

Under 17 County Cup Competition Rules

1 Title

The title of the Competition shall be the ECB Under 17 County Cup for the Dr. John Dew Cup.

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 with each Group winner going forward into the knock-out stage of the Competition.
- 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 date 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.

- 4.3 The ECB Competitions Department will conduct a draw for matches in the Semi-Finals and Final, which shall be played on the dates laid down by the ECB Competitions Department.

5 Qualification of Players

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

- 5.1 A player may play for only one County in the Under 17 County Cup 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. From the Semi-Finals onwards the match 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 Cup provided that they only represent one County in the Competition in any one season.

6 Cricket Balls

Match balls will be provided by the ECB Competitions Department.

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.

In addition the Home County should post or fax a completed result sheet to the ECB Competitions Department. 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 50 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

First Session.....10.45am - 2.15pm

Interval.....2.15pm - 3.00pm

Second Session.....3.00pm - 6.30pm

It is recognised that in Group Matches, including Semi-Finals, 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 40 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 17 and 34 overs of the innings unless a wicket falls in the 17th or 34th 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 50 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 dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs except as provided for in (b) above.
- (d) If the team fielding second fails to bowl 50 overs or the number of overs as provided for in (b) or (c) 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. 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.

3.2 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 6.30pm). If a reduction of 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).

- 5.1.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 5.1.2 In addition to the restriction contained in clause 5.1.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
- 5.1.3 The following fielding restrictions shall apply:

- a) 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 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

During the second and third Powerplay blocks only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

- b) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepoint of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 metres). These fielding restriction areas should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated.

During the initial block of Powerplay Overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within the applicable fielding restriction area measured from the striker's end at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

- 5.1.4 During the non Powerplay Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 5.1.3 a) above.

5.1.5 Subject to the provisions of 5.1.6 below, the Powerplay Overs shall apply for 20 overs per innings to be taken as follows:

- a) The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.
- b) For the remaining second and third block of Powerplay Overs (blocks of 5 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of either of the batsmen at the wicket.
- c) A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.
- d) Once a side has nominated a Powerplay, the decision can not be reversed.
- e) Should either team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, one unclaimed Powerplay will begin at the start of the 46th over).

5.1.6 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	First Powerplay	Fielding Powerplay	Batting Powerplay	Powerplay Total
10-11	2	1	1	4
12-13	3	1	1	5
14-16	3	2	1	6
17-18	4	2	1	7
19-21	4	2	2	8
22-23	5	2	2	9
24-26	5	3	2	10
27-28	6	3	2	11
29-31	6	3	3	12
32-33	7	3	3	13
34-36	7	4	3	14
37-38	8	4	3	15
39-41	8	4	4	16
42-43	9	4	4	17
44-46	9	5	4	18
47-48	10	5	4	19
49	10	5	5	20

- 5.1.7 Each block of Powerplay Overs must commence at the start of an over.
- 5.1.8 If play is interrupted not during the Powerplay overs, then on resumption, it is necessary to determine how any remaining Powerplay overs should be allocated. The total number of Powerplay overs for the innings is derived from the table in 5.1.6. Any Powerplay overs already taken prior to the interruption will be deemed to have been in sequence: the initial allocation, the fielding side's allocation then the batting side's allocation. The decision of the batting side, and if applicable of the fielding side, of when to take any remaining Powerplay overs, is made in the usual way.

Illustrations of 5.1.8:

A match starts as 40 overs; with the first 8 as Powerplays (PP). The next two overs are not PP, the match is then delayed after 10 overs and shortened to 30 overs.

The new PP allocation is 6+3+3, we have had 8 PP overs, so there is one over of fielding side selection left and all three overs for the batting sides. Both teams can choose when to use their respective 1 and 3 over allocations.

As above but the match resumes as 24 overs each

The PP allocation is now 5+2+2, so one batting side PP over remains to be taken at their discretion.

- 5.1.9 If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.
- 5.1.10 If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.
- 5.1.11 If following an interruption, on resumption the total number of Powerplay overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

Illustrations of 5.1.9, 5.1.10 and 5.1.11

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to (a) 38 overs, (b) 28 overs, (c) 20 overs.

(a) Powerplay overs are 8+4+3. 2nd Powerplay is in progress with 1.3 out of the fielding team's 4 overs completed. The batting side's 3 over Powerplay can start any time after the 12th over.

(b) Powerplay overs are 6+3+2. 3rd Powerplay is in progress with 0.3 out of 2 overs completed.

(c) Powerplay overs are 4+2+2. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

- 5.1.12 If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.

Illustration of 5.1.12:

A 50 over innings in which only the 1st Powerplay has been taken is interrupted after 34.2 overs and reduced to 40 overs. Powerplay overs are 8+4+4. Powerplays automatically resume for the start of the next over (36th) and remain in force for the remainder of the innings.

- 5.1.13 At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.
- 5.1.14 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.
- 5.1.15 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.
- 5.1.16 In the event of the striker's end Umpire failing to call and signal No Ball when the fielding restrictions in this playing condition have been breached or when Law 41.5 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately

the ball becomes dead the striker may draw the matter to that Umpire's attention. If the striker's end Umpire is able to verify the breach he shall call and signal No Ball. If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

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 25.1 – 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 side losing fewer wickets shall be the winner, if still equal the result shall be a Tie.
- 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. For the Final 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

- (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 a Group, the right to play in the Knock-out Stages 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 this will be done by drawing lots.

11.3 Semi-Final and Final Matches

In the event of a Tie, as in 9.2 and 9.3 above, the following shall apply:

- (a) The side taking the greater number of wickets shall be the winner.
- (b) If both sides have lost the same number of wickets or if both sides are all out, the side with the higher overall scoring rate (to be decided by runs scored divided by legitimate balls received) shall be the winner.
- (c) If the result cannot be decided by (a) or (b) above the winner shall be the side with the higher score (a) after 40 overs, or if still equal (b) after 30 overs or if still equal (c) after 20 overs, or if still equal (d) after 10 overs.

In the unlikely event of all these being equal, or if a result cannot be achieved in the match, there will be a bowl-out (outdoors or indoors) under the supervision of the umpires.

Please refer to Generic Playing Condition 9.

- (d) If circumstances make a 'bowl-out' impossible, the match shall be decided by the toss of a coin.

