

## Under 17 County Championship Competition Rules

### 1 Title

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

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

4.1.1 All other teams will play off against the team finishing in the same respective position in the corresponding Division in their region, i.e. 2nd in 1A v 2nd in 2A etc. All teams in Division 2 will also play off against the corresponding team in the other Division in their region, 1B v 2B and 3B v 4B. Counties can withdraw from this fixture if they have informed the ECB Competitions Department in writing by 31st March.

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 Play-off matches which cannot be moved.**

The dates, fixtures and venues shall be notified to the ECB Competitions Department by 31st January. 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.

## **6 Cricket Balls**

- 6.1 The ECB will supply new Tiflex Grade 1 BSI approved 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**

Please refer to Generic Rule 9.

## **8 Umpires**

Please refer to Generic Rule 5.3

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

**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.

A result sheet must be submitted in the event of an abandoned match.

**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.

**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 (2000 Code 4th Edition – 2010) shall apply with the following exceptions:

### 1 Hours of Play

- 1.1 All matches shall be of two days duration and 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 1.30pm, tea at 4.10pm and Close of Play at 6.30pm).
- 1.2 Lunch will be taken from 1.00pm to 1.40pm. This 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 A Tea interval of 20 minutes shall be taken from 3.40pm to 4.00pm. 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 6.00pm. 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 2nd day) up to a maximum of 1 hour.

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.

Hours of Play - Regional Group Matches

- 1.5 Law 16.6 and 16.7 will apply except that a minimum of 17 six ball overs shall be bowled in the last hour of the match, on the 2nd day only, 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 30 seconds.

- 1.6 Play will continue until Close of Play on the 2nd day unless the first innings contest is completed at any time after the scheduled tea interval on the 2nd day, in which case the match may be terminated by mutual agreement of the captains.

## 2 Divisional Matches

### 2.1 Duration of Innings - Divisional Matches

- 2.1.1 In an uninterrupted match: There will be a minimum of 102 overs in a day. The required over rate shall be 17 an hour (one over per 3 minutes 30 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.

The side batting first will not be allowed to bat for more than 60% of the total overs available in the match (an absolute maximum of 122 overs) in its first innings.

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

<17 >16 overs per hour - 1 point penalty

<16 >15 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 102 overs in a day shall remain. Once a total of an hour's play has been lost one over per 3 minutes 30 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 2-day cricket will be 100 runs.

## 2.2 The Result

2.2.1 A match can be won 'on first innings' or 'outright' on second innings. The points system below places the main emphasis on winning on first innings but provides additional reward for an outright win.

2.2.2 Points Scoring System for Regional Group Matches

- **Outright Win (after being ahead on 1st innings)**  
15 points (plus bonus points)
- **Outright Win (after tying on 1st innings)**  
12 points (plus bonus points)
- **Outright Win (after being behind on 1st innings)**  
10 points (plus bonus points)
- **Outright Tie (after being ahead on 1st innings)**  
12 points (plus bonus points)
- **Outright Tie (after tying on 1st innings)**  
7.5 points (plus bonus points)
- **Outright Tie (after being behind on 1st innings)**  
3 points (plus bonus points)
- **Outright Loss (after being ahead on 1st innings)**  
5 points (plus bonus points)
- **Outright Loss (after tying on 1st innings)**  
3 points (plus bonus points)
- **Outright Loss (after being behind on 1st innings)**  
0 points (plus bonus points)
- **When the scores are level at the end of a two innings match**, the side batting in the fourth innings score 'outright tie' points.
- **Win on 1st innings**  
10 points (plus bonus points)
- **Tie on 1st innings**  
5 points (plus bonus points)

- **Draw/no result on 1st innings**  
3 points (plus bonus points)  
If less than 2 bonus points are gained, then the County shall receive 5 points in total.
- **Loss on 1st innings**  
0 points (plus bonus points)
- **When the scores are level at the end of a one innings match**, the side batting second score 5 points plus bonus points and the side batting first score 3 points plus bonus points.
- **Abandoned (where there is no play)**  
5 points

#### 2.2.3 Bonus Points for 1st Innings

- 1 batting bonus point (up to a maximum of 4) is awarded for scoring 150, 200, 250 and 300 runs during the first 102 overs (or 50% of the available overs in a restricted match).
- 1 bowling bonus point (up to a maximum of 4) is awarded for taking 3, 5, 7 and 9 (or all available if less than 9) wickets. These bonus points are available throughout the innings.

#### 2.2.4 Bonus Points for 2nd Innings in a Two Innings Match

- In the second innings, 1 batting bonus point is awarded for scoring 100, 150, 200 and 250 runs.
- 1 bowling bonus point is awarded for taking 3, 5, 7 and 9 (or all available if less than 9) wickets.

#### 2.2.5 Negative Points

A County cannot return a negative value in points in a match. In any such cases, the return will be 0 points.

#### 2.3 Number of Overs per Bowler

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

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

No bowler shall bowl more than 25 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.

These intervals for drinks shall not last longer than 30 minutes in total per day.

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 2.1.2/2.2.2/2.2.3/2.2.4/2.2.5 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.

For the calculation of net run-rate please refer to Generic Playing Condition 10.

- 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 First Day 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.

##### 4.3 Bowlers

Please refer to Generic Playing Condition 1.

- 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 Law 25.1 - Wide Ball - Judging a Wide**

Delayed Start Matches only

Please refer to Generic Playing Condition 7.

#### 4.8 Law 24 - No Ball - Delayed Start Matches

In addition to the normal provisions of Law 24 the following will apply in matches that become limited over matches as a result of a delayed start (see 4.6):

If the ball passes or would have passed above the shoulder height of the batsman standing upright at the crease the umpire at the bowler's end shall call and signal 'No Ball'.

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.

### 5 The Final

#### 5.1 Duration of Innings

The match will be played as a one innings per side limited overs contest with each team's innings limited to 100 overs unless all out earlier.

##### 5.1.1 In an uninterrupted match:

Each team shall bat for 100 overs unless all out earlier. The side bowling first shall complete their 100 overs by the scheduled Close of Play on the first day. If the team fielding first fails to bowl the required number of overs by the scheduled Close of Play, play shall continue, subject to conditions of ground, weather and light, 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 Close of Play. The over in progress shall count as a full over.

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 Close of Play.

- (a) If the innings of the side batting second is timed to begin with more than 35 minutes playing time remaining in the day, (10 overs at one over per 3 minutes 30 seconds), play shall continue until the scheduled Close of Play or until the calculated number of overs to be bowled in the time remaining have been bowled, whichever is the later. If the side bowling first complete their overs, or bowl the other side out, with less than 10 overs playing time remaining on the first day, it shall have the option of beginning their innings during the time remaining on the first day or waiting until the start of the second day.

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

The umpires shall re-calculate the remaining number of overs so that both sides receive an equal number of overs. The calculation of the number of overs shall be at an average rate of 17 overs per hour (one over per 3 minutes 30 seconds or part thereof) in the time remaining before the scheduled Close of Play on the 2nd Day (See 1.4 above).

- 5.1.3 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been dismissed in less than the legislated number of overs.

- 5.1.4 Fielding Restrictions: A match where no play is possible on the first day and which is reduced to 60 overs-a-side or less shall incorporate fielding restrictions.

- (i) Restriction on Placement of Fieldsman

At the instant of delivery a minimum of four fielders (plus the bowler and wicket-keeper) must be within an area

bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch. In the event of an infringement, the umpire at the striker's end shall call 'No Ball'. The fielding circle should be marked by painted white 'dots' at five yard intervals, each 'dot' to be covered by a plastic or rubber (not metal) disc measuring seven inches in diameter.

## 5.2 The Final - Result

- 5.2.1 A result can be achieved only if both teams have had the opportunity of batting for at least 25 overs, unless either or both teams have been all out in less than 25 overs or unless the team batting second scores enough runs to win in less than 25 overs. When the above circumstances are not met, the match shall be declared void and, unless Playing Condition 5.3 is invoked, the match shall be determined by a bowl-out as in Playing Condition 5.4.
- 5.2.2 In matches in which both teams have had an opportunity of batting for the agreed number of overs (i.e. 100 overs each in an uninterrupted match, or a lesser number of overs in an interrupted match (See Playing Condition 5.1.2) the team scoring the highest number of runs shall be the winner.
- 5.2.3 In the event of the scores finishing level, the following shall apply:
- (a) The side taking the greater number of wickets shall be the winner.
  - (b) If still equal, the winner shall be the side with the higher score at the end of 99 overs, (provided both sides have received 99 overs), if still equal 98 overs, if still equal 97 overs, etc.
- 5.2.4 If the team batting second has not had the opportunity to receive the legislated number of overs, has not been all out, nor has passed its opponent's score, the following shall apply:

- (a) If the match is abandoned before the overs are completed, the result shall be decided on the higher average run-rate throughout the innings providing that the side batting second has received at least 25 overs.
  - (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 scoring rate is the same, the side taking the greater number of wickets in the first 10 overs shall be the winner. If still equal, the first 20 overs, if still equal, 30 overs, if still equal 40 overs, etc.
  - (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.
- 5.3 If at any time on the last day the umpires are satisfied that there is insufficient time remaining to achieve a definite result or, where applicable, for the team batting second to have the opportunity of receiving 25 overs, they shall declare the match void and, provided that conditions permit, they shall order a new match to be started (with a scheduled interval of 10 minutes between innings), allowing an equal number of overs per team, (minimum 10 overs per team) bearing in mind the time remaining for play until the scheduled Close of Play. The calculation of the number of overs to be bowled in any rearranged match shall be based on a rate of 17 overs per hour (one over per 3 minutes 30 seconds or part thereof) in the time remaining before the scheduled Close of Play. In this event, team selection for the new match (or matches as provided for below) will be restricted to the 11 players and 12th man originally chosen. If there is an interruption during a rearranged match, thus making it impossible to obtain a result on the basis of an equal number of overs per team, the umpires shall, if conditions permit, order a further match or

matches to be started (with a scheduled interval of 10 minutes between innings), provided that there is sufficient time remaining before the scheduled Close of Play to allow each side to bat for at least 10 overs. Playing Conditions 4.7 - Wide Ball and 4.8 - No Ball will apply in such matches.

- 5.4 In the event of no result being obtained from the above, the captains should, if circumstances (outdoors or indoors) permit, agree (in case of disagreement the umpires shall decide) to a 'bowl-out' contest to achieve a result:

Please refer to Generic Playing Condition 9.

- 5.5 If circumstances make this contest impossible, the trophy will be shared.

**5.6 Number of Overs per Bowler in the Final**

- 5.6.1 No bowler shall be allowed to bowl more than a quarter (rounded up) of the allocated overs (subject to 2.3).

**6 General Provisions**

**6.1 Junior Fielding Restrictions**

Please refer to Generic Playing Condition 5.

**6.2 Law 24.1- Mode of Delivery**

- 6.2.1 A bowler shall be limited to one fast, short-pitched ball per over per batsman (the umpire at the bowler's end shall make it clear to both the bowler and the batsman when the 'one for the over' has been bowled). A fast, short-pitched ball is defined as a ball which passes or would have passed above the shoulder of the batsman standing upright at the crease. If this limit is exceeded, the umpire at the bowler's end shall call and signal 'No Ball' on each occasion.

- 6.2.2 This provision will not apply in matches that become limited over matches under Playing Conditions 4.6 and 5.3 above, when 4.8 will apply.

### 6.3 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).

### 6.4 Covering of the Pitch

6.4.1 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.

6.4.2 The whole pitch, plus ten yards behind the stumps at each end, shall be covered as follows:

6.4.3 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.

6.4.4 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.

6.4.5 The covers to be a minimum of 12 feet wide.

6.4.6 Once play has ceased on the night of the first day no further activity or play is to be allowed on any part of the square until the match re-commences on the second morning except by players involved in the match as under the provisions of Law 17.1.

### 6.5 Law 40.2 Wicket-Keeping Gloves

Please refer to Generic Playing Condition 8.