

**Playing Conditions-----For a 6 team round robin 5 day tournament)**

The 2000 Code of the Laws of Cricket shall apply except when varied below. Where this code has been amended competition regulation has been added in brackets to help identify the change. Where the current law is quoted, either in part or full, the phrase Laws 2000 follows the text.

**1. Duration of Matches**

**1.1 All Matches**

Matches will consist of one innings per side and each innings will be limited to 20 overs

All sides are expected to complete the bowling of their 20 overs within 1 hour 20 minutes playing time

**2. Hours of Play and Intervals**

**2.1 Start and Cessation Times**

- (a) Scheduled start of play will be either 09-00hrs-12-30hrs-16-00hrs or as determined by the Tournament Draw, or, under unusual circumstances, by the Tournament Referee.
- (b) Scheduled finish of first innings should be 1 hour 20 minutes, plus any drinks intervals, after the scheduled start of the match.
- (c) Interval between innings of 10 minutes, or as determined by Tournament Referee.
- (d) Scheduled start of second innings at either 10-35hrs-14-05hrs-17-35hrs or as directed by the Tournament Referee.
- (e) Cessation of play should normally be 1hr 20 minutes, plus any drinks intervals, after scheduled start of the second innings.

**2.2 Sessions of Play and Interval between Innings**

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There will normally be two sessions of play of 1 hour 20 minutes each, separated by an interval of 10 minutes between innings per match.

When the innings of the team batting first is completed the 10 minute interval shall take place immediately and the innings of the team batting second will commence earlier.

Thereafter, the match start times will occur as scheduled.

### 2.3 Intervals for Drinks

One drinks interval (maximum 5 minutes) will be taken after the 10th over has been bowled. The provision of Law 15.9 shall be strictly observed, except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

The time taken for drinks will not be counted as playing time and any time taken will be added onto the time allocated for the completion of the innings. Umpires must ensure that the time taken for drinks is kept to the absolute minimum.

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 drinks will be taken onto the field of play without the permission of the umpires.

Any player taking drinks onto the field shall be dressed in proper cricket whites.

**Note:** Scheduled start and cessation times may be varied at the discretion of the Organising Committee and the Tournament Referee, prior to the Tournament commencing. Timings for intervals will also be varied accordingly. Under certain circumstances the timings of any match may be changed by the Tournament Referee, and with the agreement of the Organising Committee.

### 3. Appointment of Umpires

The Organising Committee shall appoint Umpires for the Competition, after consultation with the ECC and Tournament Referee

### 4. Length of Innings

#### 4.1 Uninterrupted Matches

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- a. Each team shall bat for 20 overs unless they are all out, or a result is reached, earlier
- b. If the team fielding first fails to bowl the required number of overs by the scheduled time of cessation of the first session, play shall continue until the required number of overs has been bowled. Unless otherwise determined by the Tournament Referee, the innings of the team batting second shall be limited to the same number of overs bowled by it at the scheduled time of cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

The Tournament Referee may increase the number of overs to be bowled by the team bowling second if, after consultation with the umpires, he is of the opinion that events beyond the control of the team bowling first prevented them from bowling the required number of overs. Providing this is prior to the scheduled time for the start of the innings of the team batting second.

- 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 at the team batting first at the scheduled time of the interval, the over in which the last wicket falls to count as one complete over.
- d. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs except as provided in © above
- e. If the team fielding second fails to bowl 20 overs or the amended 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 required number of overs have been bowled or a result achieved and 4.1(f) will apply
- f. Penalties shall apply for slow over rate for the team fielding second:

The umpires shall ensure that the team fielding second maintains the appropriate over rate. If they feel the over rate is slow then the bowler's end

umpire will follow the procedures of Law 42.9. In the event of overs not being bowled 4.1(e) shall apply and the umpires will report this to the Tournament Referee. Teams will be penalised, the amount will be determined by the Tournament Referee, for every 4 minutes taken beyond the time limit permitted, except for the loss of time caused by circumstances outside the control of the fielding side (e.g. injury, stoppages). The Tournament Referee also has the power to deduct to a maximum of twice the win points allocated

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in each match. In any match, he has the power to award the match to the opposing team.

4.2 Delayed or Interrupted Matches

4.2.1 General

- (a) The object shall always be to arrange the number of overs so that both teams have the opportunity of batting for the same number of overs.

A minimum of 10 overs have to be bowled to the side batting second to constitute a match, subject to it not being out earlier or unless the provisions of 4.1(b) apply or the agreed number of overs, following a re-arrangement, are less than 10.

The calculation of the number of overs to be bowled shall be based on an average of 15 overs per hour (4 minutes per over) in the total time available for play.

No re-arrangement of overs will take place until more than 60 minutes, in aggregate, of playing time are lost. If no play is possible before 16-00hrs, a matches of 10 overs per side shall be played if ground conditions allow. (Clauses 5.3,5.5, and 5.6 in paragraph 5 Restrictions on the Placement of Fielders will not apply).

Note: When in any recalculation of overs for a match, during the innings of the side batting first, which includes the number of overs already bowled, an odd number is found, this number is rounded down.

Example: A recalculation which gives 17 overs remaining, plus the 10 overs which have already been bowled, would give a total of 27 overs. The match would therefore be reduced to a 13 over match.

- (b) 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 is achieved and 4.1(f) shall apply.
- (c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- (d) Fractions are to be ignored in all calculations regarding the number of overs

4.2.2 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 the first session, as calculated by applying the provisions of Clause 4.2.1(a).
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled and 4.1(b) 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, 4.1© shall apply.

4.2.3. Delay or Interruption to the Innings of the Team Batting Second

If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at a rate of 15 overs per hour (4 minutes per over), after the loss of 60 minutes, in aggregate, of playing time.

**5. Restrictions on the Placement of Fielders**

- 5.1 Two semi-circles shall be marked on the field of play. The semi-circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles is 27.5 metres. The ends of each semi-circle are 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 line or dots at 4.5 metres intervals,  
  
each dot to be covered by a white plastic or rubber (not metal) disc measuring 18 cms. in diameter
- 5.2 Throughout the whole game there must never be more than five fielders on the leg side from the instant of delivery until the striker has played at, or had the opportunity to play at, the ball.
- 5.3 For the first 6 overs only two fielders are permitted to be outside the field restriction marking at the instant of delivery
- 5.4 For the remaining overs, 4 fielders plus the bowler and wicket keeper must be inside the field restriction marking at the instant of delivery.

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- 5.5 There will be no inner circle fielding restrictions.
- 5.6 In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 5.3 and 5.5 above shall be reduced proportionately in a ratio of 6:20 in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

Total Overs	Number of Over Restricted
18 - 20	6
15 - 17	5
12 - 14	4
9 - 11	3

Where the number of overs for the team batting second is reduced (including under provisions of clauses 4.1(b) and /or 4.1(c). above), the aim will be to maintain the restrictions in 5.3 and 5.5 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

- 5.7 In the event of infringement of any of the above fielding restrictions, the strikers end umpire will call and signal No Ball.

**Restrictions on the Placement of Fielders**

**Fielding: ECC U13 Tournaments.**

**With the exception of the wicket keeper and fielders fielding behind the wicket on the off side, no player in the Under 13 age group or younger shall be allowed to field closer that 8 yards(7.3mts). All players are encouraged to wear a helmet and abdominal protector (box) if fielding in such a close position. Any player who infringes these restrictions, the umpire shall stop the game immediately by calling Dead Ball and instruct the player to move back**

**6. Number of Overs per Bowler.**

No bowler shall bowl more than 4 overs in an innings.

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If the start of the match is delayed and the overs are reduced for both teams, no bowler may bowl more than one fifth of the total overs allowed.

Where the total overs is not divisible by 5, 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 sides 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 becoming ill, injured or suspended thus 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 bowlers limit is concerned.

**ECC recommends and supports the ECB Fast Bowling Directives to every member country.**

**7. Law 2 Substitutes and Runners**

Law 2.1 will apply with no amendments (Laws 2000)

**8. Law 2.5 Fielder absent or leaving the field**

Law 2.5 shall apply as modified - If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without consent of the umpire. The umpire shall give such consent as soon as practicable (Laws 2000)

If the player is absent from the field for 15 minutes or longer:

- (a) 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 (Laws 2000).
- (b) the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his sides 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 5 wickets (competition regulation).

The restriction in (a) and (b) above shall not apply if the player has been struck 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 for medical attention (in the case of a bowler, this dispensation shall apply only once in respect of any one external injury) (competition regulation).

Nor shall it apply if the player has been absent for exceptional and acceptable reasons (other than injury or illness) and consent for a substitute has been granted by the umpire (competition regulation).

Note: In the event of a fielder already being off the field at the commencement of an unscheduled break in play, he shall be allowed to count any such stoppage time as playing time provided that he returns to the field of play when play is resumed (Laws 2000).

**9. Law 14 Declaration and Forfeiture**

Law 14 will not apply in this Competition. The captain of the batting side may not declare his innings closed at any time during the course of the match nor can he forfeit an innings (competition regulation).

**10. Wides and No Balls**

**10.1.1 Law 25.1 Wide Ball 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.

Any delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide, on the leg side a ball pitching clearly outside the leg stump going further away shall be called wide (competition regulation).

**10.1.2 Penalty for a wide**

A 2 run penalty will be awarded for every wide. Any runs scored from the delivery will be added to this 2 run penalty.

In the first 16 overs of an innings no extra ball will be bowled to compensate for a wide delivery. In the final 4 overs of the match (any length) an extra delivery will be bowled to compensate for the wide. This is in addition to the 2 run penalty and runs scored (competition regulation).

10.2.1 Penalty for a No Ball

A 2 run penalty will be awarded for every no ball. Any runs scored from the delivery will be added to this 2 run penalty. In the first 16 overs of an innings no extra ball will be bowled to compensate for a no ball.

In the final 4 overs of the match (any length) an extra delivery will be bowled to compensate for the no ball. This is in addition to the 2 run penalty and runs scored (competition regulation).

**11. Law 42.6 Dangerous and Unfair Bowling**

Law 42.6 (a) (ii) will apply with the exception that the word shoulder replaces head (competition regulation).

Law 42.6 (b) (ii) shall also be applied with the exception that the word waist replaces shoulder (competition regulation).

Any persistent bowling of such methods of delivery described above shall be dealt with as required by Law 42.7 and 42.8 (Laws 2000).

**12. The Ball**

The ECC host Association shall provide ECC approved cricket balls (4.75oz[134.7g]) for the tournament.

Each fielding team shall have one new ball for its innings.

The umpires will decide if and when a ball becomes unfit for use. They will be the sole judges of both when it should be replaced and the selection of the replacement. They will inform the fielding captain and batsmen at the crease of their decision.

**13. The Result**

13.1 All Matches

- (a) When there is no interruption after play has commenced and when both sides have had the opportunity, subject to the provisions of 4.1(c) above, of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

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- (b) In the event of a tie, the following will apply: The team losing the lesser number of wickets shall be the winner, if the result cannot be decided in this way, the winner shall be the team with the higher score (irrespective of wickets lost) after 10 overs, or if still equal, after 9 overs, etc.
- (c) If, due to suspension of play after the start of the match, the numbers of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum 10 overs) then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing. This will be calculated on the basis of net run rate.
- (d) If a match is abandoned before it has been played to a conclusion, and before the team batting second has received its allotted overs (providing it has not received less than 10 overs), the result shall be decided by net run rate. If the scoring rate is the same, the side losing the lesser number of wickets in the first 15 overs of each innings will be the winner.
- (e) All matches in which both teams have not had the opportunity of batting for a minimum of 10 overs (subject to the provisions of clauses 4.1.b and 4.2.2.b. above) shall be decided under 13.1(f).
- (f) In the event of it not being possible to achieve a result with the above, then each member of both teams shall under the supervision of the umpires bowl one fair overarm delivery at an unguarded wicket, conforming to Law 8 and pitched on the agreed Tournament length pitch. The side which bowls down the wicket the most shall be the winner. If scores are equal the players will bowl alternately to achieve a result on a sudden death basis.

Note: The Tournament Referee/Organising Committee can, where time, conditions, facilities and agreement exist, re-start matches in the post qualification phase of the competition in preference to a bowl out.

**13.2 Scoring of Points in Group Matches**

Win 2 Points  
Loss 0 Points

The team which has the highest aggregate of points gained at the end of the Group matches shall be the winner of their group. In the event of teams finishing level on points, the winner(s) of the game/games between the sides who finish with the same number of points, will receive the higher group placing. Where the teams in the group cannot be separated by this method, the team/teams group placing will be decided by the highest net run rate calculated from all official matches played in the Tournament.

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Net Run Rate :  $\text{Runs Scored} \times \text{Wickets Taken} / \text{Runs Conceded} \times \text{Wickets Lost}$

If it is still not possible to determine the placing then the teams will be given equal status.

**Supplementary Notes:**

**Helmets**

1. Batting and wicket-keeping : Every youth player participating in ECC U13 Tournaments **must** wear a helmet when batting, irrelevant to the speed of the bowler, and when wicket keeping whilst standing up. Non-compliance will result in the player(s) in question being instructed to comply by the Principal Umpire of the venue or Tournament Referee before play is allowed to continue. Any player refusing to comply will not be allowed to bat or stand-up to the wicket.
  
2. For the Tournament, it is the responsibility of every participating Association to ensure that the appropriately fitted helmets are available for every player in their team.