

ECB Under 17 County Championship Competition Rules

1 Title

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

2 Management

- 2.1 The control of the competition shall be undertaken by the ECB Schools, Junior & Youth Sub-Group 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 Schools, Junior & Youth Sub-Group may delegate any of its powers and duties.

3 Entry

- 3.1 The competition shall be open to those counties listed in the First Schedule to the Constitution of the ECB Recreational Forum.
- 3.2 Counties who participated in the previous year's competition shall automatically be included for the following year unless written notification to the contrary is given by 1st September in the year prior to the competition. A county wishing to enter or be re-admitted to the competition must give notice to that effect to the ECB by 1st September in the year prior to the competition.

4 Competition Structure

- 4.1 The competition will be organised in two areas, north and south, with three divisions each. The winners of north division one will play off against the winners of south division one in a Final to achieve the overall Champions.

- 4.1.1 Within each area the two Counties finishing in first and second place in each division 2 and 3 will be promoted to division 1 and 2 respectively for the following season, and the bottom two Counties in each division 1 and 2 will be relegated to division 2 and 3 respectively
- 4.2 Counties shall be responsible for arranging their own fixtures by mutual consent in the Regional Group matches in conjunction with the ECB Regional Co-ordinators. In event of disagreement, the home county should offer at least two two-day dates for each of their home matches. Counties should make every effort to ensure that the final round of matches in each Group takes place on the same two days.

The dates, fixtures and venues shall be notified to the ECB Cricket Department by the date specified by the Schools, Junior & Youth Sub-Group. 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.

- 4.3 The Final shall be played on the dates laid down by the ECB Cricket Department at a neutral venue.

5 Qualification of Players

- 5.1 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:
- 5.1.1 he is a European Economic Area (EEA) national.
- 5.1.2 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

- 5.1.3 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:

- 1** he is either a British citizen or an Irish citizen; and
- 2** he was born within England and Wales; or
- 3** he has been resident in England and Wales for the immediately preceding four consecutive years; and
- 4** 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
- 5** he makes, whenever requested by the ECB, a declaration in the form set out in Annex A to the ECB Regulations.

In the case of a Cricketer seeking to become qualified under 3 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

- 1** Competitive County Cricket refers to matches played in the course of:
 - 1.1 The Frizzell County Championship
 - 1.2 The C&G Trophy, the National Cricket League and the Twenty20 Cup
 - 1.3 The Under 17 County Championships
 - 1.4 The 38 County Under 21 Competition
 - 1.5 Any other similar competition authorised by and designated as Competitive County Cricket by the ECB.
- 2** Qualification to play for England refers to matches played in the course of:
 - 2.1 The Minor Counties Championship.
- 3** England and Wales means England, Wales, the Channel Islands and the Isle of Man.
- 4** 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.
- 5** 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.
- 6** Full Member Country means a country, which is a full member of the International Cricket Council.
 - 5.2. All players qualified under 5.1 and who are Under 17 as at midnight on 31st August of the year before the competition are eligible to play.

- 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 county/counties for whom he is otherwise qualified and they have given their consent. Such consent shall not be unreasonably withheld. The ECB Cricket Department must be notified that consent has been sought and obtained.
- 5.5 A player may play for only one county in the Under 17 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 or, in the Knock-Out stages, the match or matches shall be forfeited.
- 5.6 In the event of a dispute, the matter shall be referred to the ECB, whose decision shall be final.
- 5.7 Players from the Channel Islands shall be eligible to play for any County in the Competition (subject to 5.5. above).

6 Cricket Balls

- 6.1 The ECB Cricket Department will supply new 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 85 overs have been bowled with the old one.

7 Helmets

Any player playing in this Competition must wear a helmet when batting and when standing up to the stumps when keeping wicket unless prior written consent has been given by a parent or guardian. The Umpires must be provided with a team sheet before the start of the match identifying any player who has parental consent not to wear a helmet.

8 Umpires

- 8.1 The Home County shall appoint two Umpires who shall be Full Members of ACU&S for each home match they play in their division. Both counties shall complete and sign an umpires mark form and return to the ECB Cricket Department for each match played in the competition.
- 8.2 Umpires for the Final will be appointed by the ECB Cricket Department.

9 Scorer

Each County must supply a scorer for each match they play in the competition.

10 Match Results

At the end of each match, both scorers shall sign the official result sheet and the Home County shall return this to the ECB Cricket Department within 24 hours.

The Home County MUST enter a full scorecard onto the Play-Cricket site (<http://ecbu17.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 Conditions

The Laws of Cricket (2000 Code) 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 11.00a.m. on each day unless otherwise agreed by the two teams who can delay the start upto 12.30p.m. In this case all subsequent timings will be moved on as appropriate. (i.e. For an uninterrupted game starting at 11.30p.m., lunch will normally be at 1.30p.m., tea at 4.10p.m. and Close of Play at 6.30p.m.)
- 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 6.00p.m. The playing time on each day shall be extended by the amount of time lost on that day up to a maximum of 1 hour.

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 second 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 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 (122 overs) in its first innings.

2.1.2 For innings of more than 3 hours overs 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)
- 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 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.

Team Managers and/or Captains are responsible for providing the Umpires with a Team Sheet showing the ages of all players (U17, U16 etc.) before the toss for innings takes place. Umpires are requested to ensure that this Playing Condition is strictly adhered to in all circumstances.

- 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.

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.

A team's net run-rate is its own overall run-rate in all divisional matches which it has played, (i.e. total runs scored x 100 divided by overs received) minus the combined cumulative run-rate of its opponents in those same matches (calculated on the same basis).

- 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 First Day of 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 latter.

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 bat for 60 overs unless all out earlier. The object in matches where the start is delayed or play 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

4.3.1. No Bowler will be allowed to 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.

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

4.3.3. Where possible, the number of overs bowled by each individual bowler shall be indicated on the scoreboard, from the commencement of an innings.

4.3.4. The allocation of overs per bowler will not be reduced as a result of the deduction of penalty overs.

4.3.5. 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 to score 5 points plus bonus points, and the opposing side to 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 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

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in matches that become limited over matches as a result of a delayed start (see 4.6) in order to prevent negative bowling wide of the wicket.

The following criteria should be adopted as a guide to Umpires:

- 4.7.1 If the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a 'normal cricket stroke' both from where he is standing and from where he would normally be standing at the crease, the Umpire shall call and signal 'Wide.'

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'.

5 The Final

5.1 Duration of Innings

The match will be played as one innings per side limited overs contests 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 latter. 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 fieldsman (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 square leg Umpire 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 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 (ie 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 opponents 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 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 28.1a) 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':

5.4.1 The same suitably acceptable ball (not a new one) will be used by both teams.

5.4.2 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.

5.4.3 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.

5.4.4 Any wicket-keeper must stand where he cannot reach the stumps.

5.4.5 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.

5.5 If circumstances make this contest impossible, a toss of a coin will decide the result.

5.6 Number of Overs per Bowler

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 Fielding Restrictions

In this Competition:

- 6.1.1 No young player in the Under 15 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.
- 6.1.2 For players in the Under 13 age group and below the distance is 11 yards (10 metres).
- 6.1.3 These minimum distances apply even if the player is wearing a helmet.
- 6.1.4 Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.
- 6.1.5 In addition any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet and, for boys, an abdominal protector (box) when fielding within 6 yards (5.5 metres) of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

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 Law 2.5 Fieldsman Leaving the Field

6.3.1 In place of Law 2.5 the following will apply:

6.3.2 No fieldsman shall leave the field or return during a session of play without the consent of the Umpire at the bowler's end. The Umpire's consent is also necessary if a Substitute is required for a fieldsman at the start of play or when his side returns to the field after an interval. If a member of the fielding side does not take the field at the start of play, leaves the field or fails to return after an interval and is absent from the field for longer than 15 minutes:

6.3.3 The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.

6.3.4 The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

6.3.5 The restriction in 6.3.1 and 6.3.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. 'External blow' should be interpreted broadly to include, but not be restricted to, such things as collisions with boundary boards, clashes of heads, heavy falls, etc. Nor should it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than illness or injury) and consent for a Substitute has been granted by the opposing Captain.

Nb In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the Umpires that he is sufficiently fit to have been able to take the field had play been in progress.

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, Opposition and the ECB cricket 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.

6.5 Law 40.2 Wicket-Keeping Gloves

Law 40.2 will not apply in this competition