



LADY TAVERNERS
Giving young people a sporting chance



Lady Taverners ECB Girls Club T20 Competitions – U13 & U15

1. TITLE

- 1.1. The title of the Competitions shall be the Lady Taverners ECB U13 & U15 Girls T20 Club Competition, known as LTGT20 U13 & U15.

2. MANAGEMENT

- 2.1. The control of the Competition shall be undertaken by the ECB.
- 2.2. All decisions relating to these rules or to matches played in the Competition shall be final and binding on all concerned.

3. COMPETITION STRUCTURE

- 3.1. ECB shall split clubs entering the competition into regional groups for initial rounds which shall be organised either as a straight knock out format or on a festival basis depending upon entry numbers and location.
- 3.2 This will culminate in Regional finals. The winner of each regional final (in each age group) will progress to the National semi-finals and a finals day which will be organised by the ECB.

4. ELIGIBILITY

- 4.1. The Competition shall be open to all clubs, which are affiliated to the ECB through their County Cricket Board.
- 4.2. Clubs shall apply for entry into this competition directly to ECB no later than **Friday 15th February 2019**.
- 4.3. A club may enter one or more teams but rule 5 will apply insofar as each team will be considered a separate club.

5. QUALIFICATION OF PLAYERS

- 5.1. A player may only represent one club in each of the competitions if they are Under 13 or Under 15 years of age at midnight on 31st August prior to the season of the Competition.
- 5.2. Players may play for both age group teams subject to 5.1.
- 5.3. County players may only move clubs for the purpose of the LTGT20 if their own club does not have a girls section. If they do have a girls section, regardless of whether that club enters into the LTGT20 or not, players will not be permitted to move clubs to play in the LTGT20.
- 5.4. Each team may have a squad of up to 11 players of which 9 will be named in the team, no more than 8 players can bat or be on the field at any time.

6. TEAMS

- 6.1. Each captain must nominate all 9 players to the umpires in writing before the toss is made, there is no requirement to nominate which 8 players will bat. Further substitute fielders can only be made with the approval of the umpires and only in the case of sickness or injury, they can take place only at the end of an over, fall of a wicket or during an interval.
- 6.2. No player of the named playing nine may be changed after the toss without the consent of the opposing captain.
- 6.3. Coaches and non-players are not permitted to coach whilst the match in progress.
- 6.4. Coaches and non-players (other than a physio) are not permitted to enter the field of play at any time once play has commenced (except if umpiring).

7. CRICKET BALLS

- 7.1. It is the responsibility of each club to provide a ball for their fielding innings (U13 will be 4 ¾ oz and U15 will be 5oz hardballs).
- 7.2. In National semi-finals and finals days – ECB shall provide balls.

8. UMPIRES & SCORERS

- 8.1. Each team should provide a suitable person to umpire – this could be either:
 - 8.1.1. A qualified umpire.
 - 8.1.2. An ECBACO member.
 - 8.1.3. A coach / non playing member of their club who is competent with the laws of cricket.
 - 8.1.4. ECB will appoint the umpires both for the regional group finals and the national finals, each team must provide their own scorer throughout the competition.

9. FINANCE

- 9.1. ECB will pay teams progressing to semi- finals and finals a contribution towards their travel expenses, subject to a completed claim form being submitted no later than 2 weeks after the respective competition has been completed.

10. COMPETITION RESULTS

- 10.1. Winning teams should notify ECB of results during all regional rounds of the competition (via email to competitions@ecb.co.uk within 24 hours of the completion of the match).
- 10.2. All clubs are encouraged to also enter their results onto Play-Cricket.
- 10.3. ECB will send semi-final & final information to all qualifying teams at the conclusion of all Regional Finals.

PLAYING CONDITIONS – Laws of Cricket 2017, 1st edition

11. PITCH

- 11.1. The length of the pitch will be:
 - 11.1.1. 19 yards for U13 with a maximum boundary of 45 yards from the middle of the wicket, some venues may vary due to limitations.
 - 11.1.2. 20 yards for U15 with a maximum boundary of 55 yards from the middle of the wicket, some venues may vary due to limitations.

12. DURATION

- 12.1. Each team shall bat for 20 overs unless they are all out earlier.
- 12.2. Each innings shall last for no longer than 1 hour and 15 minutes.
- 12.3. Innings will be separated by a 15 minute interval, unless interruptions have occurred where the umpires can waive / amend this interval time.
- 12.4. If the team batting first is dismissed in fewer than 20 overs, the team batting second shall be entitled to bat for their full allocated 20 overs.
- 12.5. No drinks intervals shall be permitted in any innings.
- 12.6. 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 other drinks shall be taken onto the field without the permission of the umpires.

13. Helmets and protective headwear

- 13.1. ECB guidelines on helmets and protective headwear shall be adhered to during all matches in this competition.

14. Bowlers

- 14.1. Bowler limits will be a maximum of 25% of the total number of overs for each innings.
- 14.2. If a bowler partially completes an over – this is to be rounded up to the full over for this consideration.
- 14.3. ECB's Fast Bowling Directive will apply in this competition throughout all rounds.

15. Junior Fielding Restrictions

- 15.1. For U13 and U15 players: no player will be allowed to stand closer than 11 yards and 8 yards from the middle of the wicket respectively, until the batter has played the ball. This is with the exception of the wicket keeper and fielders on the off-side behind the wicket.
- 15.2. The umpire should ensure these restrictions are not breached and must stop the game until the distance is correct.

16. Fitness of Play (Ground Condition & Light)

- 16.1. All references to ground include the pitch. See Law 7.1 (Area of pitch.)
- 16.2. It is solely for the umpires to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.
- 16.3. Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.
- 16.4. Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.
- 16.5. When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.

17. Delay or Interruption – First Innings

- 17.1. Prior to matches commencing both teams shall agree a cut off time for matches to be completed.
- 17.2. If playing time has been lost the revised number of overs shall be based on a rate of 16 overs per hour in the total time available for play.
- 17.3. The revision of the number of overs should ensure, where possible, that both teams have the opportunity of batting for the same number of overs.
- 17.4. The team batting second should not be allocated more overs than the team batting first.
- 17.5. As soon as the total minutes playing time remaining is less than the completed overs faced by team 1 multiplied by 3.8, then the first innings is terminated.

18. Delay or Interruption - Second Innings

- 18.1. When playing time has been lost and, as a result, it is not possible for the team batting second to complete its allocated overs in the playing time available, the number of overs shall be reduced at a rate of 16 overs per hour in respect of the lost playing time. Fractions of overs should be ignored for this purpose.
- 18.2. In addition, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- 18.3. A fixed time shall be specified for the close of play by applying a rate of 16 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play will be taken into consideration in specifying this time.
- 18.4. If the team fielding second fails to bowl the revised number of overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved, whichever comes first.

18.5. The number of overs for the team batting second shall not be reduced due to the team batting first being dismissed in fewer overs than they were allocated.

18.6. To constitute a match a minimum of 5 overs per innings should be available.

19. Calculation of Target Score in Reduced Overs Games

19.1. If the number of overs for the team batting second has to be reduced to fewer than the number of overs allocated to the team batting first, then the target score shall be reduced according to the innings run rate of the team that batted first e.g. the team batting first makes 120 runs off their full 20 overs. If the innings of the team batting second is reduced to 10 overs, their target score will be 61. This is based on innings run rate of 6 per over plus 1 run to win the match.

20. Match Results

20.1. Win: In a match consisting of a minimum of 5 overs each innings, the team that scored more runs than the opposition wins.

20.2. In the event of scores being equal, the following will be determined to decide a winner (in order):

20.2.1. The team that lost fewer wickets will be declared the winner.

20.2.2. If both sides have lost the same number of wickets or both sides are all out, the side with the highest overall scoring rate (to be decided by runs scored divided by legitimate balls received shall be the winner).

20.2.3. If balls to reach total are equal, a 2 over eliminator will be used to determine the winner.

20.2.3.1. Each team will nominate 2 bowlers and 3 batters.

20.2.3.2. A toss to determine who will bat first will be undertaken.

20.2.3.3. The team that win this eliminator will be declared the winner based on match results above.

20.2.4. If the eliminator fails to determine a winner – it will be replayed.

20.2.5. If the second eliminator fails to determine a winner, a sudden death bowl off will be undertaken where all members of the team must bowl (except the wicketkeeper) before any player re-bowls.

21. Match Results for festival group games

Depending upon the entry numbers and the geographical location some rounds may be organised on a festival basis whereby 3 teams play each other at one venue, the following points system will apply:-

Win – 4 points, tie – 2 points, abandoned or cancelled – 1 point, loss – nil points.

In the event of teams finishing on equal points the final standings shall be decided in the following order of priority:-

When 2 teams have equal points the team that won the match between them will be placed in the higher position.

If still equal, e.g. the game was abandoned, the team with the higher net run rate across the festival will be placed in the higher position.

Net run rate is calculated by the average runs per over that a team scores minus the average runs per over that's scored against them.