

ECB Under 13 County Competition

Competition Rules

1 Title

The title of the competition shall be the ECB Under 13 County Competition.

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 on a flexible regional basis as decided by the Schools, Junior & Youth Sub-Group from time to time. There will be eight regional groups. There will be a winner of each Group but no national rounds.

- 4.2 Counties shall be responsible for arranging their own fixtures by mutual consent in the Regional Group matches in conjunction with the ECB Group Coordinators. In the event of disagreement, the home county should offer at least two 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 day.

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 Regional Group matches laid down. Details must be notified to the ECB Cricket Department. Any matches cancelled by the weather cannot be re-arranged.

5 Qualification of Players

- 5.1 All players who are Under 13 as at midnight on 31st August of the year before the competition are eligible to play.
- 5.2 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.
- 5.3 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 Competition Coordinator must be notified that consent has been sought and obtained.
- 5.4 A player may play for only one county in the Under 13 County 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 attained by that county in the match or matches shall be forfeit.

- 5.5 In the event of a dispute, the matter shall be referred to the ECB, whose decision shall be final.
- 5.6 Players from the Channel Islands shall be eligible to play for any County in the Competition (subject to 5.4. above).

6 Cricket Balls

- 6.1 The ECB Cricket Department will supply new 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.

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 the Regional Groups. Both counties shall complete and sign an umpires marking form and return it to the ECB Cricket Department for each match played in the competition.

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 one copy to the ECB Cricket Department and one copy to the group co-ordinator within 24 hours. The Home County MUST enter a full scorecard onto the Play-Cricket site (<http://ECBU13Comp.play-cricket.com>) within 48 hours. It will greatly help the entering of scorecards if every County enters their selected 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 a minimum of 97 overs duration and play shall normally commence at 11.00 am on each day unless otherwise agreed by the two teams who can delay the start up to 12.30 pm. In this case all subsequent timings will be moved on as appropriate. (i.e. For an uninterrupted game starting at 11.30 am, lunch will normally be at 1.15 pm, tea at 3.45 pm and Close of Play at 6.00 pm.).
- 1.2. Lunch will be normally be taken from 12.45p.m. to 1.15p.m. 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 3.15p.m. to 3.45p.m. 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 5.30p.m, subject to 1.1 above. The playing time shall be extended by the amount of time lost during 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.

- 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. Group Matches

2.1 Duration of Innings

- 2.1.1 In an uninterrupted match:- There will be a minimum of 97 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. 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 52 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 97 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 below.

The side batting second must face at least 20 overs (unless dismissed or achieving victory in less than 20 overs) to constitute a match.

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 second..... 16 points (no bonus points)

Scores Equal Draw- side batting first..... 4 points (plus bonus points)

Draw/No Result..... 4 points (plus bonus points)

If less than 2 bonus points are gained, then the county shall receive 6 points in total.

Loss.....0 points (plus bonus points)

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

2.2.3. Bonus Points

1 batting bonus point (up to a maximum of 4) is awarded for scoring 120, 140, 160 and 180 runs during the first 45 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

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 (U13 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

Any bowler not covered by the ECB Fast Bowling Directives shall bowl no more than 15 overs in any one day's play.

3 Group Placings

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

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 Group 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 Group 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.

5 General Provisions

5.1 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).

5.2 Fielding Restrictions

In this Competition:

- 5.2.1 No young player in the Under 13 age group or younger shall be allowed to field closer than 11 yards (10 metres) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball. A fielder shall be allowed to move into the restricted area to make a catch or field a ball provided that he was outside the area when the stroke was made.
- 5.2.2 These minimum distances apply even if the player is wearing a helmet.
- 5.2.3 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.

5.3 Law 24.1 - Mode of Delivery

- 5.3.1 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.

5.4 Law 40.2 Wicket-Keeping Gloves

Law 40.2. will not apply in this competition.

ECB Under 13 County Cup

Competition Rules

1 Title

The title of the competition shall be the ECB Under 13 County Cup for the ESCA Cup.

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 on a flexible regional basis as decided by the Schools, Junior & Youth Sub-Group from time to time. There will be eight Regions with each Regional Group winner going forward into the knock-out stage of the competition.

- 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 the event of disagreement, the home county should offer at least two 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 day.

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 Regional Group matches laid down. Details must be notified to the ECB Cricket Department.

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

5 Qualification of Players

- 5.1 All players who are Under 13 as at midnight on 31st August of the year before the competition are eligible to play.
- 5.2 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.
- 5.3 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 Competition Co-ordinator must be notified that consent has been sought and obtained.
- 5.4 A player may play for only one county in the Under 15 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 or, in the Knock-Out stages, the match or matches shall be forfeited.

- 5.5 In the event of a dispute, the matter shall be referred to the ECB, whose decision shall be final.
- 5.6 Players from the Channel Islands shall be eligible to play for any County in the Competition (subject to 5.4. above).

6 Cricket Balls

- 6.1 The ECB Cricket Department will supply new 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.

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 the Regional Groups. Both counties shall complete and sign an umpires marking form and return it to the ECB Cricket Department for each match played in the competition.
- 8.2 Umpires for the Quarter-Finals, Semi-Finals and 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 one to the ECB Cricket Department and one to the group co-ordinator within 24 hours. The Home County MUST enter a full scorecard onto the Play-Cricket site (<http://ECBU13Cup.play-cricket.com>) within 48 hours. It will greatly help the entering of scorecards if every County enters their selected squad onto Play-Cricket before the first match of the season.

Playing Conditions

Subject to any variation set out hereunder the MCC Laws of Cricket (2000 Code) shall apply.

1 Duration

All matches will consist of one innings per side, and each innings will be limited to 40 six-ball overs. A minimum of 20 overs per team will constitute a match (subject to the provisions of Clause 8.1 below).

2 Hours of Play, Intervals and Minimum Overs in the Day

2.1 Scheduled Start and Cessation Times

The scheduled hours of play for the National Finals will be 10.45am to 5.00pm

First Session.....10.45am - 1.30pm

Interval.....1.30pm - 2.15pm

Second Session.....2.15pm - 5.00pm

It is recognised that in Group Matches, including Quarter 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 30 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 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.

3 Length of Innings

3.1 Uninterrupted Matches

(ie Matches which are neither delayed nor interrupted)

(a) Each team shall bat for 40 (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 all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval.
- (d) If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs except as provided for in (c) above.
- (e) If the team fielding second fails to bowl 40 overs or the number of overs as provided for in (b), (c) or (d) 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.

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 Clause 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 5.00 pm). If a reduction in 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 Restrictions on the Placement of Fieldsmen

- 4.1 No fielder, except the wicketkeeper, shall be allowed to field nearer than 8 yards measured from the middle stump, except behind the wicket on the off side. A fielder shall be allowed to move into the restricted area to make a catch or field a ball provided that he was outside the area when the stroke was made. For players in the Under 13 age group and below, the distance is 11 yards.
- 4.2 These minimum distances apply even if the player is wearing a helmet.
- 4.3 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.
- 4.4 At the instant of delivery, there may not be more than five fieldsmen on the leg side.

5 Number of Overs Per Bowler

No bowler shall bowl more than 8 overs in an innings.

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, 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 the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler (subject to Law 22.8). Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

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

6 No Ball

Short Pitched Bowling - if the ball 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.

7 Law 25 - Wide Bowling - Judging a Wide

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 The Result

8.1 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'.

8.2 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 result shall be a Tie and no account shall be taken of the number of wickets which have fallen.

- 8.3 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.
 - (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.

9 Points

- 9.1 The following points system will apply:

Win.....	2
Tie or No Result.....	1
Loss.....	0

9.2 Group Matches

In the event of teams finishing on equal points in either Group, the right to play in the Quarter Finals will be decided in the following order of priority:

- (a) The most wins in the Group Matches.
- (b) When two teams have both equal points and equal wins, 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 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 the Group Matches will be placed in the higher position (refer to 9.4 below 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 Group Matches in which results were 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.

9.3 Quarter Final, Semi Final and Final Matches

In the event of a Tie, as in 8.2 and 8.3 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) the winner shall be the side with the higher score (a) after 30 overs, or if still equal (b) after 20 overs or if still equal (c) 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. 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 21 yards with, if practical, bowling,

popping and return creases marked (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 will also apply in respect of 'bowl-outs':

- 1) The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet it 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.
 - 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 his team.
 - 3) 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.
 - 4) Each side will appoint a wicket keeper to stand behind the wicket but out of reach of the stumps.
- (d) If circumstances make a 'bowl-out' impossible, the match shall be decided by the toss of a coin.

9.4 Net Run Rate

A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team. The calculation of average runs shall be total runs scored x 100 divided by legitimate balls received.

In the event of a team being all out in less than its full quota of overs, the calculation of its net 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 the team was dismissed.

10 Code of Conduct

All Players, Team Officials and Umpires shall be bound by the terms of the ESCA/ECB Code of Conduct.

11 Nomination of Players

The Umpires must be provided with a team sheet before the start of play identifying any player who has parental consent not to wear a helmet.