



Competition Rules & Regulations

1. **Title** of the competition is Middlesex Youth Cup.
2. **Management:** these rules apply to the Youth Cup competition only and all decisions by Middlesex Cricket are final.
3. **Entry** into the competition is open to all clubs and teams affiliated to all affiliated clubs holding, or actively working towards ECB Clubmark accreditation.
4. **Pitch:** clubs may use fine turf or non-turf pitches for their home matches.
5. **Competition Structure** is set by Middlesex Cricket. The winner determined by a County Final.
6. **Playing Conditions**

All players, team officials, club supporters and umpires shall be bound by the MCC Spirit of Cricket and the ECB Code of Conduct. Any contravention of either could lead to Disciplinary action. For this competition the ECB 20 over per side generic **Playing Conditions** (see below) will be used with the following exceptions:

 - When a batter reaches or passes the personal total of 50 runs they must retire
 - Retired batters may return once all other batters have been dismissed
 - Batters return in the order in which they had retired.
- 6.1 **Eligibility:** any club that fields an ineligible player shall be penalised and the result of the match overturned in the favour of the opposition.

Age: a cricketer shall only be eligible to play in the competition if they are 17 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 competition and they must be a member of that club. Clubs with limited numbers of eligible players can merge with, or invite players from, no more than 2 other clubs from Middlesex, unless otherwise authorised by Middlesex Cricket. Clubs merging players must seek prior approval from Middlesex Cricket.
- 6.3 **Ineligible players:** the following list of players are ineligible:
 - Players that have played in a Specsavers First Class match, Vitality Blast or Royal London One Day fixture in the current or previous season
 - Players that are contracted to a First Class County
 - All Overseas players.

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.
7. **Balls:** the Home and Away side shall each provide at least one new Serious Cricket pink ball (supplied) for each match. A new ball must be used at the start of each innings. If the 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. **Officiating**
- 8.1 **Umpires:** the home side is responsible for selecting one umpire for each fixture. Middlesex ACO will supply an additional panel umpire, the cost to be borne by the home club of £25. The umpires shall be selected for the whole match and may not play in the match. If the home side

fails to supply an umpire, the panel umpire will stand at both ends and be paid double the agreed Middlesex Cricket panel umpire rate by the home club. Due to current conditions some panel umpires may not be taking cash payments from the home club. Therefore, the home club would need to get the Panel Umpire's bank details to make an online transfer on the day of the match or no later than 72 hours after the match.

- 8.2 Scorers:** each team shall provide their own competent, non-playing scorer in all matches. Scorers should endeavour to score the match electronically – **Play-Cricket Scorer** [app.] is the easiest way to digitally score and automatically uploads the scorecard to play-cricket.com.

9. Results and Match Points

The Home side is required to enter the result and full scorecard details onto play-cricket within 24 hours of the match being completed (however, the losing team can, if agreed).

- 9.1 Points:** the following points system will apply:
- Win/Conceded Win 8pts
 - Tie 4pts
 - Abandoned¹ 1pt
 - Cancelled² 1pt
 - Lose 0pts
 - Conceded Loss -2pts.
- 9.2 Group Matches:** in the event of teams finishing on equal points, the higher placed team will be decided in the following order:
- Final group game only, if teams level on points = Super over
 - Head-to-head result
 - Wins (then Conceded Wins)
 - Ties
 - Wickets taken
 - Runs scored.

Notes: ¹ Game started but at least one team failed to bat 5 Overs. ² No play occurred.

10. Fixtures

Group fixtures, Quarter-finals and Finals Days will be organised locally by Middlesex Cricket. Fixtures will be uploaded by Middlesex Cricket to the Middlesex Youth Cup play-cricket site and appear in your own club's play-cricket fixtures section.

- 10.1 Re-arrange Group fixtures:** matches where no result can be achieved on the scheduled date can be re-arranged to be played by not less than 48 hours before the final Group Matchday. In the event of no decision being reached in the match because of weather, inability to re-arrange a fixture before the deadline date or, for another reason, the result shall be determined as an Abandoned or Cancelled fixture, depending if the match was stopped during a game or if it had never begun, respectively.
- 10.2 County Finals:** County Finals Days will be arranged by Middlesex Cricket.
- 11. Team Sheets:** each side must provide the umpire with a team sheet before the start of 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.
- 12. Helmets and/or Faceguards**
Any player under the age of 18 playing in the competition shall be bound by the ECB Directive (see section 19 of the current Non First Class Regulations and Playing Conditions).
- 13. Fielding Regulations**
- 13.1** No young player in the Under 15 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the batsman's position on the popping crease on a middle stump line, except behind the wicket on the off side, until the batsman has played at the ball.
- 13.2** Any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet and, for boys, an abdominal protector (box) when fielding within 8 yards (7.3 metres) from the batsman's position on the popping crease on a middle stump line, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

14. Clothing

It is mandatory that each player wears a minimum of a coloured shirt for the competition (any colour except pink, red, or white). It is recommended that clubs wear complete coloured clothing. Due to the short notice of the return to cricket we understand that it may not have been possible for delivery of coloured shirts to yet take place. Therefore, we will allow clubs to play in a white shirt for the duration of the group stage only. It will be a mandatory requirement for clubs who reach the knockout phase of the competition to wear a coloured shirt, if clubs do not, they will risk forfeiture of the game regardless of the result.

15. Covid-19

The ECB's guidelines on guarding against Covid-19 will apply. Sanitising of the ball will take place every 20 minutes or 6 overs (whichever comes first). Umpires have been instructed to allow two minutes for every sanitisation break.

PLAYING CONDITIONS – 20 OVERS PER SIDE

The Laws of Cricket shall apply except as set out in these regulations:

1. Duration

1.1 1 innings per side, each limited to a maximum of 20 overs and a minimum of 5 overs.

2. Hours of Play

2.1 Start times are to be agreed by Middlesex Cricket.

2.2 Teams have 1 hour 15 minutes to bowl 20 overs. Umpires will provide half-hourly updates to the fielding captain. Having first taken into account any delays beyond the fielding side's control, the umpire will apply penalty runs at the rate of 5 runs for every 5 minute period late in the event of 20 overs taking longer than 1 hour 25 minutes.

1st innings (1 hr 15m): 5:30 to 6:45pm

Interval (10m): 6:45 to 6:55pm

2nd innings (1hr 15m): 6:55 to 8:10pm.

2.3 In the event of an interruption or delay during the 1st innings, the calculation of number of overs to be bowled shall be based upon one over for every 3 minutes 45 seconds in the total time available for play up to the scheduled close of play. In the second innings of the match, overs shall be reduced at a rate of one over for every full 3 minutes 45 seconds lost, unless the 1st innings has finished early to the 2nd innings started early, in which case no overs are lost until the time that has been gained is subsequently lost.

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:

- 17-19 = 5
- 14-16 = 4
- 10-13 = 3
- 7-9 = 2
- 5-6 = 1

3.4 At the instant of delivery, there may not be more than 5 fielders on the leg side.

4. Bowling restrictions

- 4.1** No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. However, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance – e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (4 as opposed to 3) and so any other bowlers are limited to 2 overs.
- 4.2** In a delayed or interrupted match where the overs are reduced for both teams or the team bowling second;
- 4.2.1** for the innings of rescheduled length of at least 10 overs, 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.
- 4.2.2** for the innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs. In these circumstances, the one-fifth limit does not apply.
- 4.3** When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.
- 4.4** In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- 4.5** The allocation of overs per bowler will not be reduced as a result of the deduction of any penalty overs.

5 Batting restrictions

- 5.1** When a batsman reaches or passes a personal total of 50 he shall retire, but may return on the departure of the eleventh batsman. Retired batsmen must return in order of their retirement. The batsman shall retire again when he reaches or passes a personal total of 100. A batsman can continue their innings beyond 50/100 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.

- 6. Variable run rate.** In the event of rain and the side in the 1st innings batting for longer than the side in the 2nd innings, the target score shall be decided by *Variable* run rate based on the number of legitimate balls faced

In the event of the number of Overs being reduced for the second innings, the target score (to win) is set by applying the Variable Run Rate Calculator, using the below formula (available to download to Smartphones, for easy calculation):

$$\frac{100 + ((Overs_{1st Inn} - Overs_{2nd Inn}) \times 1.2)}{100} \times RR_{1st Inn} = RR_{2nd Inn}$$

Worked Example: 1st Innings – 20 Overs batted, **140 runs** (Run Rate 7.00).

2nd Inns Overs Avail.	Required Run Rate	Target Score		2nd Inns Overs Avail.	Required Run Rate	Target Score
19	7.08	135		11	7.76	85
18	7.17	129		10	7.84	78
17	7.25	123		9	7.92	71
16	7.34	117		8	8.01	64
15	7.42	111		7	8.09	57
14	7.50	105		6	8.18	49
13	7.59	99		5	8.26	41
12	7.67	92				

7. Free Hit after a no ball

7.1 The delivery following a no ball shall be a free hit for whichever batsmen is facing it.

Note: this applies to all modes of No ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease.

7.2 If the delivery for a free hit is not a legitimate delivery (any kind of no ball or wide ball), then the next delivery shall become a free hit for whichever batsman is facing it.

7.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called a wide ball.

7.4 Field changes are not permitted for the free hit deliveries unless there is a change of striker or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, 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.

7.5 The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

8. Wide Ball – Judging a Wide

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order prevent negative bowling wide of the wicket.

Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. For guidance purposes, in adult cricket a legside wide should be called if a ball passes on the legside outside the pads of the batsmen standing in a normal guard position

9. Bouncers: 1 per over above shoulder height. All balls over head height will be called No Ball.

10. Full-pitched balls: Any full-pitched ball (regardless of pace) which would have passed above waist height of the striker standing upright at the crease shall be called No Ball.

11. The Result

11.1 When there is no interruption after play has commenced 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.

12. Trophies & medals: supplied by Middlesex Cricket. It is the responsibility of the previous year's winners to return the Shield, engraved, a minimum 28 days before Finals Day.