



1. Title

The title of the competition shall be the Vitality U19 Club T20.

2. Management

These rules apply to the Vitality U19 Club T20 Competition only and all decisions by Cheshire Cricket Board are final.

3. Entry

Entry into the Vitality U19 Club T20 shall be open to all affiliated clubs / teams that are invited into leagues by the participating CCB in 2018.

4. Pitch

Clubs may use fine turf or non-turf pitches for their home matches. In the unlikely event of the game being played on a non-turf pitch, the home side must notify their opponents in advance of the fixture.

5. Competition Structure

Each County Cricket Board, with local partners, will hold their own league competitions. The County winner shall be determined by a County Final.

6. Eligibility and Age Group Definition

Any club that fields an ineligible player shall be penalised and the result of the match overturned in the favour of the opposition.

6.1 Age – A cricketer shall only be eligible to play in the competition if they are 18 or under at midnight on the 31st August in the year preceding the current season. Although there is no minimum age, it is recommended that where possible, players 15 and over should be selected.

6.2 Club Members – A cricketer shall only be eligible to play for one club in the Vitality U19 Club T20 and they must be a member of that club. Clubs with limited numbers of U19 players can merge with, or invite players from **no more than 2 other** Cheshire-affiliated clubs. *Where inviting players (to make up numbers), a minimum of 7 players must be from the original club for each fixture.* Clubs merging in this way must seek prior approval from the Group Manager and all players must be listed on play-cricket **prior** to the club's opening fixture.

6.3 Ineligible players – The following list of players are ineligible:

- Players that receive payment to play any form of cricket.

- Players that are contracted to a First Class County.
- Players that have played in a First Class match, T20 Blast or Royal London One day fixture in the current or previous season.
- 6.4 Overseas Players – Overseas players **are eligible** to compete, but selection should be made in the spirit of the competition as set out below:

“It is advised that the competition has been created to support the retention of club cricketers and the rules above should be administered with an ethos to engage more cricketers, rather than select better players who play a large proportion of cricket.”

7. Balls

It is recommended that the matches should be played with a pink ball. The Home and Away side shall provide at least one new cricket ball for each match. A new ball must be used at the start of each innings. If the Vitality U19 Club T20 pink ball is lost during an innings then every effort should be made to play with a similar type of pink ball but red balls may also be used as a spare if needed.

8. Clothing

Clubs may wear coloured clothing or whites for the competition.

9. Umpires

The home and away side is responsible for selecting one umpire for each fixture. The umpires shall be selected for the whole match and may not play in the match.

10. Scorers and Match Result

10.1 Scoring – Each team shall provide their own competent scorer in all matches. If possible, scorers should endeavour to score the match electronically.

10.2 Results on Play-cricket.com – The winning side will enter the result and full scorecard details onto Play-cricket.com within 24 hours of the match being completed (however, the losing team can enter the result if agreed).

11. Fixtures

Local fixtures and County Finals will be organised by your Group Managers. It is the responsibility of the **home club** to make contact with the opposition and agree a suitable date during the Week Commencing timeframe. Once a date is agreed, the Play-cricket site should be amended to reflect this. Clubs are encouraged to arrange friendly fixtures in addition to allocated group matches.

11.1 Rearranged League fixtures – Matches where no result can be achieved on the scheduled date can be re-arranged to be played by the closing date of the competition. In the event of no decision being reached in the match because of weather, inability to rearrange a fixture before the deadline date or for another reason, then the result shall be determined as a cancelled or abandoned fixture depending if the match was stopped during a game or if it had never begun.

11.2 County Finals – All County Finals will be arranged by your CCB and/or League representative.

12. Team Sheets

Each side must complete a team sheet before the match identifying any player who has not reached the age of 18 on the date of the match and showing the specific age group of all players.

13. Helmets and/or Faceguards

Any player under the age of 18 playing in the Vitality U19 Club T20 Competition shall be bound by the ECB Directive (see section 19 of the current Non First Class Regulations and Playing Conditions).

14. Code of Conduct

All players, team officials, club supporters and umpires shall be bound by the MCC Spirit of Cricket and the ECB Code of Conduct.

Playing Regulations

1. Duration

1.1 One innings per side, each limited to a maximum of 20 overs and a minimum of 10 overs.

1.2 Teams have 1 hour 15 minutes to bowl 20 overs. (This is a guide).

2. Rearrangement of overs due to inclement weather

The objective of rearranging overs is to give the greatest opportunity for a match of equal overs. The level of the reduction will be made at the discretion of the umpires.

3. Fielding restrictions

Power play fielding restrictions with 30 yard circle required for each match.

3.1 For the first 6 overs of each innings only 2 fielders are permitted to be outside the circle.

3.2 For the remaining overs of each innings only 5 fielders are permitted to be outside the circle.

3.3 If the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced and will apply to both innings. (5-6=1,7-9= 2,10-13= 3,14-16= 4,17-19 =5)

4. Bowling and Batting restrictions

4.1 Bowlers may bowl a maximum of 4 overs or, if the total number of overs is reduced, no bowler may bowl more than one-fifth of the overs.

4.2 When a batsman reaches or passes a personal total of 50 he shall retire, but may return on the departure of the tenth batsman. Retired batsmen must return in order of their retirement. A batsman can continue their innings beyond 50 if their 'retirement' would end the innings before the agreed number of overs have been bowled and there are no other retired batsmen waiting to return.

5. Result and Points System

5.1 When there is no interruption and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. The points for the Vitality U19 Club T20 are:

- 5 for a Win.
- 4 for a Tie – scores are level.
- 3 for an Abandoned match due to weather
- 2 for a loss.
- 1 for a cancellation due to weather, where no play occurred.

- 0 points to any side that concedes a match (the opposition will be awarded 5 points).

5.2 In an abandoned match where both sides have batted more than 10 overs then the result will stand and will be based on average run rate. (Team A scores 120-7 in 20 overs at 6 runs per over. Team B reach 61-4 after 10 overs when rain prevents further play. Team B win with a run rate of 6.1)

5.3 If teams are tied on points at the top of the league, the team that won the head-to-head fixture will progress through to the quarter finals of the competition. If teams are still tied (eg Wirral Group where clubs play each other twice) then the team with the highest Net Run Rate (NRR) will progress. NRR will also be used to determine the two best-placed runner's up to advance to the quarter finals.

Net Run Rate – Is calculated by deducting from the average runs per over scored by a team throughout the competition, the average runs per over scored against that team throughout the competition.

6. Free Hit after a no ball

The delivery following a no ball (except for a short delivery that passes / would have passed clearly over head-height of the upright striker at the crease) shall be a free hit for whichever batsman is facing it. If the free hit delivery is not legitimate (no ball or a wide), then the next delivery shall become a free hit for whichever batsman is facing it. For any free hit, the striker can be out only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes **are permitted** for free hit deliveries providing all effective fielding restrictions are adhered to.

7. Wide Ball

Leg side wides should be adopted.

8. Bouncers

1 per over above shoulder height. All balls over head height will be called No ball.

9. Full pitched balls

Any full pitched ball (regardless of its pace) which would have passed above waist height of the striker standing upright at the crease shall be called No ball.