

National Club Championship Competition Rules

2

National Club Championship

1 Title

The title of the Competition shall be the ECB National Club Championship.

2 Management

Please refer to Generic Rule 1.

3 Entry

Entry to this competition is by invitation of the ECB. An enquiry and a submitted application to enter does not guarantee a place in the competition. Inclusion of clubs in this competition is at the sole discretion of the ECB.

All competing Cricket Clubs must be affiliated to the ECB through their County Board. The ECB shall determine the closing date for applications each year. All clubs shall make annual application to enter the competition on the official form supplied by the ECB.

4 Competition Structure

The Competition shall be organised on a knock-out basis with entries initially divided into sixteen Regional groups. The ECB shall be responsible for making the draw annually.

5 Qualification of Players

Please refer to Generic Rule 3.2 – Regulations governing the qualification of Cricketers for Competitive County Cricket and Generic Rule 3.6 – Club Qualifications.

If a player is registered for an ECB Premier League Club then he can only play for that club in the National Club Championship.

6 Cricket Balls

Please refer to Generic Rule 4.

For each match from the Regional Finals (4th Round) onwards two new Duke's County International cricket balls shall be provided by the ECB.

7 Clothing

Players in all National Club Championship matches will wear clothing and equipment that follow ECB guidelines and is predominantly white.

8 Umpires

The ECB shall be responsible for the appointment of umpires for all matches in the Competition. Appointed umpires will be full members of ECB Association of Cricket Officials where possible and have current CRB clearance. For the first three Rounds the Home Club will be responsible for payment to the umpires on the day of the match, at a rate set by the ECB, 50% of which can be reclaimed from the visiting club. ECB shall be responsible for payment for all matches from the 4th Round onwards.

All clubs must submit a report on the umpires for each match they play in the Competition, using the official ECB form. This must be emailed or posted to the ECB Competitions Department, Lord's Cricket Ground, London, NW8 8QZ on the day following the match.

9 Scorers

Please refer to Generic Rule 6.

10 Fixtures

With the exception of Round 1 and Round 2 matches which would ideally be played before the scheduled date matches must be played on the scheduled date. Matches can only be played on an alternative date if changed by mutual agreement of the clubs and the ECB, and must be within the time-scale for the Regional Rounds. Any rearrangement must be with the agreement of the ECB Competitions Department beforehand. Matches where no result can be achieved on the

scheduled date can be re-arranged to be played by the closing date for that Round.

Subject to the overriding discretion of ECB, matches for the 5th, Quarter-Final, and Semi-Final Rounds must be played on the scheduled dates laid down by the ECB, unless both sides mutually agree to play before the scheduled date and this decision is notified to the ECB Competitions Department. If no result is possible on the scheduled date for the first four Rounds, sides may agree to re-arrange their match providing it is played before the scheduled closing date for that Round. A reserve date is designated by the ECB for matches where no result is possible on the original scheduled date for the 5th, Quarter-Final and Semi-Final Rounds.

In the event of no decision being reached in the match because of inclement weather, inability to re-arrange a fixture before the deadline date, or for another reason, then in the last resort, the decision shall be made by the toss of a coin between the two captains when both captains are present. In the event of the captains not being able to be present, the tossing of the coin shall be referred to the ECB Competitions Department (It is suggested that rather than the tossing of a coin, Clubs should play a match for even a small number of overs, wherever possible, according to the time still available).

The captains shall agree before play begins what action shall be taken if a decision is not reached on that day.

11 Team Sheets

Please refer to Generic Rule 8.

12 Match Results

- 12.1 It is the responsibility of the WINNING 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 losing side should confirm that the summary result has been correctly entered. Both sides must ensure that their squad details have been entered into Play-Cricket prior to each match they play.

13 Helmets and/or Faceguards

Please refer to Generic Rule 9.

14 Code of Conduct

Please refer to Generic Rule 11.

Playing Conditions

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

2 Hours of Play and Interval

2.1 Hours of Play

Normal hours of play will be 1.00pm - 7.10pm (11.00am - 5.20pm for the Final). With the agreement of both captains this may be amended to 2.00pm - 8.10pm in which case Playing Condition 2.5. will not apply.

2.2 An interval of 30 minutes (40 minutes in the Final) will be taken at the conclusion of the innings of the team batting first (normally 3.50pm (1.50pm in the Final) in uninterrupted matches). The duration and time of the interval can be varied by the umpires in the case of an interrupted match or a match in which the start is delayed.

2.3 A scheduled cessation time for each innings shall be fixed prior to its commencement by applying the provisions of Playing Conditions 3.1.2 and 3.2.1.

2.4 Close of play shall normally be at 7.10pm (5.20pm in the Final), but play may continue after that time, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved. See Playing Condition 4 below.

2.5 Additional Hour

Subject to weather and light, in the event of play being suspended for any reason other than normal intervals, the playing time shall be extended by the amount of time lost up to a maximum of one hour. If the match starts at 2.00pm, this regulation will not apply. Otherwise, the captains may agree to dispense with this rule only by mutual consent. In such circumstances, the umpires must be notified before the start of the match.

3 Length of Innings

3.1 In Uninterrupted Matches:

- 3.1.1 Each team shall bat for 45 overs unless all out earlier.
- 3.1.2 All sides are expected to be in position to bowl the first ball of the last of their 45 overs within 2 hours 50 minutes playing time. If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled. Unless otherwise determined by the umpires, the team batting second shall only have available to it the number of overs that it bowled by the scheduled time for the cessation of the first innings. The over in progress at the scheduled cessation time shall count as a completed over. The interval shall be of the full 30 minutes duration and the innings of the team batting second shall commence thereafter. If the team fielding second fails to start its final allocated over by the scheduled time for the completion of the match it shall continue to bowl the full allocated number of overs but the batting side shall receive an additional 6 runs for each over not started at that time. If the penalty runs added under this provision take the team batting second beyond the total required for victory the game will be over at that point.
- 3.1.3 If the team batting first is all out, and the last wicket falls at or after the scheduled time for the commencement of the interval, the innings of the team batting second shall, subject to the discretion of the umpires as provided for in 3.1.2 above, be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval. The over in which the last wicket falls will count as a completed over.
- 3.1.4 If the team batting first is dismissed in less than 45 overs, the team batting second shall be entitled to bat for 45 overs, except as provided for in 3.1.3. above.
- 3.1.5 If the team bowling second fails to bowl 45 overs, or the rescheduled number of overs as provided for in 3.1.2. or

3.1.3. above by the scheduled time for the cessation of the second innings, the hours of play shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved.

3.2 In Delayed Start Matches:

- 3.2.1 The number of overs shall be arranged so that both teams have the opportunity of batting for the same number of overs (minimum 10 overs each team). A result can only be achieved in a match of less than 20 overs per side if both sides have the opportunity to bat for the full number of overs originally allocated. The calculation of the number of overs to be bowled shall be based on one over for each full 3.75 minutes (3 minutes 45 seconds) in the time remaining before close of play (normally 8.10pm - see 2.1. and 2.5 above).

As a guide the following table is published: Time for the interval must be allowed for in the calculation (see 2.2.).

Overs Remaining Calculation Chart

(1 over per 3 minutes 45 seconds)

| Playing Time Remaining | Total Overs to bowl |
|------------------------------|---------------------|
| 75 minutes..... | 20 |
| 82.5 minutes..... | 22 |
| 90 minutes..... | 24 |
| 97.5 minutes..... | 26 |
| 105 minutes..... | 28 |
| 112.5 minutes..... | 30 |
| 120 minutes..... | 32 |
| 127.5 minutes..... | 34 |
| 135 minutes..... | 36 |
| 142.5 minutes..... | 38 |

| | |
|--------------------|----|
| 150 minutes..... | 40 |
| 157.5 minutes..... | 42 |
| 165 minutes..... | 44 |
| 172.5 minutes..... | 46 |
| 180 minutes..... | 48 |
| 187.5 minutes..... | 50 |
| 195 minutes..... | 52 |
| 202.5 minutes..... | 54 |
| 210 minutes..... | 56 |
| 217.5 minutes..... | 58 |
| 225 minutes..... | 60 |
| 232.5 minutes..... | 62 |
| 240 minutes..... | 64 |
| 247.5 minutes..... | 66 |
| 255 minutes..... | 68 |
| 262.5 minutes..... | 70 |
| 270 minutes..... | 72 |
| 277.5 minutes..... | 74 |
| 285 minutes..... | 76 |
| 292.5 minutes..... | 78 |
| 300 minutes..... | 80 |
| 307.5 minutes..... | 82 |
| 315 minutes..... | 84 |
| 322.5 minutes..... | 86 |
| 330 minutes..... | 88 |
| 337.5 minutes..... | 90 |

- 3.2.2 A fixed time will be specified for the start of the interval as calculated by applying the provision in 3.2.1 above. In the event of the innings of the team batting first being completed prior to the scheduled time, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier (see below regarding delays or interruptions to the innings of the team batting second). If the team fielding first fails to bowl the required number of overs by the scheduled time, play shall continue until the required number of overs has been bowled and Playing Condition 3.1.4. shall apply. In all reduced overs matches the fielding team will be given one over's leeway in addition to any time that the umpires might allow for stoppages. The interval shall be of the duration determined by the umpires as in 2.2.
- 3.3 In matches where play is suspended after the match has started:
- 3.3.1 When play is suspended during the first innings, the object shall be to rearrange the number of overs so that both sides have the opportunity of batting for the same number of overs (minimum 20 overs each side). The calculation of overs shall be as in 3.2.1 above. The provisions in 3.2.2 above shall also apply.
- 3.3.2 If, owing to a delayed start to the second innings or a suspension in play during the second innings, there is insufficient time for the side batting second to face the same number of overs as the side batting first, then the number of overs to be bowled will be those that could be bowled by the scheduled close of play (see 2.1. and 2.5. above) assuming a rate of 16 overs per hour. The number of overs to be faced by the team batting second will never be increased after an interruption.
- 3.3.3 In the event of a suspension occurring in the middle of an over, the number of full overs to be bowled will be calculated, and any balls remaining to be bowled in the over during which play was suspended, will be added.

3.3.4 Where the match has started and, due to an interruption there is no longer the opportunity for both sides to face a minimum of 20 overs, if time allows, the original match will be abandoned and a new match of not less than 10 overs per side will commence. A result can only be achieved in a match of less than 20 overs per side if both sides have the opportunity to bat for the full number of overs originally allocated.

3.4 In all matches:

3.4.1 The umpires shall inform the fielding team captain, when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, of the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise (This matter will not be subject to retrospective negotiation). The umpires shall be responsible for calculating the revised number of overs to be played in the match and for notifying the decision immediately to all concerned.

In addition, in all reduced overs matches, the fielding team will be given one over's leeway.

3.4.2 The umpires shall have the discretion to increase the number of overs to be bowled by the team bowling second if both of them agree that events beyond the control of the team bowling first (including time-wasting by the team batting first) prevented that team from bowling the required number of overs by the scheduled time for the cessation of the first innings.

4 The Result

4.1 In an interrupted match where the number of overs has had to be reduced, a result can be achieved only if both teams have batted 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. There is provision for a result to be achieved in

an equal overs per side contest of a minimum of 10 overs per side as long as both teams have the opportunity to bat for the full number of overs originally allocated (see 3.2.1. and 3.3.4.).

- 4.2 When there is no interruption in the match and when both sides have had the opportunity, subject to the provisions in 3.1.2 above, of batting for the same agreed number of overs, the side scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be determined by the loss of wickets with the side losing the fewer number of wickets being declared the winner. If still equal, or if both sides were all out, the side with the higher score at the end of the completed penultimate over shall be the winner, and if still equal, at the end of the previous over, and so on until a winner can be decided.
- 4.3 If, due to 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 allotted (minimum 20 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. In Rounds 1 to 5, this will be calculated on the basis of average run-rate. For the Quarter-Finals onwards this revised target will be calculated by the Duckworth/Lewis method. With the Duckworth/Lewis method, an integral target will be set for the team batting second with one run less than this target resulting in a Tie (see 4.4. below).
- 4.3.1 If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 20 overs or reached their target as calculated by the relevant method within the set number of overs), the result shall be decided by average run-rate in the 1st to 5th Rounds inclusive and by the Duckworth/Lewis method from the Quarter-Finals onwards.

- 4.3.2 If it is not possible to obtain a result in the Final on the original scheduled date, ECB will make arrangements for the match to be re-staged.
- 4.4 In the event of a Tie when the Duckworth/Lewis method has been used, the match will be decided as outlined in 4.6.
- 4.5 If a result cannot be achieved based on 4.1, 4.2 or 4.3 above, the match shall be declared 'No Result'.
- 4.6 In the event of no result being obtained from the above and where there is no reserve date on which to play the game, a bowl-out (outdoors or indoors) will take place to achieve a result. Please refer to Generic Playing Condition 9.
- 4.7 If circumstances make the contest impossible, the match shall be decided by the toss of a coin.

5 Number of Overs per Bowler

Please refer to Generic Playing Condition 1.

6 ECB Fast Bowling Directives

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

7 Restrictions on the Placement of Fieldsmen

Please refer to Generic Playing Condition 4 – Restrictions on the Placement of Fieldsmen – with Inner Circles.

8 Law 14 - Declarations

Please refer to Generic Playing Condition 6.

9 Law 25 - Wide Ball - Judging a Wide

Please refer to Generic Playing Condition 7.

10 Law 40.2 - Wicket-Keeping Gloves

Please refer to Generic Playing Condition 8.

11 Law 42.6 Dangerous and Unfair Bowling

11.1 Law 42.6 (a)(i) Bowling of fast short-pitched balls, will apply.

11.1.1 Law 42.6 (a)(ii) is amended to read as follows :

- (a) Any delivery which, after pitching, passes clearly over head height of the striker standing upright at the 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, although not threatening physical injury, shall be considered as part of the repetition sequence in Law 42.6 (a)(i). The umpire shall call and signal No ball for each such delivery.
- (b) Any delivery which, after pitching, passes clearly over shoulder height of the striker standing upright at the crease, and in the umpire's opinion he is able to hit it with his bat by means of a normal cricket stroke shall, if applicable, be considered part of the repetition sequence in Law 42.6 (a)(i).
- (c) Any delivery which, after pitching, passes clearly over shoulder height of the striker standing upright at the 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 shall, although not threatening physical injury, be considered part of the repetition sequence in Law 42.6(a)(i) and, if not a No Ball, shall be called and signalled Wide. (Refer to Law 25).
- (d) A bowler shall be limited to a total of one delivery, as defined in paragraphs (a), (b) and (c) above, per over. The umpire will make it clear to the bowler and the batsmen at the wicket when a delivery within this limit has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion. In addition, the umpire will adopt the procedures of Law 42.7.

11.1.2 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.

11.1.3 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.