 4.0 Games will be 11-a-side, although teams will be allowed up to 3 substitutes. The substitutes must be registered players and must fall within the rule that applies to hardball /incrediball registered players. In other words no more than 2 hardball players will be accepted in the 'squad' of 14 (11 players and 3 subs). Games should also be played on fully prepared grass pitches. Counties are encouraged to use the best available facilities that they can, as these are county fixtures. Consideration should always be given to appropriate facilities for the various disabilities that will need to use them.
- 4.1 Matches will be played to a maximum of 40 6-ball overs per side duration with no bowler permitted to bowl more than 8 overs or 20% of the total overs. Games affected by adverse weather conditions shall be deemed to have been completed, so long as each side has bowled a minimum of 15 overs. In matches where the start is delayed or play is interrupted by rain and the side batting second has not had the opportunity to receive the legislated number of overs - then the result shall be decided on the higher average run rate throughout the innings, provided that the second side batting has received at least 15 overs.

- 4.2 All games will be played with the specified competition ball, pitches will be 22 yards long and boundaries a maximum of 50 yards. Each innings will commence with a new ball. Tea will be taken between innings and the interval should not exceed 30 minutes.

Playing Regulations

With the following exceptions all County Championship matches will be played in accordance with the current M.C.C laws.

- 4.3 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. Teams will be made up of eleven players and not more than three substitutes.
- 4.4 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.
- 4.5 With regard to 'Law 42 Fair and Unfair Play' penalty runs will not apply.
- 4.6 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.
- 4.7 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'.
- 4.8 When fielding, wheelchairs and walking aids may be used to field the ball without penalty under 'Law 41 Illegal Fielding'.
- 4.9 A ball struck by the batsman which 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.

- 5.0 All players under the age of 18 MUST wear a helmet with a face guard when batting or when standing up when keeping wicket. Parental consent not to do so will not be accepted by the BACD and counties MUST enforce this rule without exception. This rule applies to both hardball and incrediball.

League Tables and Points System

- 5.1 The League tables will be made up of Regional Divisions and there will be Hardball and Incrediball Leagues.
- 5.2 The points systems for both leagues will be the same.
- 5.3 Points will be awarded as follows:
- The team that wins the match: 25 points
- The losing Team only, will gain bonus points as follows:
- 1 point for scoring 50 runs and one further point for each 25 runs scored up to a maximum of 150 runs (5 points)
- 1 point for every two wickets taken up to a maximum of 5 points (10 wickets taken)
- 5.4 Abandoned games will attract 6 points for each team and any bonus points accrued at the time of abandonment.
- 5.5 Cancelled games due to weather, where there has been no start 6 points each team
- 5.6 Cancelled games where a team are unable to fulfil the fixture – offending team will receive a penalty of a 10 point deduction. Non Offending team will receive 25 points.

Penalties

Reporting

- 5.7 Failure to phone in the result within the deadline
2 POINTS for the home team
- 5.8 Failure to complete the result sheet correctly.....
5 POINTS for the home team
- 5.9 Failure to get the result sheet in time (by the Friday following the match).....
5 POINTS for the home team

Match

- 6.0 Not supplying a scorer
2 POINTS for the offending team
- 6.1 Not supplying umpires
3 POINTS (per umpire) for missing umpires
- 6.2 Non Fulfilment of Fixture
10 POINTS for the offending team
- 6.3 In-eligible Player (Not Registered).....
any points gained in such a game will be scrapped (both teams) – non offending team will receive 25 points – offending team will face a 10 POINT penalty
- 6.4 In-eligible Player (not disabled)
any points gained in such games where the offending player has played will be scrapped (both teams) – non offending team will receive 25 points – offending team will face a 10 POINT penalty retrospectively

Appeals

- 6.5 All of the above penalties are subject to appeal. Should a team or individual feel that their penalty is harsh can appeal, within SEVEN DAYS of the offence IN WRITING to the BACD County Championship Manager who will convene a BACD Disciplinary Sub Committee to deal with such matters.
- 6.6 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.