

ECB DIRECTIVES

Helmets

In February 2000 the England and Wales Cricket Board (ECB) issued safety guidance on the wearing of helmets by young players up to the age of 18. This original guidance document can be found at www.play-cricket.com/helmets. In brief, the guidance recommends that:

With the assistance of schools, cricket clubs and leagues, the wearing of helmets by young players is now standard practice in cricket throughout England and Wales.

Helmets are widely available and are covered by a British Standard (BS7928:1998).

The original guidance allowed parents or guardians to give their written consent to allow a young player not to wear a helmet. However most clubs, schools and leagues have decided not to accept this parental consent and require all young players to wear a helmet in all junior matches. If a club or school does agree, in exceptional circumstances*, that a young player need not wear a helmet they must ensure that an ECB Team Card is completed and given to the umpires before the start of play whenever the young player takes part in a junior match.

At the beginning of 2007 the ECB clarified the guidance relating to young players in adult matches and confirmed that all young players who have not reached their 18th birthday must wear a helmet with a faceguard when batting and when standing up to the stumps when keeping wicket in adult matches. Parental consent not to wear a helmet should not be accepted in adult cricket.

This guidance applies to all players up to the age of 18, both in adult cricket and in all junior cricket played with a hard cricket ball. The guidance also applies during all practice sessions. Any individual taking responsibility for players should take all reasonable steps to ensure that this guidance is followed at all times.

helmets with a faceguard or grille should be worn when batting against a hard cricket ball in matches and in practice sessions young players should regard a helmet with a faceguard as a normal item of protective equipment when batting, together with pads, gloves and, for boys, an abdominal protector (box) young wicket-keepers should wear a helmet with a faceguard when standing up to the stumps.

* Additional guidance on what constitutes 'exceptional circumstances' can be obtained from the ECB Cricket Department.

ECB Fast Bowling Match Directives

Issued October 2009. For any subsequent changes visit www.play-cricket.com

AGE:	MAX. OVERS PER SPELL	MAX. OVERS PER DAY
Up to 13	5	10
U14, U15	6	12
U16, U17, U18, U19	7	18

For the purpose of these Directives a fast bowler is defined as a bowler to whom a wicket keeper in the same age group would **in normal circumstances** stand back to take the ball.

Having completed a spell the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his* spell have been bowled from the same

end. A bowler can change ends without ending his current spell provided that he bowls the next over that he legally can from the other end. If this does not happen his spell is deemed to be concluded. If play is interrupted, for any reason, for less than 40 minutes any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption have been bowled from the same end. If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.

Once a bowler covered by these Directives has bowled in a match he cannot exceed the maximum number overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum overs per spell if bowling spin, but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell have been bowled from the same end.

If he bowls spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as he reverts to bowling fast. Captains, Team Managers and Umpires are asked to ensure that these Directives are followed at all times.

For guidance it is recommended that in any 7 day period a fast bowler should not bowl more than 4 days in that period and for a maximum of 2 days in a row.

Age groups are based on the age of the player at midnight on 31st August in the year preceding the current season.

*Any reference to he/his should be interpreted to include she/her.

Fielding

- 3.1 No player in the under-15 age group or younger shall be allowed to field closer than 8 yards from the middle stump except behind the wicket on the off side until the batsman has played at the ball.
- 3.2 For players in the under-13 age group and below the distance is 11 yards.
- 3.3 Any player in the under-16 to under-18 age groups who has not reached the age of 18 must wear a helmet and an abdominal protector (box) when fielding within six yards of the bat except behind the wicket on the off side
- 3.4 Age groups are based on the age of the player at midnight on 31st August in the year proceeding the current season.

Under-13 and Under-12 Players in Open Age Cricket

Under-13 players (year 8 at school) can play with explicit written consent from their parent or guardian, together with prior notification to the league's Hon. Secretary that this is happening.

Below this age, any player in year 7 or below (under 12 at midnight on 31st August 2009) cannot play in open age cricket with or without explicit written consent.

Umpires Match Reports

These will be completed by all Panel Umpires for each league game attended during the season, and returned to Chris Bates, F4, 26 Upperton Gardens, Eastbourne BN21 2AH

Assessment of Umpires Reports

These will be completed by all Captains in Division 1 & 2 for each league game during the season, and returned to Chris Bates, F4, 26 Upperton Gardens, Eastbourne BN21 2AH

Team Sheets

A Team Sheet MUST be handed to a presiding umpire or exchanged between the captains before the toss is made. The Team Sheet must specify the age groups of any participating young players. Spot checks will be carried out during the season to make sure that this directive is being correctly applied.

League Games - Delayed Starts

1. Set out below are guidelines as to what should happen if the start of the game is delayed by reason of ground and/or weather conditions and should be read in conjunction with paragraph 5 of Appendix A.

2. If the start is delayed by one hour or less then a full game should be played.

3. If the start is delayed by more than one hour the overall length of the game (i.e. the maximum number of overs) shall be reduced and similarly the maximum number of overs for which the side batting first can bat will also be reduced in proportion.

4. In order to make the calculations as simple as possible the total maximum length of the game shall be reduced by 3 overs for each complete 10 minutes lost (e.g. 9 minutes lost - no reduction; 10 minutes lost - 3 overs; 10-19 minutes 3 overs; 20 minutes 6 overs.)

5. The maximum length of the first innings shall be 50/93 of the total maximum of the number of overs in the match, any fraction being rounded up. These are shown in the table below:

Start time	Delay	Effective delay	Total overs lost	Maximum overs for game	Maximum overs for first innings	Maximum overs for second innings
1.30 p.m.	0	0	0	93	50	43
2.30 p.m.	1 hour	0	0	93	50	43
2.40-2.49 p.m.	1 hr 10 mins to 1 hr 19 mins 10 mins	10 mins	3	90	49	41
2.50-2.59 p.m.	1 hr 20 mins to 1 hr 29 mins	20 mins	6	87	47	40
3.00-3.09 p.m.	1 hr 30 mins to 1 hr 39 mins	30 mins	9	84	46	38
3.10-3.19 p.m.	1 hr 40 mins to 1 hr 49 mins	40 mins	12	81	44	37
3.20-3.29 p.m.	1 hr 50 mins to 1 hr 59 mins	50 mins	15	78	42	36
3.30-3.39 p.m.	2 hrs to 2 hrs 9 mins	1 hour	18	75	41	34
3.40-3.49 p.m.	2 hrs 10 mins to 2 hrs 19 mins	1 hour 10 mins	21	72	39	33
3.50-3.59 p.m.	2 hrs 20 mins to 2 hrs 29 mins	1 hour 20 mins	24	69	38	31
4.00-4.09 p.m.	2 hrs 30 mins to 2 hrs 39 mins	1 hour 30 mins	27	66	36	30
4.10-4.19 p.m.	2 hrs 40 mins to 2 hrs 49 mins	1 hour 40 mins	30	63	34	29
4.20 onwards	LIMITED OVERS GAME (Appendix A, paragraph 5.5)					