

Under 15 County Championship Competition Rules

1 Title

The title of the Competition shall be the ECB Under 15 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.
- 4.2 Fixture dates will be circulated by the ECB Cricket Department, these dates can be changed by mutual agreement except for the Play-off matches which cannot be moved.

The dates, fixtures and venues shall be notified to the ECB Cricket Department by the 31st 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 Divisional matches laid down. Details must be notified to the ECB Cricket Department.

Matches cannot be re-arranged once the full list of fixtures has been notified to the ECB Cricket Department and to the Counties. In exceptional circumstances the ECB Cricket 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 winners of each Division will play off against the winners of the other Division in their region, 1A v 2A, 3A v 4A, 1B v 2B and 3B v 4B.
- 4.4 The winners of the matches between the teams in the various Divisions 1 will meet in a Final to decide the overall Champion County. The winners of the matches between the teams in the various Divisions 2 will meet in a Final for that section of the competition. The ECB Cricket Department, in conjunction with the ECB Competition Co-ordinator, will make all the arrangements for these two Finals.

5 Qualification of Players

Please refer to Generic Rule 3 (Qualification Criteria for Junior Cricketers).

- 5.1 A player may play for only one County in the Under 15 County Championship 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 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.

Umpires for the Play-Off Festival will be appointed by the ECB Cricket 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 Cricket 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 3rd Edition - 2008) shall apply with the following exceptions:-

1 Hours of Play

- 1.1 All matches shall be of a minimum of 105 overs 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 11.30am, lunch will normally be at 1.30pm, tea at 4.00pm and Close of Play at 6.30pm).
- 1.2 Lunch will normally be taken from 1.00pm to 1.30pm. 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 30 minutes shall be taken from 3.30pm 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 shall be 6.00pm, subject to 1.1 above. The playing time shall be extended by the amount of time lost on the day up to a maximum of 1 hour.
- 1.5 The length and timing of the intervals may be altered by agreement between the teams and the umpires provided that the total length of the intervals (including the interval between the innings) does not exceed 70 minutes. In the event of a disagreement the above timings will apply.
- 1.6 Law 15.9 - Intervals for drinks - will apply except that the managers and umpires together shall agree before the start of play on the number of intervals (if any) to be taken. In the event of disagreement the decision of the umpires will prevail.

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.

- 1.7 Law 16.6 and 16.7 will apply and a minimum of 20 six ball overs shall be bowled in the last hour of the match, provided that there are no interruptions in play. The last hour will commence when 85 overs have been bowled in the match or one hour before the Scheduled Close of Play, whichever is later. All other 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 (based on 17 overs per hour).

2 Divisional Matches

2.1 Duration of Innings

- 2.1.1 In an uninterrupted match: There will be a minimum of 105 overs in a day. The required over rate shall be 17 overs 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. 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 57 overs.

- 2.1.2 In matches where the start is delayed or play suspended:- If less than a total of an hour's play is lost the minimum requirement of 105 overs in the day shall remain. Once a total of an hour's play has been lost, for each further full 3 minutes 30 seconds lost, one over will be deducted from the day's minimum allocation of overs (see 1.4). Once more than 2 overs have been deducted from the day's minimum allocation the side batting first

will not be allowed to bat for more than 55% of the available overs. If on a resumption of play the newly calculated limit on the first innings has been reached or exceeded that innings shall be deemed closed.

- 2.1.3 When the match does not commence until there are 60 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 in 2.2.3.

A draw is still possible.

2.2 The Result

- 2.2.1 A match can only be won if the side batting second is dismissed or exceeds the total scored by the side batting first.

2.2.2 Points Scoring System

Win.....20 points
(no bonus points)

Tie (side batting second dismissed with scores equal)
.....16 points each
(no bonus points)

Scores Equal Draw - side batting second16 points
(no bonus points)

Scores Equal Draw - side batting first4 points
(plus bonus points)

Draw/No Result4 points (plus bonus points)
If less than 2 bonus points are gained, then the County shall receive 6 points in total

Loss0 points
(plus bonus points)

Abandoned (where there is no play).....6 points

2.2.3 Bonus Points

1 batting bonus point (up to a maximum of 4) is awarded for scoring 125, 150, 175 and 200 runs during the first 48 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.

2.3 Number of Overs per Bowler

Please refer to Generic Playing Condition 2.

2.3.1 Maximum Number of Overs to be Bowled in a Day

Any bowler not covered by the ECB Fast Bowling Directives shall bowl no more than 20 overs in any one day's play.

2.4 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 Divisional Placings

Points shall be awarded in accordance with 2.2.2./2.2.3. above. The following shall determine the positions in each Division:

- 3.1 The team gaining the most number of points shall be the winner.
- 3.2 In the event of teams finishing on equal points in a Division, their positions in the Divisional table will be decided in the following order of priority:
 - (a) The most wins in the Divisional Matches.
 - (b) When two teams have both equal points and equal wins, the team which was the winner of the Divisional Match played between them will be placed in the higher position.

When more than two teams have equal points and equal wins, the team which was the winner of the most number of matches played between those teams will be placed in the higher position.

- (c) If still equal, the team with the higher net run rate in Divisional Matches in which a result was achieved will be placed in the higher position (refer to Generic Playing Condition 10 for the calculation of net run rate).
- (d) If still equal, the team with the higher number of wickets taken per balls bowled in the Divisional Matches in which a result was achieved will be placed in the higher position.

- (e) In the highly unlikely event that teams cannot be separated by (a) to (d) above this will be done by drawing lots.

4 General Provisions

4.1 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).

For the Play-Off Festival a maximum squad of 13 players is allowed.

4.2 Junior Fielding Restrictions

Please refer to Generic Playing Condition 5.

4.3 Law 24.1 - Mode of Delivery

- 4.3.1 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. The provisions of Law 42.6, 42.7 and 42.8 will also apply.

4.4 Please refer to Generic Playing Condition 8.

