



# U16 Trevor Bailey Matchplay Shield

## Rules

### 1. Title and Management

- a) Trevor Bailey Matchplay Shield ("the Competition") shall be controlled and administered by Essex Cricket in the Community (" ECiC").
- b) The decision Essex Cricket in the Community reach in each circumstance relating to the Match Rules and Playing Conditions and to matches played in the Competition shall be final and binding on all concerned.

### 2. Competition Entry

- a) All Clubs affiliated to ECiC (via the local district board) shall be eligible to participate in the Competition
- b) Each Club shall pay an entry fee of £120 (non-refundable)
- c) ECiC recognise that Clubs may wish to collaborate in order, to enter a 'Team' into the competition. There is no objection as long the players are a bona fide member of a registered parent club and Play Cricket registered with evidence of membership being submitted to ECiC. Evidence of members to be submitted to ECiC before the first round of games. Criteria for Joint Clubs is:-
  - You will have to agree which Club name you are going to play under.
  - Once agreed you will need to formally notify ECiC, and this will be passed to the Competition Group for approval.
  - Then the players will then need to join as members of the agreed club. Copies of the memberships then to be sent to [countycupcomps@essexcricket.org.uk](mailto:countycupcomps@essexcricket.org.uk) (if required).
  - Stipulate which of the home grounds is to be used and who is appointed match day contact as per entry application.

### 3. Player Eligibility

- a) A cricketer shall only be eligible to play for a Club or Team in the Competition if they are in the age range stated. Player age restrictions for this competition in accordance with current school years U13 (Year 8) - U16 (Year 11) as of midnight on 31<sup>st</sup> August / 1<sup>st</sup> September 2024, (as per ECB generic Rule 3.4.6), Players must be a bona fide member and registered to play for a club.
- b) No player may represent more than one club or team in the Competition.
- c) All Players participating in the Competition must be registered on PLAY-CRICKET
- d) No club in the Competition may play a Fully contracted professional player.

- e) Overseas exchange students who are based in England and Wales for less than three months are not eligible to take part in this competition
- f) **For the Knockout Rounds** – Only players who have played in **50% of their clubs completed group matches** in 2024 competition are **eligible to play in the knockout** stages of the competition. A clubs who are wanting to play players outside of this criteria must put their case in writing to [countycupcomps@essexcricket.org.uk](mailto:countycupcomps@essexcricket.org.uk) and it will be reviewed on a case-by-case basis.
- g) Any Club or Team knowingly including an ineligible player in a match shall be automatically expelled from the competition.

*A reminder that Those players in age groups U17 and below are not considered Overseas players in Youth Competitions as per Home Office and Immigration Regulations so therefore are eligible to play as local players. This includes those who are dependents of family members who now reside in the UK. This is also the case even if they are registered as Category 3 players in open age cricket and adult leagues.*

#### **4. Matches & Competition Draw**

- a) The draw for all rounds of the Competition shall be made by and be under the control of ECiC.
- b) The club drawn at home shall be responsible for all match arrangements. Matches must be played by the appointed date(s) set by ECiC.
- c) Fixtures are to be played on the stipulated date, there shall be no variation. Teams responsible for not fulfilling a fixture on scheduled dates shall receive 0 points.
- d) The start time can be mutually agreed by both teams, but in dispute **ECiC state 12 noon shall be the agreed time.**
- e) The home team is responsible for confirming the fixture with their opposition 48 hours prior to the stipulated date and confirm all is in place for the game to take place (Subject to Inclement weather on the day)
- f) If possible, games should be played on the Clubs' main ground, if this is not available and alternative ground may be used.
- g) The option to play in coloured kit is permitted

#### **5. Cricket Balls**

- a) ECiC will supply match balls for the U16 Trevor Bailey Matchplay Shield. Each club shall supply shall be responsible for supplying one ECiC supplied cricket ball for each match played in the Group Stages of the competition. The balls supplied by ECiC will be Pink 5 ½ oz.
- b) 2 New Balls for the knock out stages will be sent out to the home team in the week prior to the fixture taking place. The home team contact will be contacted to arrange this.

#### **6. Helmets & Faceguards**

- a) Any player under the age of 18 playing in any ECB Competition shall be bound by the ECB Directives.

## **7. Umpires and Scorers**

- a) ECiC shall be responsible for appointing ECBACO qualified umpires for all matches in the latter stages of the Competition – Quarter Finals, Semi Final and Final
- b) In Zonal/ Group games - Each side to provide a qualified ECB ACO Umpire for each match. In the event of no suitable umpire being available any mutually acceptable person EXCLUDING THE TWO TEAM MANAGERS may stand. At no time should an Umpire stand who is under 18 years of age
- c) Prior to the commencement of each match the Team Managers shall present a list of players the opposing manager and an ECB team list to the officials, and this should be retained in case of later need
- d) Scorers: Each team shall provide their own competent, non-playing scorer in all matches

## **8. Awarding of points In the Group fixtures**

- a) 4 points will be awarded for a win, nil points for a loss, 2 points to each team for a tied or abandoned match
- b) In the event that the team batting second receives 20 overs or more, the match will be decided by a comparative run rate over the two innings. (For example: 200 for 7 in 40 overs requires 101 off 20 overs to win).
- c) In the event that the team batting second receives less than 20 overs the game is then deemed abandoned and 2 points each will be awarded
- d) In the zonal group stages in the event of teams finishing level on points or there are more than two teams' level on points then the result between the sides will decide the final positions. If the result between the sides is abandoned or cancelled due to weather or can't provide a clear outcome - then Net Run Rate shall be the deciding factor.
  - Net run rates will be based on the number of runs per over scored (for) minus runs per over (against). Sides bowled out within their allotted overs will however have their full over allocation, 40 unless bad weather intervenes. This will be calculated by ECB PLAY-CRICKET

## **9. Match Results Reporting (The use of live electronic scoring is strongly encouraged for all matches)**

- a) Prior to the commencement of each match the Team Managers shall present a list of players to each other, which should be retained in case of later need

- b) NOTIFICATION OF RESULTS - It is the responsibility of Both clubs to ensure a full scorecard is published in full and confirmed on Play-Cricket within 48 hours of a result.
- c) Failing to publish and confirm results within time frame may lead to point reductions
- d) All results should be submitted through your Play-Cricket Administrator; Results can be found via [www.essexcomps.play-cricket.com](http://www.essexcomps.play-cricket.com)

#### **10. Code of Conduct**

- a) All matches in U16 Trevor Bailey Matchplay Shield will be played under the Laws of Cricket and Spirit of the Game
- b) ECiC shall advise interested parties of rulings on any matters upon which these Rules, Regulations and Playing Conditions are silent, unclear or disputed and of Disciplinary decisions after discussion by a panel comprising of the **ECiC YOUTH PARTICIPATION GROUP** in line with the ECB Recreational Conduct Regulations - The Panel's decision shall be final in all matters.

#### **11. Coaching**

- a) Coaching shall not be permitted from the side-lines during a match. In such an event, the umpire shall request the coach/manager/parent/spectator to stop. If this persists, the umpire shall have the power to warn the offending team captain and manager that the matter will be reported to ECiC and YPG.

#### **12. Special Notes**

- a) Any current National or County Directives or Recommendations in respect of fast bowlers - **ECB fast bowling directives**, fielders – **ECB fielding directives** and **Helmet directives in Age Group Cricket** shall be taken into account by the Umpires, the Team Managers having advised details of the players affected through the completed team cards.
- b) ALL TEAM MANAGERS should note that in the interest of participation the substitution of players by the 12th Man (or other qualified player) is permitted by permission of the Umpires only and his/ her game day participation is in accordance with the Laws of Cricket.

#### **13. Match Rules & Playing Regulations**

**The Laws of Cricket & The Spirit of Cricket will apply with the following special regulations:**

1. Matches shall be of 40 overs a side and shall start at 12 O'clock (mid-day).
  - a) Where time is lost after the scheduled start due to inclement weather, then the number of overs shall be reduced as hereinafter provided in these Rules.
  - b) The latest finish time in rain affected games is 5.20pm. This time is known as the scheduled close of play as described below.
  - c) The latest start time for a 20 over per side match is 2.20pm.

2. There will be a tea interval of 20 minutes between innings. In matches where time is lost for inclement weather, the tea interval may be taken (at the discretion of the umpires) during a rain delay, in order to save time subsequently – see 4 f). In this instance the interval between the innings will be 10 minutes and 20 minutes will be saved from any time lost due to inclement weather. \* It is optional for the Home side to provide a Tea and they should communicate this with their opposition prior to the match. **There is no obligation for Teas to be provided.**
3. No bowler shall bowl more than 8 overs in a match, nor more than one fifth of the total number of overs in the innings except where that total is not divisible by 5.
  - a) If, for example, a match is reduced to 31 overs, one bowler may bowl 7 overs and 4 other bowlers shall bowl 6 each. (Note – in certain situations this may lead to a bowler having already exceeded his recalculated quota of overs following a rain interruption.).
  - b) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler who has not bowled the previous over and will not bowl the next over. Such part of over will count as a full over only in so far as each bowler's limit is concerned.

#### 4. Interruptions to play

- a) If for any reason a match starts up to 20 minutes late, it shall remain a match of 40 overs.

If the match commences more than 20 minutes late, for any reason whatsoever, then one over shall be deducted from each innings for every 8 minutes or part thereof lost after the 20 minutes of 'free' time. No variations will be allowed to this rule and it is therefore essential for the captains and umpires to agree on the match clock before the start of play.
- b) 20 minutes of delays for inclement weather are allowed in total (including prior to the start and during either innings) before any overs are deducted (the "free" time).
- c) In matches where time is lost due to inclement weather the tea interval may be taken (at the discretion of the umpires) during a rain delay in order to save time subsequently. In this instance 20 minutes will be deducted from any time lost used to calculate future overs reductions.
- d) In the event of time being lost after the commencement of the match due to inclement weather or other cause during the innings of the team batting first, then the team batting first will receive 40 overs or as reduced prior to the start of the match. The team batting second will then have its maximum number of overs reduced by one over for each 4 minutes of play lost during the first innings.
- e) Should time be lost due to inclement weather or other cause during the innings of the team batting second, then the number of overs which that team would have been entitled to receive shall be reduced by one over for each completed 4 minutes of playing time lost.
- f) Should the first innings finish early due to the batting side being bowled out in less than their allotted overs or the bowling side completing their allotted overs in less than the required

time the over reduction for rain interruptions will be adjusted to account for this time that has been gained.

For example: In a 40 over match, the bowling side either completes their 40 overs or bowls out the opposition in 2hrs 45 minutes. This is 15 minutes ahead of the 3 hours allotted time at 15 overs per hour. 15 minutes will therefore be deducted from any lost time used to calculate over reductions to the second innings.

- g) Should the loss of time result in less than 20 overs being available to the team batting second, the game shall be abandoned, regardless of the match situation when this point is reached.

For example: When rain intervenes once a 40 over match has been started, as soon as more than 22 overs have been lost (i.e. more than 88 minutes playing time once the match has started), the game must not be restarted and should be abandoned. The only exception to this is as described in 4 ix.

- h) It is not possible to declare the innings or retire any remaining batsman out in the first innings, to enable a match to continue to a conclusion. This is not deemed to be within the Spirit of Cricket. Clubs have to accept that the weather will intervene unfavourably on occasions.

- i) When a match has started, and the first innings has subsequently been delayed by adverse weather conditions to an extent that the game cannot be completed, it may be restarted as a match of equal overs. This may happen only if **all** of the following three conditions apply:

- i. 20 overs or less of the first innings have been completed.
- ii. Both captains and umpires agree to restarting the game.
- iii. There is sufficient time left in the game to allow for a match of a minimum of 20 overs per side to take place. The latest start time allowed for a 20 over per side match in this situation is 5.10pm. This assumes a 10-minute interval between innings and tea has already been taken.

In the above situation, the used ball from the first innings will be used for the first innings of the new match and the toss will be repeated.

## **5. Restrictions on the placement of fielders - All Matchplay Games**

- a) Two semi-circles shall be drawn on the field of play.
- b) The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.4 metres). The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch.
- c) The field restriction area should be marked by painted white 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.
- d) At the instant of delivery, there may not be more than five fielders on the leg side.

- e) For the first 12 overs of each innings only two fielders are permitted to be outside the field restriction marking at the instant of delivery.
- f) For the remaining overs of each innings only five fielders are permitted to be outside the field restriction marking at the instant of delivery.
- g) In circumstances where the number of overs for the team batting first or second is reduced, the number of overs in regard to the restrictions above shall be reduced proportionately in accordance with the table below. Fractions are to be ignored in all calculations regarding the number of overs.

Total overs of innings	Overs for which restrictions will apply
20-23	6
24-26	7
27-29	8
30-33	9
34-36	10
37-39	11
40	12

- h) In the event of an infringement of any of the above fielding restrictions, the umpire at the striker's end shall call and signal 'No Ball'.

#### 6. **No balls**

- i. The delivery following any no ball called shall be a free hit for whichever batsman is facing it.
- ii. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
- iii. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball.
- iv. Field changes are only permitted for free hit deliveries if there is a change of striker. However, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.
- v. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

#### 7. **Wide Balls**

- i. 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.

- ii. A wide should be called for any ball that passes on the leg-side of the stumps. The only exception to this rule is if the batsman has moved to the leg-side and the ball passes between him and the stumps, then a wide is not called

### **Play Off & Knock Out Stages – Additional Conditions and Regulations.**

*A reminder that Only players who have played in **50% of their clubs completed group matches** in 2024 competition are **eligible to play in the knockout** stages of the competition. A clubs who are wanting to play players outside of this criteria must put their case in writing to [countycupcomps@essexcricket.org.uk](mailto:countycupcomps@essexcricket.org.uk) and it will be reviewed on a case-by-case basis.*

1. If, in the opinion of the Umpires, in Play Off Games, Quarter-finals, Semi-Final and Final matches, there being bad weather, it is not possible for the team batting second to complete 20 overs, nor for the match to be abandoned a new match with a minimum of 10 overs per side completed the following shall apply:-

If through Health and Safety reasons an alternative date will be arranged that is agreed by both clubs.

Within Play Off Games, Quarter finals, Semi-Final and Final there must be a result, the match shall be decided by the following form of contest: **A SUPER OVER**

In the event of the scores being tied, the teams shall compete in a one over per side eliminator to determine the winner. The following procedure will apply should the provision for a one over per side eliminator be adopted in any match.

- a) Subject to weather conditions the one over per side eliminator will take place at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- b) The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the umpires.
- c) The umpires shall stand at the same end as that in which they finished the match.
- d) In both innings of the one over per side eliminator, the fielding side shall choose from which end to bowl
- e) Only nominated players in the main match may participate in the one over per side eliminator. Should any player (including the batsmen and bowler) be unable to continue to participate in the one over per side eliminator due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the one over per side eliminator.
- f) Each team's over is played with the same fielding restrictions as apply for a non-Field Restriction Over in the Play Off Games, Quarter Finals, Semi Finals & Finals.
- g) The team batting second in the match will bat first in the one over eliminator



- h) The Umpires shall select a ball from the box of spare balls which shall be used for both overs of the one over per side eliminator. The ball to be used shall not be a new ball and should have the apparent wear characteristics of a ball that has had between 5 and 20 overs of usage. For the avoidance of doubt, a ball used in the main match shall not be used in the one over per side eliminator.
- i) If the ball needs to be changed, then playing conditions as stated for the main match shall apply.
- j) The loss of two wickets in the over ends the team's one over innings.
- k) In the event of the teams having the same score after the one over per side eliminator the team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and in the one over per side eliminator shall be the winner.
- l) If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the over per side eliminator) shall be the winner.
- m) If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

Example:

Runs scored from:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

- n) If still equal, then another one over per side eliminator shall be played in accordance with this rule
- o) If through Health and Safety reasons a Super Over not possible an alternative date will be arranged that is agreed by both clubs.