

ECB 38 County U21 Competition

Competition Rules

1 Title

The title of the Competition shall be the ECB 38 County Under 21 Competition. The name of the sponsor (if any) may be incorporated in the playing title.

2 Management

2.1 The control of the Competition shall be undertaken by the ECB Recreational Cricket Advisory Group (RCAG) and all decisions relating to these rules or to matches played in the competition shall be final and binding on all concerned.

2.2 The ECB and the RCAG may delegate any of its powers and duties.

3 Entry

The Competition shall be open to those counties listed in the First Schedule to the constitution of the Recreational Forum.

4 Competition Structure

4.1 The Competition shall be organised on a flexible regional basis as decided from time to time by the RCAG. There will be 6 groups of five counties (but any such group may be reduced to four counties if the number of competing counties decrease) and 2 groups of four counties with each county playing 4 fixtures, two home and two away.

4.2 The 8 group winners shall go forward to the Quarter-Finals. The pairings for the Quarter-Finals and Semi-

Finals will be made by an open draw.

- 4.3 All Regional Group matches shall be played by the date specified by the RCAG. unless specific dispensation is given by the ECB. Matches in the Quarter-Finals, Semi-Finals and Final must be played on the dates scheduled by ECB.
- 4.4 Matches in the Semi-Finals and Final shall have a Reserve date of the following day. A match in these rounds not completed on the first day shall be continued on the reserve day.
- 4.5 The home county shall be responsible for the match arrangements and shall retain any gate receipts.
- 4.6 The Final shall be played at a neutral venue. ECB shall undertake all arrangements, including financial, for the Final. Any gate receipts shall be a matter for agreement between the ECB and the host venue.

5 Qualification of Players

- 5.1 A player may only represent one county in this competition 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 obtained by that county in the match or matches shall be forfeited.

- 5.2 All players who are qualified to play in a Competitive County Cricket Match and who are Under 21 as at midnight on 31st August of the year before the competition are eligible to play.

REGULATIONS GOVERNING THE QUALIFICATION AND REGISTRATION OF CRICKETERS FOR COMPETITIVE COUNTY CRICKET AND THEIR QUALIFICATION FOR ENGLAND

Subject to the overriding discretion of the ECB and subject as provided below, a Cricketer will only be qualified to play in a Competitive County Cricket match (a Qualified Cricketer) if:

- 1 he is a European Economic Area (EEA) national
- 2 he has not, within the 12 months leading up to April 1st immediately before the season in question, either played cricket for any Full Member Country outside the EEA at U17 level or above, or played First Class Cricket in any such Full Member Country except as an overseas cricketer under local rules similar to ECB Regulation 3 (Unqualified Cricketers), or in any other circumstances approved by the ECB
- 3 he makes, whenever requested by the ECB, a declaration in the form set out in Annex A to the ECB Regulations.

The complete Regulations are published annually by the ECB and are available on request.

QUALIFICATION OF CRICKETERS TO PLAY FOR ENGLAND

Subject to the overriding discretion of the ECB, acting with the consent of the International Cricket Council, a Cricketer will only be qualified to play for England in a Test Match or in a One Day International Match if:

- i) he is either a British citizen or an Irish citizen; and
- ii) he was born within England and Wales; or
- iii) he has been resident in England and Wales for the immediately preceding four consecutive years; and

- iv) he has not during the immediately preceding four consecutive years either played cricket for any Full Member Country outside the EEA at U17 level or above, or played First Class Cricket in any such Full Member Country except as an overseas cricketer under local rules similar to Regulation 3, or in any other circumstances approved by the ECB; and
- v) he makes, whenever requested by the ECB, a declaration in the form set out in Annex A to the ECB Regulations.

NB In the case of a Cricketer seeking to become qualified under iii) above he will (until he has become qualified to play for England) only be treated as having been resident within England and Wales for the relevant consecutive period if he has spent a minimum of 210 days in each year within England and Wales (for which purpose "year" shall mean a year ending 1st April).

DEFINITIONS

Competitive County Cricket refers to matches played in the course of:

- The Frizzell County Championship
- The C&G Trophy, the National League and the Twenty20 Cup
- The Under 17 County Championship
- The 38 County Under 21 Competition
- Any other similar competition authorised by and designated as Competitive County Cricket by the ECB.

Qualification to play for England refers to matches played

in the course of:

The Minor Counties Championship.

England and Wales means England, Wales, the Channel Islands and the Isle of Man.

The EEA means the European Economic Area and includes each of its member states as from time to time applicable. Currently the EEA comprises the United Kingdom of Great Britain and Northern Ireland, the Republic of Ireland, Belgium, the Netherlands, Luxembourg, France, Italy, Germany, Denmark, Greece, Spain, Portugal, Austria, Finland, Sweden, Norway, Liechtenstein and Iceland.

Residing and resident mean the occupation of a bona fide home (i.e. the only or main home of the Cricketer concerned) and the acquisition of temporary accommodation during the season may not fulfil this requirement.

Full Member Country means a country which is a full member of the International Cricket Council.

- 5.3 A player is qualified for a county (as per ECB Cricketing County Boundaries) if he was born there, resides there, or if he has been a bona-fide playing member of a club within that county for at least two seasons or is attending a school/college/university within that county.
- 5.4 A player may play for a county for whom he is not qualified only if he has not been selected by the county/counties for whom he is otherwise qualified and has obtained the written consent of that county/those counties. Such consent shall not be unreasonably withheld. There is no requirement to obtain the consent of the county of birth. The ECB Cricket Department must be notified that consent has been sought and obtained.

- 5.5 Players who have multiple qualifications are free to select the county that they wish to represent. Once that selection is made it remains in force for that season, but can be changed in subsequent seasons, without requiring consent, provided that the player still has a valid qualification for the newly selected county and notifies his former county in writing.
- 5.6 A player who is registered and contracted to a First Class County (FCC) is eligible to play for that county. FCCs wishing to register and contract a player not otherwise qualified for that county should seek the consent of the other county/counties involved. Such consent should not be unreasonably withheld. Registering and contracting a player does not override the restriction on playing for only one county in this competition in a season.
- 5.7 Each county may include up to two players who are older than Under 21 provided that any player registered and contracted to a First Class County is uncapped, either by his current or any previous county.
- 5.8 Anyone selected for an England Board XI match who does not make himself available will not be eligible to play in a 38 County Under 21 Competition match scheduled for the same day unless approval is received from the ECB Director of Cricket Operations or Cricket Operations Manager (Recreational Cricket). This rule also covers the period when players would be expected to travel/report for England Board XI matches.

6 Discipline

- 6.1 All participating Counties, their officials and players will abide by the Laws of Cricket (2000 code), the Code of Conduct and the Rules, Regulations, Directives and Resolutions of the ECB current from time to time and shall

be deemed to have knowledge of them and to consent to be bound by them. The Counties shall be responsible for informing their officials and players accordingly and for providing all relevant information.

- 6.2 Umpires are required to report immediately after or, if necessary, during a match, any breach of playing conditions or as required under the terms of Law 42.
- 6.3 Umpires are required to report any breach of the Code of Conduct even though the player's captain may have taken effective action (Law 42.18 refers). Such reports shall be submitted in writing as soon as possible to an official of the County concerned and shall be included in the Umpire's Report on the game.
- 6.4 The ECB shall give official notification of any alleged breach of the Code of Conduct to the County concerned, who shall notify the players or officials reported, and shall, within 14 days, notify ECB of the action taken to deal with the matter. If action is not taken, or not so notified or, in the opinion of the RCAG the action taken appears unsatisfactory then the RCAG may refer the matter to the ECB Discipline Committee to investigate and to deal with as appropriate.

7 Cricket Balls

One Grade 1 BSI approved ball with seams conforming to the specifications laid down by the ECB shall be used per innings. ECB will co-ordinate the provision of two new balls for all matches in the competition. The counties shall be responsible for providing spare balls, of the same brand, for changing during a match.

8 Umpires

- 8.1 Umpires shall be appointed for each match by ECB.

- 8.2 The Umpires shall submit a match report, and the Captains an assessment report on the forms provided.

9 Scorer

Each County shall provide a scorer for each match they play in the competition.

10 Match Results

- 10.1 At the end of each match both scorers shall sign an official Score Sheet, which the Home County shall return, as set out on the form, within 24 hours. The Home County MUST enter a full scorecard onto the Play-Cricket site (<http://38county.play-cricket.com>) within 48 hours of the completion of the match. It will greatly help the entering of scorecards if every County enters their elected squad onto Play-Cricket before the first match of the season.

Playing Regulations

1 Duration Of Matches

All matches shall be completed in one day, except the Semi-Finals and Final for which a reserve day has been allowed. Matches will consist of one innings per side, each innings being limited to a maximum of 50 overs. The Playing Conditions for Second XI Trophy matches will apply (aside from the condition of a free-hit and over-rate penalties which will not apply in this competition), with the following amendments:

2 Hours Of Play And Intervals

2.1 In All Matches Without a Reserve Day

2.1.1 Scheduled Start and Cessation Times

First Session.....	11.00am - 2.15pm
Interval	2.15pm - 3.00pm
Second Session	3.00pm - 6.15pm

Counties may mutually agree to start their matches at 12noon. In this case, all subsequent timings will be moved as appropriate (i.e. the interval will be 3.15p.m. and the second session will commence at 4.00p.m. until 7.15p.m.).

2.1.2. Interval Between Innings

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

Where play is delayed or interrupted the Umpires will reduce the length of the interval as follows:

Time Lost.....Interval

Up to 60 minutes.....30 Minutes

Between 60 and 120 Minutes20 Minutes

More than 120 Minutes10 Minutes

Note Refer also to the provisions of Clause 3.2.

2.1.3 Intervals for Drinks

Two drinks intervals per innings shall be permitted, each 1 hour and 5 minutes apart. Otherwise, the provisions of Law 15.9 shall be strictly observed, except that under conditions of extreme heat the Umpires may permit extra intervals for drinks. When the number of overs to be faced by either side is reduced as a result of an interruption, there will be no further drinks intervals scheduled in the match (drinks intervals shall still be permitted but no time allowance will be provided for them).

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken on to the field without the permission of the Umpires. Any player taking drinks on to the field shall be dressed in proper cricket attire.

**2.2 In the Semi-Final and Final
(With a Reserve Day)**

2.2.1 Start and Cessation Times

The scheduled hours of play will be 11.00am to 6.15pm. If there is a delayed start or one or more interruptions in play, the Umpires may order extra time on the first day if they consider that a result can be obtained on that day. If the Umpires are satisfied that a result cannot be obtained on the first day, the timing for the cessation of play on that

day will be 7.00pm, subject to conditions of ground, weather and light.

2.2.2 Sessions of Play and Interval Between Innings

There will normally be two sessions of play of 3 hours 15 minutes each, separated by an interval of 45 minutes from 2.15pm to 3.00pm. If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

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 agreed mutually by the Umpires and both Captains, 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.

2.2.3 Intervals for Drinks

As per 2.1.3.

3 Length of Innings

3.1 Uninterrupted Matches

(ie. Matches Which are Neither Delayed nor Interrupted)

3.1.1 Each team shall bat for 50 (six ball) overs unless all out earlier. A team shall not be permitted to declare its innings closed.

3.1.2 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.

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.

Unless otherwise determined by the Umpires as a result of wholly exceptional circumstances, the interval shall not be extended and the second session shall commence at the scheduled time (normally 3.00pm).

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 (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 session.

The Umpire at the bowler's end will inform the fielding side, the batsman and his fellow Umpire of any time allowances as and when they arise (this matter will not be subject to retrospective negotiation).

- 3.1.3 If the team batting first is all out and the last wicket falls at or after the scheduled time for 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 to count as a complete over).
- 3.1.4 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 3.1.3 above.

- 3.1.5 If the team fielding second fails to bowl 50 overs or the number of overs as provided for in 3.1.2, 3.1.3 or 3.1.4 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 Delayed or Interrupted Matches

3.2.1 General

- (a) In the Semi-Final and Final for which a reserve day has been allocated, any rearrangement of the number of overs that 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, shall only be made on the second day. The timing and duration of all suspensions of play (including all intervals) or delays on any day will be taken into account when calculating the length of time available for either innings.
- (b) 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.

The calculation of the number of overs to be bowled shall be based on a rate of 16 overs per hour in the total time available for play up to 7.00pm on the last scheduled day of the match (first day in the case of matches for which no reserve day has been allocated) always providing that the overs left to bowl at the resumption is not

greater than that at the commencement of the delay or interruption.

A minimum of 20 overs must be bowled to the team batting second (subject to it not being all out earlier) in order to constitute a match, unless the provisions of 3.1.2 above apply (ie. if the innings of the team batting second is reduced to less than 20 overs as a result of that team having earlier failed to bowl the required number of overs (minimum 20 overs) by the scheduled time for the completion of the first innings).

- (c) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall, subject to conditions of ground, weather and light, be extended until the overs have been bowled or a result has been 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 re the number of overs.

3.2.2 Delay or Interruption to the Innings of the Team Batting First

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of its innings, as calculated by applying the provisions 2.1.2 or 2.2.2 above (whichever versions apply depending on whether a reserve day has been allocated for the match or not), 3.2.1 (a) above (if appropriate) and 3.2.1 (b) above. 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.

- (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, and 3.1.2 and 3.1.3 above shall apply.
- (c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, Clause 3.1.3 above shall apply.

3.2.3 Delay or Interruption to the Innings of the Team Batting Second

Refer to second paragraph 3.2.1 (b) above.

4 Restrictions on the Placement of Fieldsmen

- 4.1 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. The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by continuous painted white lines or 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.
- 4.2 At the instant of delivery, there may not be more than five fieldsmen on the leg side.
- 4.3 For the first 15 overs only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- 4.4 For the remaining overs, four fieldsmen plus the bowler

and wicket-keeper must be inside the field restriction marking at the instant of delivery.

4.5 In the first 15 overs there must be a minimum of two stationary fieldsmen within 15 yards of the striker at the instant of delivery (orthodox slip, leg slip and gully positions at an angle of less than 45 degrees are exempt from this 15 yard restriction).

4.6 In circumstances where the number of overs of either team is reduced (including under the provisions of 3.1.2 and/or 3.1.3 above), the number of overs in regard to the restrictions in 4.3 and 4.5 above shall be reduced proportionately in a ratio of 15:50 (30%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded, this shall take effect immediately).

Total overs in innings	No. of overs for which fielding restrictions in 4.3 and 4.5 above will apply
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20-23.....	6
24-26.....	7
27-29.....	8
30-33.....	9
34-36.....	10
37-39.....	11
40-43.....	12
44-46.....	13
47-49.....	14
50.....	15

4.7 In the event of an infringement of any of the above fielding

restrictions, the square leg Umpire shall call and signal 'No Ball'.

5 Number of Overs per Bowler

- 5.1 If a match starts as a 50 over match, no bowler shall bowl more than 10 (six ball) overs in an innings.

If, however, the start of the match is delayed and the overs of both teams are restricted to less than 50 overs, no bowler may bowl more than one-fifth of the total overs allowed.

Where the total overs are not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In a match where the innings of either or both teams is reduced after the start of the match, the maximum number of overs allowed per bowler shall remain as at the start of the match.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

- 5.2 The ECB Fast Bowling Directives will apply to all matches in this competition.

6 No Ball

- 6.1 Law 24.12 - No Ball - Penalty

In place of Law 24.12 the following will apply:

A penalty of two runs for a 'No Ball' shall be awarded, and shall in all cases be scored as 'No Balls'. This penalty shall stand in addition to any other runs which are scored or awarded.

7 Law 25 - Wide Ball - Judging a Wide

In addition to Law 25 the following will apply

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

8 Law 42.6 - The Bowling of Fast Short Pitched Balls

In addition to Law 42.6 the following will apply:

- 8.1 If the ball passes or would have passed above the shoulder height of the striker standing upright at the crease, the Umpire at the bowler's end shall call and signal 'No Ball'.

9 The Result

Zonal League Matches

- 9.1 A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs (subject to the provisions of 3.1.2 and 3.2.2 (b) above), 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 3.1.2 and 3.2.2 (b) above) shall be declared 'No Result'.

- 9.2 In matches in which both teams have had the opportunity of batting for the same agreed number of overs (subject to the provisions of 3.1.2 and 3.2.2 (b) above), the team scoring the higher number of runs shall be the winner. If the scores are equal, the following shall apply:

- 9.2.1 The team losing the lesser number of wickets shall be the winner.

- 9.2.2 If both teams are all out, the team with the higher overall

- scoring rate, based on the respective legitimate number of balls that each team has received, shall be the winner.
- 9.2.3 If the result cannot be decided by 9.2.1 or 9.2.2 the winner shall be the team with the higher score after 25 overs, if still equal, 20, then 15 overs, etc.
- 9.3 If a match is abandoned before the team batting second has received its allotted number of overs, and it has neither been all out nor has passed its opponents' score, the result shall be decided by comparing the average run-rate achieved by the team batting second with the average run-rate that the team batting second required at the commencement of its innings (after taking into account the provisions of 3.1.2 and 3.2.2 (b) above if appropriate), provided that the team batting second has received not less than 20 overs (again subject to the provisions of 3.1.2 and 3.2.2 (b) above). The required run-rate is defined as the rate which the team batting second needs to exceed in order to win the match within the allotted overs. Only if the achieved and required run-rates are identical can the result be a Tie, and then 9.2.1, 9.2.2 and 9.2.3 above apply.
- 9.4 If, due to suspension of play, the number of overs in the innings of the team batting second has to be revised to a lesser number than that allotted to the team batting first (minimum 20 overs), its target score, which it must exceed to win the match, shall be calculated by multiplying the revised number of overs in the second innings by the average runs per over that the team batting second required at the commencement of its innings, after taking into account the provisions of 3.1.2 and 3.2.2 (b) above if appropriate. If the target involves a fraction of a run, the final scores cannot be equal and the result cannot be a Tie.

9.5 Points Scoring System - Zonal League Matches

- 9.5.1 The side winning the match to score two points.
- 9.5.2 In a 'No result' match, each side to score one point.
- 9.5.3 In the event of two or more sides in any zone having an equal number of points, their positions in the table shall be based on the higher net run-rate achieved in all zonal league matches in which the side batting second is scheduled, at the start of its innings, to bat for 30 overs or more (subject to the provisions of 3.1.2 above).

A team's net run-rate is its own overall run-rate in all the zonal league matches which it has played (ie., total runs scored x 100 divided by legitimate balls received) minus the combined cumulative run-rate of its opponents in those same matches (calculated on the same basis). In the event of a side being all out in less than its full quota of overs, the calculation of its run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which it was dismissed.

Note If any side has not received 30 overs or more in all its zonal league matches, 25 overs, (then 20 overs, 15 overs, etc.) will constitute a match for calculation purposes only.

10 The Result

Quarter-Final, Semi-Final and Final Matches

- 10.1 The result will be determined by Playing Conditions 9.1, 9.2., 9.3. and 9.4. above.
- 10.2 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 the following form of 'bowl-out' contest to achieve a result: five players from each side will bowl two overarm deliveries each at a wicket (conforming

to Law 8) from a wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9). The side which bowls down the wicket (as defined in Law 28.1(a)) the most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis.

The following shall also apply in respect of 'bowl-outs':

- (a) The same suitably acceptable ball (not a new one) will be used by both teams.
- (b) If a bowler bowls a 'no ball' it will count as one of his two deliveries but will not count towards the score of the team.
- (c) If the original match has started, then the five cricketers nominated to take part in the 'bowl-out' must be chosen from the eleven cricketers and 12th man selected to play in the match.
- (d) Any wicket-keeper must stand where he cannot reach the stumps.
- (e) The ball, if it becomes wet, may be changed only with the agreement of the Umpires and only when both sides have bowled the same number of deliveries with the previous ball.

10.3 If circumstances make the contest impossible, the match shall be decided by the toss of a coin.

10.4 In the Final, the minimum length of the match permitted shall be 25 overs per side. The provisions of 10.2 and 10.3 shall in no circumstances apply. In the event of no result being achieved under the provisions of 10.1 the Trophy shall be shared.

11 Covering of the Pitch

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

11.1.1 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.

11.1.2 At any time when play is suspended due to rain or conditions of light during the hours of play, and (in matches with a reserve day) on the night of the first day.

11.1.3. The covers to be at least 12 feet wide.