

## Table of Contents

Introduction .....	3
1 Generic Rules.....	4
1.2 Playing Regulations .....	4
1.3 Exceptional Circumstance Rules .....	5
1.4 Wearing of Helmets .....	5
1.5 Match Day Requirements .....	6
1.6 Before the Start .....	6
1.7 After the Match.....	6
1.8 Expense Claims.....	6
1.9 Fast Bowling Directives .....	7
1.10 ECB Guidelines for Junior Players in Open Age Cricket .....	7
2 Player Registration and Eligibility .....	8
2.1 Registration .....	8
2.2 Profiling Process for players with a Learning Disability.....	9
2.3 The Assessment Process.....	9
2.4 Appeals and Insufficient Evidence.....	10
2.5 Supporting Evidence List .....	10
2.6 Profiling Process for players with a Physical Disability .....	11
2.7 Acceptable Profiles of Functional Ability .....	11
2.8 Non-Acceptable Profiles .....	11
2.9 Coaches' Definitions .....	12
3 Profiling Process for players who are Deaf or have an HI .....	13
4 D40 National League .....	13
4.1 General Rules .....	13
4.2 Player Eligibility and Restrictions .....	14
4.3 Wet Weather Rules .....	14
4.4 Bowl Off Rules – (Semi Finals and Finals) .....	14
4.5 League Tables and Points System .....	15
4.6 Penalties – apply to all formats.....	15
4.7 Appeals.....	15
5 Super9's National Format Rules .....	16
5.1 Introduction.....	16
5.2 General Rules .....	16
5.3 Player Eligibility and Restrictions .....	16
5.4 Wet Weather Rules .....	17

5.5 .....	17
5.6 League Tables and Points System .....	18
5.7 Penalties – apply to all formats .....	18
5.8 Appeals .....	18
5.9 Super9’s Pairs Format .....	18
5.10 Penalties – apply to all formats.....	20
5.11 Appeals.....	20
6 D40League Development Format Rules.....	20
7 Super9’s Development Format Rules .....	21
8 ECB Contacts.....	22
9 England Disability Cricket Management Teams .....	23
10 County Contacts .....	24
10.1 D40 National League Contacts .....	24
10.2 S9 National Format (South West Region).....	27
10.3 S9 National Format (South East Region) .....	28
10.4 S9 National Format (North/Mids).....	29
10.5 D40 Development Cricket.....	31
10.6 S9 Development Cricket .....	33
10.7 England Cricket Association for the Deaf .....	36

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## **Introduction**

The 2019 season finished with Essex as the National D40 Champions and Derbyshire as the National Super9 champions and huge congratulations are afforded to all finalists in 2019 that made both finals fit for each occasion.

In 2020 we are introducing players who are deaf or have a hearing impairment to take part in our county competitions. This will give us three impairment groups in the same competition. We are very excited at this prospect and look forward to welcoming deaf players from across the country into our county teams.

The 2020 season will also see a few changes to our competitions of which, the most notable will be the end of a national competition for the Super9's format. After reviewing the competition, it was felt that more teams would ultimately take part if we were able to reduce the amount of travel during the season, and to that end, we have decided to make that competition regional.

The D40 competition will remain with its two divisional formats with semi-finals taking place at Collingham & District Cricket Club in August and the final at the picturesque Arundel Castle in September. New for this competition in 2020 is the wearing of coloured clothing by all teams and all games played with pink balls.

The 2020 season also brings us a much stronger and bigger base of 'development' teams in both softball and hardball formats. As a result, we have arranged a number of 'festival' days during the summer and as things progress, we would expect the number of teams to grow year on year which will be as a direct consequence of the Lords Taverners Super1's programme.

Finally, in this introduction, I would like to say that as part of our increasing commitment to the teams in these competitions, we will be providing all teams branded boundary markers and stumps for their use.

It just remains for me to wish all that take part in matches in 2020 the very best of luck and more importantly, I hope very much that you enjoy your cricket

**Richard Hill MBE**

ECB Disability Cricket Competitions Manager

# 1 Generic Rules

## 1.1 General Rules

- 1.1.1 All teams that enter the competitions must ensure that the players registered are eligible to play. Eligibility is based on a player undergoing a classification assessment (PD) or providing the correct documented evidence (LD), or, for deaf or hard impaired players the production of an audiogram. County Management are responsible for ensuring their players are registered and have either undergone eligibility or are in the process of having eligibility verified. Teams that play in the development leagues will have to register their players, however they will not need to undergo classification.
- 1.1.2 It is strongly recommended that each team should have a Team Manager. The Team Manager must be made known to the Competition Manager and will become the main point of contact for that team. The Team Manager must be in possession of a current DBS Certificate.
- 1.1.3 It is also strongly recommended that each team have, as a minimum, a level 2 qualified coach, who is responsible for coaching the squad. You will be required to inform the Competitions Manager of your coaches on the Information Form. All coaches need to be members of the ECB Coaches Association.
- 1.1.4 There is no reason why the Team Manager and Coach could not be the same person.
- 1.1.5 Each team should also have a dedicated scorer where possible.
- 1.1.6 There is no reason why a county or collaborative group cannot have more than one team playing in the competitions.
- 1.1.7 Each national league game **MUST** be officiated by ACO member umpires via your county board.
- 1.1.8 ECB will be responsible for the running and organisation of the competitions. In the event of any dispute, contravention of playing conditions, misconduct of players or officials or other matter relating to the leagues, ultimate authority will rest with the ECB through its Competitions Manager.
- 1.1.9 The ECB will provide sufficient match balls to the home teams. A new ball should be used at the commencement of each innings. Teams should ensure that they have enough spare balls available, should the need arise.
- 1.1.10 Games should also be played on fully prepared grass pitches. Teams are encouraged to use the best available facilities that they can, as these are county level fixtures. Consideration should always be given to appropriate facilities for the various disabilities that will need to use them. (Development games can be played on artificial pitches if necessary).
- 1.1.11 All games will be played with the specified competition ball, pitches will be 22 yards long. Each innings will commence with a new ball. Tea will be taken between innings and the interval should not exceed 30 minutes.

## 1.2 Playing Regulations

- 1.2.1 With the following exceptions all cricket matches will be played in accordance with the current M.C.C laws.
- 1.2.2 Prior to the start of the match, with the agreement of the umpires and managers, a runner may be requested for any batsmen with severe ambulatory problems. Runners must be members of the nominated team.
- 1.2.3 With regard to 'Law 24 No Ball', any ball passing on the full above waist height whether the batsman is standing or seated will be called No Ball and dealt with accordingly.
- 1.2.4 With regard to 'Law 42 Fair and Unfair Play' penalty runs will not apply.
- 1.2.5 Fielding Restrictions – No fielder shall be allowed to field closer than 11 yards from the middle stump, except behind the wicket on the offside, until the batsman has played the ball.
- 1.2.6 Wheelchairs or other walking aids etc. will be classed as a normal part of a batsman's equipment and will be treated as such with regard to 'Law 36 LBW' and 'Law 35 Hit Wicket'.
- 1.2.7 When fielding, wheelchairs and walking aids may be used to field the ball without penalty under 'Law 41 Illegal Fielding'.
- 1.2.8 A ball struck by the batsman that rebounds from their wheelchair and is caught by any member of the fielding side without being grounded before or after hitting the wheelchair, will be considered a fair catch. However, a ball which lodges or rests in or on a wheelchair will not constitute fair catch.

- 1.2.9 Bowling Actions – agreement must be sought by both captains and in conjunction with the umpires for bowlers who are unable to bowl in the conventional manner due to their disability. Generally, the ball must pitch once before reaching the batsman, however, part of the agreement must also include the option for agreed bowlers to pitch the ball more than once due to their disability as long as the delivery is deemed as not dangerous and within the ‘spirit of the game’.
- 1.2.10 Furthermore, it should also be agreed between the captains as to where bowlers will deliver the ball from with regard to the normal wicket length.

### 1.3 Exceptional Circumstance Rules

- 1.3.1 Should a division finish where two team are equal on points and the result would affect the progression of a team to the semi-finals or, where it would affect final placings, then those placing would be decided by using( i to v) below in that specific order until the places have been satisfied. This ruling applies for placings in the D40 National competition and for the Super9's Regional leagues.
- i. The ‘net run rate’ for each team will be calculated using the standard formula. The team’s net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.
  - ii. If the values are still level, then the team with the greatest number of wins will be declared as division winner.
  - iii. The team with the greatest number of points gained from ‘played’ matches will be declared the winner (ie subtract points gained from defaulted or cancelled fixtures).
  - iv. The result of the head to head between the two teams (if teams have played each other twice and one team has won both then this rule will still apply, however if they have one once each, then the winner will be the team who have accrued the highest number of runs in their head to head games).
  - v. If still level at this stage, then the total number of wickets taken during the season by both teams will be calculated and the winner will be declared as the team with the higher number.
- 1.3.2 Should a county need to ‘drop out’ of a competition DURING the season, the following rule will apply:
- i. All results of games played by that team will be expunged from the records. Any points gained, and any penalty points given for any team as a result of a match against the offending team will be removed from the records too.
  - ii. Divisional tables will be adjusted to show these changes.

### 1.4 Wearing of Helmets

- 1.4.1 All players in the Super9's Regional, Development and D40League competitions aged 18 years old or younger **MUST** wear head protectors or helmets whilst batting which have been tested against a hard cricket ball and are listed on the ECB website.

A full list of approved headwear can be found at <http://www.ecb.co.uk/information/ecb-and-pca-guidance-head-protectors-helmets>.

This should also apply where teams have organised practice sessions for Super9's and D40League games.

Wicketkeepers under the age of 18 should wear a head protector with a faceguard, or a wicketkeeper face protector, at all times when standing up to the stumps.

Any individual taking responsibility for any player(s) under the age of 18 should take reasonable steps to ensure this guidance is followed at all times. No parental consent to the non-wearing of a head protector should be accepted.

It is also strongly recommended that players over the age of 18 also wear protective headgear whilst playing Super9's or D40League matches or practice sessions.

It is recommended that all players irrespective of age, who have disability issues that reduce mobility, or for those who have historical head injuries, should wear helmets whilst batting.

A further recommendation would be to advice such players to wear helmets whilst fielding, particularly if the fielder is positioned in front of the facing batmen and is on the 11yard restriction.

As with the under 18 rules regarding wicket keepers, it is recommended that all players should wear a head protector with a faceguard, or a wicketkeeper face protector, at all times when standing up to the stumps.

## **1.5 Match Day Requirements**

### **1.5.1 Ground Preparation**

- 1.5.1.1 The ground, which includes the outfield, surrounds, and the pitch should be fully prepared in readiness for the start of the match. Boundaries should be clearly marked with either a rope or white line.
- 1.5.1.2 If a white line is used, markers should also be provided.
- 1.5.1.3 Sightcreens should be aligned, and in accordance with the new laws be outside the boundary.
- 1.5.1.4 On grounds where it is not possible to place a sight screen outside the boundary, the rope, or white line should be placed inside the sight screen, always leaving sufficient room for the screen to be moved for a bowler bowling over or round the wicket.
- 1.5.1.5 The score box should be clean, tidy and ready for use.
- 1.5.1.6 The pitch should be correctly marked in accordance with the Laws.

### **1.5.2 Facilities and Equipment**

- 1.5.2.1 Both Players and Umpires dressing rooms should be clean and tidy. In the Umpires room there should be two new match balls (provided by the Home team), six spare balls of varying degrees of usage, together with bails (including spares) and bowler's markers.
- 1.5.2.2 A copy of the League Playing Rules (this handbook) should be available.

## **1.6 Before the Start**

- 1.6.1.1 Umpires should meet with Captains and receive their written team lists 30 minutes before the scheduled start of the match.
- 1.6.1.2 **Team Cards** – These are provided to you and must be filled in, in their entirety and handed to the match Umpires at least 30 minutes before the scheduled start of games. The player's names, along with their registration numbers must be provided. You are also obliged to indicate those players under 18 and must adhere to the ECB guidelines and directives on young people bowling.
- 1.6.1.3 It is recommended that the Umpires supervise the toss and ensure that expectations relating to the role of the captains and behaviour are agreed. At this meeting agreement will be reached regarding any local rules, drinks break, and formats played etc.
- 1.6.1.4 In the case of a delayed start, the new number of overs to be played, interval changes, etc. will be finalised.

## **1.7 After the Match**

- 1.7.1.1 As part of each match that is played, there are many administrative tasks that **MUST** be carried out. Failure to carry out any of these tasks will result in POINTS DEDUCTIONS. Please be aware.
- 1.7.1.2 **Phone the result in** – The HOME team must phone the result of their match in on the DAY IT HAS TAKEN PLACE. This must be done by 9.30pm. Please ring **07818 431144** and leave a message. Please leave the following details: The name of the two teams, who won the toss, the score of the team batting first and how many over's faced i.e. 145 for 8 wickets in 30 over's, followed by the score of the team batting second. Please include the full name of any player who scored 50 or more, or who took 5 wickets or more. Finally state who won the game and what the points share is. Failure to ring the result in will incur a ONE POINT PENALTY. A Phone message **MUST** be left even if the game has been cancelled or abandoned.
- 1.7.1.3 **Scorecards** – It is the responsibility of the home team to ensure that the result and score card have been completed on their specific page on **Play-Cricket.com**. The scorecard and result **MUST** be entered on play-cricket within **48 hours** of the finish of the match (ie by 8pm on the Tuesday following the finish. Failure to do so will result in a ONE POINT deduction for the home side.
- 1.7.1.4 Fixtures that have been abandoned or cancelled **MUST** also be included when adding to Play-cricket.com

## **1.8 Expense Claims**

- 1.8.1.1 Claims for match expenses should be sent to Richard Hill at the address shown on the form, or via email. All expense claims will be processed the ECB accounting system and payments made direct

by transfer. PLEASE NOTE: Expense payments will be triggered by a completed play-cricket score card. It is the HOME team's responsibility to ensure the scoresheet is completed CORRECTLY i.e. all players names completed

- 1.8.2 **COUNTIES PLEASE NOTE** – Umpires should be notified of any cancellation no later than two and a half hours before the scheduled starting time. If an umpire is not notified and travels to the ground, he will receive his full expenses.

**In the event of a cancellation the HOME club is responsible for contacting BOTH umpires.**

### 1.9 Fast Bowling Directives

AGE	MAX OVERS PER SPELL	MAX OVERS PER DAY
Up to 13	5 overs per spell	10 overs per day
U14, U15	6 overs per spell	12 overs per day
U16, U17	7 overs per spell	18 overs per day
U18, U19	7 overs per spell	18 overs per day

- 1.9.1 Having completed a spell the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell has been bowled from the same end.
- 1.9.2 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.
- 1.9.3 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.
- 1.9.4 If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.
- 1.9.5 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 slowly.
- 1.9.6 He can exceed the maximum overs per spell if bowling slowly, 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.
- 1.9.7 If he bowls slow without exceeding the maximum number of overs in a spell the maximum will apply as soon as he reverts to bowling fast.
- 1.9.8 Captains, Team Managers and Umpires are asked to ensure that these Directives are followed at all times.

### 1.10 ECB Guidelines for Junior Players in Open Age Cricket

The ECB has issued guidance covering the selection and participation of young players in open age group cricket. This is to help clubs decide when to select young players in open age group cricket and how best to help their cricketing development when they play within open age groups. The ECB keeps these guidelines under review and following feedback from clubs and leagues, has revised these guidelines from the 2011 season. The ECB will continue to monitor the impact of these guidelines and you are invited to feedback your thoughts and comments in writing to the ECB Non-First-Class Cricket Department.

#### **The Guidance is as follows:**

Making the step up from junior to open age group cricket is a significant event in any player's

cricketing experience. Ensure the player's safety, personal development needs and overall cricket experiences are considered.

There is no definitive age at which a player should be introduced to open age group cricket, but each case is to be determined on an individual basis, depending on the player's ability and stage of cognitive and emotional maturity to take part at this level. That said clubs, squad coaches and managers must take into account the requirements on age detailed in the last bullet of this guidance.

ECB Fast Bowling Directives and Fielding Regulations should always be adhered to for junior players in open age group cricket.

Provide an opportunity for players to show their talents in an appropriate way. Children who are just used as fielders will not fully experience the game.

Be supportive, at all times, for all forms of effort, even when children are not successful. Try and put them in situations where they will experience some success (however small) and ensure plenty of praise and encouragement.

Try and involve them in all aspects of the game wherever possible i.e. socialising, team talks, practice, decision making and so on, so they feel part of the team.

Children will often feel more comfortable and able to perform if they have a family member or friend playing in the side.

Remember, children's early experiences will remain with them always and will often determine whether they want to remain playing the game or give up and do something else.

Players who are selected in a county U12 squad in spring for a summer squad or in another squad deemed by ECB Performance Managers to be of a standard above 'district level' for that season are eligible to play in open age cricket. This is providing they are at least 11 years old, are in school year 7 on 1st September in the year preceding the season and have written parental consent to play. In allowing these players to play in open age cricket it is essential clubs and coaches recognise the 'duty of care' obligations they have towards these young players.

This means boys and girls who are county squad and area squad players, are able to play open age group cricket if they are in an U12 age group and are a minimum of 11 years old on the 1st September of the year preceding the season. District and club players who are not in area or county squads must wait until they reach the U13 age group, be in year 8 and be 12 years old on 1st September of the preceding year before being able to play in any open age group cricket. As before written parental consent is required for these players.

**The duty of care should be interpreted in two ways:**

Not to place a young player in a position that involves an unreasonable risk to that young player, taking account of the circumstances of the match and the relative skills of the player.

Not to create a situation that places members of the opposing side in a position whereby they cannot play cricket as they would normally do against adult players.

In addition, the guidelines note the need for clubs and leagues to recognise the positive experience young players should have in open age cricket. Clubs should provide an opportunity for players to show their talents in an appropriate way. Children who are just used as fielders will not fully experience the game.

## **2 Player Registration and Eligibility**

### **2.1 Registration**

2.1.1 In all cases Managers must register players in their squads no later than the **Wednesday before the first league game of the season**. Additional individual registrations can be accepted after that date but must be advised by 10am of the Wednesday before the match that the player is expecting to play in. All players **MUST** have legitimate registration numbers and must have been classified (for the national leagues).

2.1.2 Each player must complete the **player registration form** that is available via their respective county managers, or can be downloaded from – [www.disabilitycricket.com](http://www.disabilitycricket.com)

2.1.3 For players registering for the respective competitions, please see the following:

2.1.4 **D40 National League** – All players **MUST** undergo classification.

**Super9's National League** – All players **MUST** undergo classification.



**D40 Development League** – Classification is not necessary.

**Super9's Development League** – Classification is not necessary.

- 2.1.5 All players **MUST** register for a specific squad.
- 2.1.6 Players who are registered in the development leagues (D40 or Super9's) **MUST** undergo classification **BEFORE** being able to play in the national competitions.
- 2.1.7 Players will be **UNABLE** to transfer from one team to another (within the same county) except where detailed in 2.1.10 below.
- 2.1.8 Player registrations will not be accepted after the **1st August** each season.
- 2.1.9 County of residence has first claim on any player; however, players are free to play for another county should they choose to do so. A player must be registered to play for that county. Once registered, a player may only play for that County in any one year.
- 2.1.10 A player must register for a specific squad i.e. Super9's or D40League. Teams must ensure that they have sufficient players registered for each squad that enter the competitions. For example, it will not be possible for teams to register all their players for Super9's squads if they intend to enter a D40League team.
- 2.1.11 Players who register for D40League national teams will be able to play in **ONE** Super9's National game in any one season with a maximum of **TWO** D40League national registered players playing in a Super9's National team in any one game.
- 2.1.12 Players who register for Super9's National teams may play any amount of National D40League games in any one season.
- 2.1.13 Players may transfer to other counties; however, they must complete the **player transfer form** (available from [www.disabilitycricket.com](http://www.disabilitycricket.com)) and they must meet the criteria for transfer contained within the form. A player may only transfer during the closed season.
- 2.1.14 The transfer form requires the signature and approval of **BOTH** County Managers before the transfer can go ahead. Without a fully approved and completed form the player's registration will become null and void. We respectfully request that County Managers refrain from approaching players from other counties as they should be recruiting from development programmes that are taking place within the county. It is being against the spirit of the game to approach another counties player without requesting so via the County Manager of the 'supplying' county.

## **2.2 Profiling Process for players with a Learning Disability**

- 2.2.1 The ECB National D40League and Super9's cricket exists to provide competitive cricket opportunities to people with Physical and Learning Disabilities or for people who are deaf or have a hearing Impairment. To enable the leagues to be offering a level playing field for all who wish to participate in them, it is necessary to ensure that all players meet a recognised and agreed level of disability.
- 2.2.2 This is the reason why eligibility profiling exists in all disability sport.
- 2.2.3 Learning Disability is a disability characterised by significant limitation in both intellectual functioning and in adaptive behaviour as expressed in conceptual, social and practical adaptive skills. This disability originates before the age of 18.
- 2.2.4 If the **only** condition in a player is ADHD; Autism; Dyslexia; Behavioural problems or Asperger's for example, then it will be unlikely that these conditions will fulfil the Learning Disability eligibility requirements.
- 2.2.5 The England and Wales Cricket Board in consultation with UKSAPLD (United Kingdom Sports Association for People with Learning Disabilities) and EFDS (English Federation of Disability Sport) have produced a process of eligibility for players with a Learning Disability to play in ECB managed disabled cricket competitions.
- 2.2.6 This process, and specifically the eligibility evidence requirements are not as stringent as that applied in the UKSA's own process, however it has been agreed that cricket will apply the following requirements for all Learning Disability players playing in ECB managed domestic competitive disability competitions.

## **2.3 The Assessment Process**

- 2.3.1 Once a player has registered with the county by completing a player registration form, the player will be contacted direct either by post or email by ECB and sent an **MLD Classification form** and

guideline document.

- 2.3.2 The player will be required to provide two pieces of appropriate eligibility evidence to the relevant trained ECB Classification Officer listed further on in this document. This form is required, in addition to the player registration form mentioned in section 2 of the Player Registration Process.
- 2.3.3 The list of supporting evidence required is detailed in the 'Supporting Evidence List' section of this document.
- 2.3.4 Once the ECB Classification Officer has received the documentation a checklist will be completed and sent to the ECB Disability Support Officer who will double check the details. Provided all checks out correctly and that the supporting evidence has met the criteria then the player will receive notification from the ECB stating the players' eligibility to compete in the ECB managed disability cricket competitions.

**PLEASE NOTE: A SUCCESSFUL APPLICATION WILL ONLY BE RELEVANT TO CRICKET. IT WILL NOT ENTITLE A PLAYER TO COMPETE IN ANY OTHER DISABILITY SPORT. TO COMPETE IN OTHER DISABILITY SPORTS THE SPECIFIC NGB GUIDELINES FOR THAT RELEVANT SPORT SHOULD BE FOLLOWED.**

- 2.3.5 The supporting evidence that you send to the ECB Classification Officers will be scanned and held on a secure server for reference the supporting evidence received will then be returned to you for your use.

## **2.4 Appeals and Insufficient Evidence**

- 2.4.1 The ECB Classification Officer may ask for further verification if it were felt that the supporting evidence supplied was not sufficient. In most cases where this applies, the verifier will contact the player or player's parent / guardian direct to ask for further supporting documentation.
- 2.4.2 It may be in the end, that a player will not meet the requirements for a Learning-Disabled player in cricket due to either insufficient evidence supplied, or that the player just does not meet the criteria. In these cases and by way of an appeal, the player may apply direct to UKSAPLD (United Kingdom Sports Association for People with Learning Disabilities) to gain classification through their process. The ECB Disabilities Support Officer will happily provide help and guidance through this process.
- 2.4.3 It should be noted that this will incur a cost of £50. These monies will be partly re-fundable (£25) if the player is found to be eligible.

## **2.5 Supporting Evidence List**

- 2.5.1 A player will need to provide **TWO** pieces of evidence from the following list. At least one piece of evidence needs to be either 1, 2 or 6 below. Please do not send original documents (**PHOTOCOPIES ONLY**).
- 1) **IQ Test:** Evidence of a full-scale IQ test where the score is 75 or less. If the player has a statement of educational needs, then an IQ test may form part of that statement. (This should be available from the players' school).
  - 2) **Special Education:** Evidence would be a full copy of the persons Statement of Educational Needs, Record of Needs or equivalent and any appendices. This as in option 1 should be available from the players' school.
  - 3) **Special Accommodation:** Evidence of a player living in special accommodation may be a letter from the accommodation provider. The letter would need to be on original headed notepaper and must contain a signature from the accommodation Principal and it must include the players' name.
  - 4) **Special Employment:** Evidence here will be a letter from an employer or employment provider (such as Remploy) stating that the player is employed in a specially structured environment. The letter would need to be on original headed notepaper and must contain a signature from the employer or employment provider and it must contain the players' name.
  - 5) **Statutory Financial Support:** The evidence here would be a letter from the DWP or DHS showing that the player is receiving Attendance or Carers allowance, Disability Living Allowance or equivalents. You will need to provide full letters and not just the first page. The letter must show that you are receiving this financial support now. Send the most up to date letter that you have.
  - 6) **Age of Onset pre 18:** Intellectual disability must be evident during the developmental period, which is from conception to 18 years of age. Evidence here is the Statement for Educational Needs, evidence of an IQ test before the age of 18 or a psychologist's report that states that the

person has a learning disability from an early age.

- 2.5.2 For players over the age of 18 some of the items may prove difficult to obtain, such as evidence from schools, particularly if the player is of an age where the school days were some time ago, however, the list above should still be sufficiently large enough for those players to provide two pieces of legitimate evidence.

**PLEASE NOTE: It is in the interest of the ECB to ensure competitive disability cricket is played by the appropriate people. The ECB will not exclude people where the game on offer is the appropriate environment for individuals with learning disabilities to develop.**

**Every effort will be made to ensure that players provide the relevant documentation. The ECB are committed to working with players and their families with support, to ensure this happens.**

## **2.6 Profiling Process for players with a Physical Disability**

Cricket for those with Physical and Learning Disabilities has come a long way in a very short space of time over recent years. Not too long ago we had one competition, played with an Incrediball and no national squads at all.

The process for eligibility for players with a physical disability has been streamlined, with a new 'certification' process replacing the physical assessment by a classifier.

All new and existing players (excluding those who have previously undergone a physical assessment) will need to complete the certification process before being eligible to play in the Super9's National league and the D40 National League.

Profiling is part of the county competition rules and has been in place since the league's first started (1996). It is not in place to root out cheats and it is not in place to prove or disprove anyone's disability. It is about ensuring that all PD players within our game have a minimum standard level of disability. It takes the responsibility of assessing the level of disability away from County Managers and Coaches and places it firmly with experts in the field who are independent of cricket.

The process is as follows:

- 2.6.1 Once a player has registered with the county by completing a player registration form, the player should have the 'Certificate of Diagnosis' completed too. The 'Certificate of Diagnosis' is an integral part of the player registration form and can be downloaded from [www.disabilitycricket.com](http://www.disabilitycricket.com)
- 2.6.2 The certificate will need to be completed with the help of a 'Heath Professional' This could be your local GP, a consultant, Physiotherapist or Occupational Therapist.
- 2.6.3 On receipt of your player registration form and your completed certificate of diagnosis, the ECB will send you a letter confirming your unique player registration number and the classification category that your physical disability falls into.
- 2.6.4 Following this, you will not be expected to repeat the process unless you have a condition that alters over time.

## **2.7 Acceptable Profiles of Functional Ability**

- 2.7.1 For full details please see the document entitled 'ECB Profiling Guidelines for Players with a Physical Disability'.

Wheelchair users (Profiles 1-11).

Able to walk but poor use of one or more lower and upper limbs (Profiles 12-15, 26, 27 and 31).

Able to walk but severe impairment of one or both legs (Profiles 17-19).

Able to walk and run but one or both legs slightly impaired (Profiles 20 and 23).

One or both arms impaired (Profiles 16, 21, 22, 24 and 29).

Deformity of trunk or limbs causing very short stature (Profile 25).

Both hips impaired causing walking difficulty using a waddling gait (Profile 28).

Deformity or weakness of trunk (Profile 30).

Mental or learning disability with or without physical disability (Profiles 39-41).

## **2.8 Non-Acceptable Profiles**

- i. Able bodies players (Profile 48).

- ii. Non-specific impairments which are variable and difficult to measure and grade e.g.: obesity, asthma, skin disease, epilepsy, haemophilia, dyslexia, lack of or problems with an internal organ (Profile 42).
- iii. Visual and hearing impairments (Profiles 36-38).

## 2.9 Coaches' Definitions

Coaches' Guide to Profiles of Functional Ability.

- **Profile 1:** Almost no use in four limbs. Need to use an electric wheelchair or be pushed in a manual wheelchair.
- **Profile 2:** Almost no use in four limbs, but can bend elbows, and just about push a manual wheelchair. May need to use an electric wheelchair.
- **Profile 3:** Wheelchair user with very poor balance and inability to grip and release objects.
- **Profile 4:** A person with almost no use in any limb, but with good trunk control. Usually able to push a wheelchair in some way.
- **Profile 5:** A wheelchair user who had difficulty controlling their limbs when trying to perform any activity.
- **Profile 6:** A wheelchair user with poor trunk control and slightly weak hands, or slight lack of control in arms.
- **Profile 7:** A wheelchair user with good use in only one arm, they may need to use an electric wheelchair if unable to push manual wheelchair.
- **Profile 8:** A wheelchair user with good control of trunk and slightly weak hands.
- **Profile 9:** A wheelchair user with good use in arms, but with poor trunk control.
- **Profile 10:** A wheelchair user with good use of trunk and arms but unable to use the hips to assist trunk movement.
- **Profile 11:** A wheelchair user with good control of trunk and hips.
- **Profile 12:** Able to walk, but has severe difficulty controlling all four limbs when performing an activity. May need to use a support to walk, or may have severe deformity of four limbs.
- **Profile 13:** Able to walk, but has poor use of three limbs, usually uses a stick in the good hand.
- **Profile 14:** Able to walk, but one side of the body is of little use; usually can only balance unaided on the good leg.
- **Profile 15:** Able to walk, but only one side of body works correctly (like Profile 14, but not so bad).
- **Profile 16:** One upper limb has little or no use.
- **Profile 17:** Able to walk, but both legs are severely impaired, acting more like props. May need support to walk.
- **Profile 18:** Able to walk, but one leg severely impaired, like a prop; other leg normal.
- **Profile 19:** Able to walk, one leg severely impaired and used like a prop; other leg less impaired.
- **Profile 20:** Able to walk and run but both legs impaired slightly – e.g. a moderate to slight diplegic.
- **Profile 21:** Both arms are severely impaired or may be absent.
- **Profile 22:** Both arms slightly impaired or absent below the elbow.
- **Profile 23:** One leg has slight impairment, and they can usually run if fit enough.
- **Profile 24:** One arm demonstrates difficulty with activities or below elbow amputee.
- **Profile 25:** Very short stature (at least 12 inches (30.5cm) shorter than average), in particular extreme shortness of limbs.
- **Profile 26:** Impairment of all four limbs, but not as severe as profile 12.
- **Profile 27:** Opposite arm and leg severely impaired.
- **Profile 28:** Both hips impaired causing walking difficulty, usually have a waddling gait.
- **Profile 29:** Both shoulders causing problems with movement.
- **Profile 30:** Deformity or weakness of the trunk.
- **Profile 31:** Both legs severely impaired, both arms moderately impaired.

- **Profile 36:** Totally blind.
- **Profile 37:** Partial sight.
- **Profile 38:** Deaf.
- **Profile 39:** Learning Disability – Please see separate document entitled 'ECB Profiling Guidelines for players with Learning Disabilities' (available as a download from the BACD website and from [www.d40league.org](http://www.d40league.org)).
- **Profile 42:** Non-specific impairment which is variable and is difficult to measure and grade: e.g. obesity, asthma, skin disease, epilepsy, haemophilia, learning difficulties, lack of, or problems with an internal organ.
- **Profile 48:** Able bodied people.

**Note:** A person who stands for some sports and uses a wheelchair for others is given two profiles e.g. a profile 12 person could be profile 5 in a wheelchair. Thus, he would be allocated profile 12/5, so for track events and swimming he could be profile 12, and for table tennis and bowls he could be profile 5.

**Note:** Profiles 36, 37, 42 and 48 are not eligible for national competition.

### 3 Profiling Process for players who are Deaf or have an HI

Players who are deaf or have a hearing impairment, would need to complete a player registration form and hand it to their respective county team manager or coach.

In addition to this, the player would need to complete the 'Contact us' section of the ECAD website (English Cricket Association for the Deaf). On completion, ECAD will make contact to ask for a copy of an audiogram.

The audiogram will determine the players' eligibility for county level competition. The criteria for county level eligibility is that there needs to be a hearing loss of at least 26DBs in their better ear.

For players who aspire to higher levels, the eligibility criteria is much more stringent and should that be the case, the ECB along with ECAD will help a player through that process.

## 4 D40 National League

### 4.1 General Rules

- 4.1.1 D40 National League cricket is a format that is designed to be played between franchised hardball teams and is available to provide an appropriate level of traditional hardball cricket for disabled players who wish to play a higher level of competitive cricket.
- 4.1.2 Each competing side can have 11 players in their playing teams, with up to 3 substitute players.
- 4.1.3 Games are played with 40 overs per side and are played using a traditional cricket ball and under the normal rules of cricket.
- 4.1.4 D40League teams can be comprised of players elected for play from neighbouring counties, however, traditional 'county' teams are encouraged to enter too.
- 4.1.5 Teams will wear traditional white clothing; however, it is an aspiration to move into a coloured clothing format.
- 4.1.6 Games will be played with traditional red cricket balls; however pink balls will be used if teams play in coloured clothing.
- 4.1.7 There are NO powerplays in this format, however 4 fielders are expected to remain inside the 30-metre circle during the entire innings.
- 4.1.8 Competing teams can have franchised names if required.
- 4.1.9 There will be two divisions based on teams in the North of the country and the South.
- 4.1.10 Winners and runners up of each of the respective divisions will compete in national semi-finals and finals.

## 4.2 Player Eligibility and Restrictions

- 4.2.1 ALL players involved in the D40 National League MUST undergo eligibility classification (either PD, LD or Deaf)
- 4.2.2 No unclassified players are eligible to take part.
- 4.2.3 Teams are restricted to having a maximum of THREE (combined) England PD, England LD or England Deaf national squad members only per game. This does not affect players who are in regional or Lions squads. However, competing teams may wish to agree between them, to include any number of England players where both teams are in full agreement
- 4.2.4 ALL batsmen in this format MUST 'retire out' once they have scored 100 runs.
- 4.2.5 ALL bowlers in this format are restricted to taking FIVE wickets. Once five wickets have been taken, the bowler must retire immediately. If the retirement happens mid-over, then the over must be completed by another team member.
- 4.2.6 England PD, England LD or England Deaf national squad members must have played THREE divisional games to be eligible to play in the national semi-finals and final.

## 4.3 Wet Weather Rules

- 4.3.1 **Rain effected – Prior to Start** – For each four-minute delay or part thereof an over will be deducted. This will continue to a minimum of 15 overs per side. All games must be played with the same number of overs for each team, so overs deducted prior to the start of the game, will apply to both innings.
- 4.3.2 Once the 15 over threshold has been exceeded, the rules for a bowl off will apply (semi-finals and Finals only).
- 4.3.3 **Rain effected – Match has started** – If rain effects the game during the first innings then for every four minutes lost (or part thereof) an over will be deducted from both innings, if the game is delayed by 8 minutes, two overs will be lost for each team making it a 38 over per side game.
- 4.3.4 If rain effects the game during the second innings overs will be reduced at the rate of four minutes per over, however the required score will be adjusted based on the first innings run rate plus premium of 10% to ensure fairness to both sides. 15 overs in the second innings will be required to constitute a game.
- 4.3.5 For example, if the side batting first scored 175 from their allotted overs, which in this case was 40 and the side batting second lost 20 minutes due to rain, their overs would be reduced by 5 overs to 35. This would mean that their target to win would be 175 divided by 40 equalling 4.375. This would then be multiplied by 35 (the number of available overs in the second innings), giving 153.13. This result would then be increased by 10%, giving a **winning target of 168**.
- 4.3.6 If the second innings fails to last 15 overs, then a bowl-off will apply. (semi-finals and finals only).
- 4.3.7 In a normal league match, if the second innings fails to last 15 overs due to weather, then the game will be deemed as abandoned.

## 4.4 Bowl Off Rules – (Semi Finals and Finals)

- 4.4.1 Should it not be possible to play the minimum number of overs to constitute a match due to rain interruptions, then a suitable area should be used to carry out a 'bowl – off'.
- 4.4.1A Should a match finish in a tie (A tie is defined where the two teams have finished with the same number of runs, irrespective of wickets lost), a bowl off will take place
- 4.4.2 A bowl off will consist of 6 balls per side delivered in the normal legal manner (underarm bowling will not be allowed).
- 4.4.3 Three bowlers shall be nominated per team and each bowler has two balls to deliver. All other players MUST remain away from the bowl off pitch behind a designated line determined by the umpires. This point must be far enough away to not interfere both physically or verbally with the bowlers i.e. behind the boundary line.
- 4.4.4 A normal set of three stumps (with bails) shall be set (at both ends) and all bowlers deliver from the same end.
- 4.4.5 The Umpire will stand at the bowler's end to ensure fair play is maintained.
- 4.4.6 The bowlers take it in turns to deliver a ball at the undefended stumps to try and break the wicket.
- 4.4.7 At the end of six legally delivered balls, the team declared the winner will be the team that breaks

the stumps the most times.

- 4.4.8 In the event of a draw, each side will move to a 'sudden death' situation, where other team members (not the original three nominated bowlers) take it in turns to break the stumps. The winner will be the team that breaks the stumps the greatest number of times when both teams have delivered the same number of balls.

#### 4.5 League Tables and Points System

4.5.1 The D40 National League consists of two divisions: D40 NORTH and D40 SOUTH.

4.5.2 For divisional matches, teams will be awarded the following points:

<b>Winning Team</b>	30 Points
<b>Tied Match</b>	15 Points each team
<b>Cancelled Games</b> (Weather)	10 Points each team
<b>Abandoned Games</b>	10 Points each plus the relevant bonus points at time of abandonment
<b>Bonus Points</b> (Losing Team)	<b>Batting:</b> 1 Point each for scoring 75, 100, 125, 150 and 175 runs
	<b>Bowling:</b> 1 Point each for taking 3, 5, 7, 9 and 10 wickets. Five bowling points will apply if a side is all out, regardless of the number of wickets taken

#### 4.6 Penalties – apply to all formats

<b>Penalty Description</b>	<b>Penalty Value</b>	<b>Applicable Team</b>
Failure to phone in the result within the deadline	5 points deducted	Home Team
Failure to complete the play-cricket scorecard within the deadline	5 points deducted	Home Team
Failure to supply ACO umpires	5 points deducted for each missing umpire	Home Team
Non-Fulfilment of fixture	15 points deducted	Offending Team
Non-Fulfilment of Fixture	30 points awarded	Non-Offending Team
Playing a non-registered player	30 points deducted	Offending Team
Failure to provide a scorer	5 points deducted	Offending Team

#### 4.7 Appeals

4.7.1 All the above penalties are subject to appeal.

4.7.2 Appeals need to be made within SEVEN DAYS of the offence IN WRITING to the Competitions Manager who will convene a Disciplinary Sub Committee comprised of members of the Rules & Ethics Committee to deal with such matters.

- 4.7.3 The decision of the subcommittee will be conveyed to the plaintiff within 48 hours of the result and that decision will be final – no further appeals will be heard.

## **5 Super9's National Format Rules**

### **5.1 Introduction**

The Super9's National format of competition is designed as an 'entry level' route for players to play competitive cricket. It offers players, coaches and teams a vast amount of flexibility to ensure people of all abilities and varying disabilities can not only take part, but also enjoy the experience of team sport knowing that everyone has the real opportunity of contributing to a game.

Not only do teams have the option of deciding how many overs they play, how many players per side play and how far out the boundary markers should be, they also have the option of choosing between two different formats!

A combination of all this flexibility means that two teams can agree how the game will be played based on the abilities of both teams. As a result, games should be more competitive and more importantly, all players can contribute to a game.

Whichever format is decided upon, the points systems for the regional divisions remain consistent, so no advantage is gained either way, ensuring all games remain competitive. The specific rules for each format is detailed below.

The Super9's National format has been re-structured for the 2020 season into regional competitions. Each region will play games on a league basis and the two top teams will compete in a regional final towards the end of the season.

### **5.2 General Rules**

- 5.2.1 Games will be played over 30, 35 or 40 overs. The number of overs played will be agreed between both teams and the match umpires notified before the start.
- 5.2.2 Games can be played with 9, 10 or 11 players a side. The table below details the set criteria for overs, players and boundary lengths.
- 5.2.3 All games are played using the **NB Softball** and a new ball for each innings.
- 5.2.4 Teams may use the 3 substitute players on a roll-on roll-off basis.
- 5.2.5 The 3 substitute players can BAT and / or BOWL; however, a side can only bat a maximum of 9 players in an innings. (For 9 a side games).
- 5.2.6 A side is deemed 'all out' once 8 batsmen have been dismissed (In 9 a side games; 9 batsmen dismissed in 10 a side games; and 10 batsmen dismissed in 11 a side games).
- 5.2.7 Wides and no-balls will count as 2 extra runs for the batting side, however no extra balls will be bowled except in the last over of the innings where the normal no-ball and wides rules will apply (i.e. 1 extra run plus the extra ball).
- 5.2.8 Competing teams can also choose to play 'pairs' format with either 8 or 10 players per side, with 5 batting overs per pair, maximum.
- 5.2.9 Teams will wear traditional white clothing; however, it is an aspiration to move into a coloured clothing format.
- 5.2.10 There will be four divisions based on team locality.
- 5.2.11 Winners of each of the respective divisions will compete in national semi-finals and finals.

### **5.3 Player Eligibility and Restrictions**

- 5.3.1 ALL players involved in the Super9's National League MUST undergo eligibility classification (both PD, LD or Deaf).
- 5.3.2 No unclassified players are eligible to take part.
- 5.3.3 England PD, England LD and England DEAF national squad members are excluded from playing in Super9's cricket. This does not affect players who are in regional or Lions squads.
- 5.3.4 D40 National League players may play ONE Super9's national format game per season, with a maximum of TWO D40 National League registered players playing in a Super9's national format game at any one time.



- 5.3.5 Once a Super9's registered player has played TWO D40 games in a season, then he / she will be deemed as a D40 player from that point onwards and will no longer be eligible to take part in Super9's matches.
- 5.3.6 A number of restrictions will apply for both batting and bowling in the Super9's National format. These are designed to allow more players in each team to contribute in matches and therefore enhance the match-day experience for more people.
- 5.3.7 The restrictions in Super9's National format in place are as detailed in the following table:

Number of Players	Overs Per Innings	Max Boundary Length	Overs Per Bowler	Bowlers Restrictions	Batsman Restrictions
9	30	40 yards	6	3 wickets	Retire at 50 and 75
10	35	45 yards	7	3 wickets	Retire at 50 and 75
11	40	50 yards	8	3 wickets	Retire at 50 and 75

- 5.3.8 To clarify the bowling restrictions, once a bowler has taken a third wicket that is credited to the bowler, then the bowler will cease bowling immediately. If because of taking the third wicket, an over is incomplete, then the rest of the over will need to be completed by another bowler.
- 5.3.9 To clarify the batting restrictions. Once a batsman reached 50 runs then the batter will need to 'retire not out'. The batter may resume their innings only if all other batters have batted and must resume in the same order that they retired in if there is more than one retired batter.
- 5.3.10 Once the resumed batter reaches 75 then that batter will be 'retired out' and will not be able to continue. Once a batter has reached the level to be 'retired out' that will count as a wicket for the bowling team.

## 5.4 Wet Weather Rules

- 5.4.1 **Rain effected – Prior to Start** – For each four-minute delay or part thereof an over will be deducted. This will continue to a minimum of 15 overs per side. All games must be played with the same number of overs for each team, so overs deducted prior to the start of the game, will apply to both innings.
- 5.4.2 Once the 15 over threshold has been exceeded, the rules for a bowl off will apply (semi-finals and Finals only).
- 5.4.3 **Rain effected – Match has started** – If rain effects the game during the first innings then for every four minutes lost (or part thereof) an over will be deducted from both innings, if the game is delayed by 8 minutes, two overs will be lost for each team making it a 28 over per side game.
- 5.4.4 If rain effects the game during the second innings overs will be reduced at the rate of four minutes per over, however the required score will be adjusted based on the first innings run rate plus premium of 10% to ensure fairness to both sides. 15 overs in the second innings will be required to constitute a game.
- 5.4.5 For example, if the side batting first scored 175 from their allotted overs, which in this case was 30 and the side batting second lost 20 minutes due to rain, their overs would be reduced by 5 overs to 25. This would mean that their target to win would be 175 divided by 30 equalling 5.83. This would then be multiplied by 25 (the number of available overs in the second innings), giving 145.8. This result would then be increased by 10%, giving a **winning target of 160**.
- 5.4.6 If the second innings fails to last 15 overs, then a bowl-off will apply. (semi-finals and finals only).
- 5.4.7 In a normal league match, if the second innings fails to last 15 overs due to weather, then the game will be deemed as abandoned.

## 5.5

## 5.6 League Tables and Points System

5.6.1 The Super9's National Format consists of a number of regional divisions

5.6.2 For divisional matches, teams will be awarded the following points: (30 over format).

<b>Winning Team</b>	30 Points
<b>Tied Match</b>	15 Points each team
<b>Cancelled Games (Weather)</b>	10 Points each team
<b>Abandoned Games</b>	10 Points each plus the relevant bonus points at time of abandonment
<b>Bonus Points (Losing Team)</b>	<b>Batting:</b> 1 Point each for scoring 75, 100, 125, 150 and 175 runs
	<b>Bowling:</b> 1 Point each for taking 3, 5, 7, 9 and 10 wickets. Five bowling points will apply if a side is all out, regardless of the number of wickets taken

## 5.7 Penalties – apply to all formats

Penalty Description	Penalty Value	Applicable Team
Failure to phone in the result within the deadline	5 points deducted	Home Team
Failure to complete the play-cricket scorecard within the deadline	5 points deducted	Home Team
Failure to supply ACO umpires	5 points deducted for each missing umpire	Home Team
Non-Fulfilment of fixture	15 points deducted	Offending Team
Non-Fulfilment of Fixture	30 points awarded	Non-Offending Team
Playing a non-registered player	30 points deducted	Offending Team
Failure to provide a scorer	5 points deducted	Offending Team

## 5.8 Appeals

5.8.1 All the above penalties are subject to appeal.

5.8.2 Appeals need to be made within SEVEN DAYS of the offence IN WRITING to the Competitions Manager who will convene a Disciplinary Sub Committee to deal with such matters.

5.8.3 The decision of the subcommittee will be conveyed to the plaintiff within 48 hours of the result and that decision will be final – no further appeals will be heard.

## 5.9 Super9's Pairs Format

5.9.1 Games will be played with either 8 or 10 players.

5.9.2 8 players a side games will last a total of 20 overs per innings. 10 player a side games will last a total of 25 overs per side.

- 5.9.3 For games with 8 players, bowlers will be restricted to bowl 4x6 ball overs in an innings.
- 5.9.4 For games with 10 players, bowlers will be restricted to bowl 5x6 ball overs in an innings.
- 5.9.5 If a bowler bowls a wide (any ball delivered down the leg side or any ball delivered sufficiently wide on the offside as deemed by the umpire, then 2 runs will be added to the batting total and no extra ball will be bowled (except in the last over of each innings – see details below).
- 5.9.6 A no-ball will be signalled if the ball bounces more than once before reaching the batsman.
- 5.9.7 A no-ball will be signalled if a ball reaches the batsman on the full and its height is deemed above waist height.
- 5.9.8 No-balls will not result in an extra ball being bowled but two extra runs will be added to the batting total (except in the last over of each innings – see below).
- 5.9.9 In the last over of each innings, no balls and wides as described above will realise 1 run extra, however, extra balls will need to be bowled, until six legitimate deliveries have been made.
- 5.9.10 Batsmen will bat in pairs for 5 overs, (irrespective of the number of players per side).
- 5.9.11 All 5 overs will be completed even if a batsman is out during the overs.
- 5.9.12 If a batsman is out, a penalty of 5 runs will be deducted from the batting total and the batsmen will change ends (unless the wicket falls on the last ball of the over).
- 5.9.13 At the end of each over, the field changes round and prepares to bowl from the opposing end.
- 5.9.14 Each batting team starts from a base score of 100.
- 5.9.15 Scoring runs in this version of pairs cricket is achieved in the normal way i.e. batsmen must run between the wickets in the conventional way or hit the ball over the boundary to score.
- 5.9.16 Runners are permitted as detailed in section 5.2 above.
- 5.9.17 At the completion of an innings the batting team's score will include the base line score of 100. For example, should a batting team score 125 and lose 6 wickets during their innings, the final score for the innings would be:  $100+125-(6 \times 5) = 195$ .
- 5.9.18 The winner of each games will be based on the final gross score of each team.
- 5.9.19 Net run rates for this format will be calculated based on the following criteria:
- 5.9.20 The base line score of 100 will not be considered.
- 5.9.21 Once a bowling side takes 10 wickets, no further wickets will be considered.
- 5.9.22 For divisional matches, teams will be awarded the following points: (pairs format).

<b>Winning Team</b>	30 Points
<b>Tied Match</b>	15 Points each team
<b>Cancelled Games (Weather)</b>	10 Points each team
<b>Abandoned Games</b>	10 Points each plus the relevant bonus points at time of abandonment
<b>Bonus Points (Losing Team)</b>	<b>Batting:</b> 1 Point each for scoring 175, 200, 225, 250 and 275 runs
	<b>Bowling:</b> 1 Point each for taking 3, 5, 7, 9 and 10 wickets. Five bowling points is the maximum available, regardless of the number of wickets actually taken

## 5.10 Penalties – apply to all formats

Penalty Description	Penalty Value	Applicable Team
Failure to phone in the result within the deadline	5 points deducted	Home Team
Failure to complete the play-cricket scorecard within the deadline	5 points deducted	Home Team
Failure to supply ACO umpires	5 points deducted for each missing umpire	Home Team
Non Fulfilment of fixture	15 points deducted	Offending Team
Non Fulfilment of Fixture	30 points awarded	Non Offending Team
Playing a non-registered player	5 points deducted for each unregistered player	Offending Team
Failure to provide a scorer	5 points deducted	Offending Team

## 5.11 Appeals

All of the above penalties are subject to appeal. Appeals need to be made within SEVEN DAYS of the offence IN WRITING to the Competitions Manager who will convene a Disciplinary Sub Committee to deal with such matters.

The decision of the subcommittee will be conveyed to the plaintiff within 48 hours of the result and that decision will be final – no further appeals will be heard.

## 6 D40League Development Format Rules

The D40League Development format has been designed to provide a level of cricket in a structured environment that sits just below the D40League National format and is specifically for players who are NEW to our game.

The D40League development format allows teams to enter a league for the first time and play games in a much more informal way to that played in the other leagues.

The D40 development games will take the form of festival days (ECB funded), however, other development games between consenting counties may also take place.

For D40League Development teams, there will be no formal process of classification for the players. This means that teams can enter with their disabled players knowing that no further scrutiny will take place.

- D40League development cricket is NOT suitable for:
- Current England PD, LD or Deaf squad members.
- Players who are part of the regional centres or the Lions set ups.
- Players who DO NOT have a genuine disability.
- It may also not be suitable for:
- Players who take part in Saturday league cricket.

Games will be officiated by team managers and or coaches or other volunteers as seen fit.

There is no pressure for teams to play all games listed on the fixture pages and there is also no pressure to ensure a full complement of players is available for both teams before deciding to play.

## **7 Super9's Development Format Rules**

The Super9's Development format has been designed to provide a level of cricket in a structured environment that sits just below the Super9's National format and is specifically for players who are NEW to our game.

The Super9's development format allows teams to enter a league for the first time and play games in a much more informal way to that played in the other leagues.

The Super9's development games will take the form of festivals (ECB funded), however, other development games between consenting counties may also take place.

For Super9's Development teams, there will be no formal process of classification for the players. This means that teams can enter with their disabled players knowing that no further scrutiny will take place.

- Super9's development cricket is NOT designed for:
- Current England PD and / or LD squad members.
- Players who are part of the regional centres or the Lions set ups.
- Players who take part in Saturday league cricket.
- Players who DO NOT have a genuine disability.

All Super9's development games are played using the 'pairs' format.

Games will be officiated by team managers and or coaches or other volunteers as seen fit.

There is no pressure for teams to play all games listed on the fixture pages and there is also no pressure to ensure a full complement of players is available for both teams before deciding to play.

## 8 ECB Contacts

<b>Head of Disability Cricket</b> 07824 600325 lan.martin@ecb.co.uk	Ian Martin Lords Cricket Ground St John's Wood London NW8 8QZ
<b>Medical Services Lead</b> 07880 169577 Anjali.bamrah@ecb.co.uk	Anjali Bamrah NCPC Loughborough University Epinal Way Loughborough Leicestershire LE11 2TU
<b>Disability Cricket Operations Manager</b> 07808 159556 Neil.bradshaw@ecb.co.uk	Neil Bradshaw Lords Cricket Ground London NW8 8QZ
<b>Disability Cricket Competitions Manager</b> 07818 431144 Richard.hill@ecb.co.uk	Richard Hill MBE Lords Cricket Ground St John's Wood London NW8 8QZ
<b>Participation and Growth Manager Disability</b> 07557 811234 Edgar.herridge@ecb.co.uk	Edgar Herridge Lords Cricket Ground St John's Wood London NW8 8QZ
<b>Disability Cricket Performance Analyst</b> 07788 227111 Chris.highton@ecb.co.uk	Chris Highton NCPC Loughborough University Epinal Way Loughborough Leicestershire LE11 2TU
<b>Disability Cricket Personal Dev &amp; Welfare Officer</b> 07876 848890 Stuart.murphy@ecb.co.uk	Stuart Murphy Lords Cricket Ground St Johns Wood London NW8 8QZ

## 9 England Disability Cricket Management Teams

### England Deaf Team

**Team Manager** Tim Shutt  
timshutt1@yahoo.co.uk

**Head Coach** Mark Nash  
07557 126748  
Mark.nash@outlook.com

**Physiotherapist** Gary Metcalfe  
07786 256626  
ga7@hotmail.com

**Interpreter** Sula Gleeson  
07904 089566  
Sula.gleeson@hotmail.co.uk

### England Learning Disability Team

**Team Manager** Stuart Murphy  
07876 848890  
Stuart.murphy@ecb.co.uk

**Head Coach** Derek Morgan  
07865 046617  
Derek\_morgan1979@outlook.com

**Assistant Coach** Tom Flowers  
07815 647892  
t.flowers-06@alumni.lboro.ac.uk

**Physiotherapist** Gary Metcalfe  
07786 256626  
Ga7@hotmail.com

### England Physical Disability Team

**Team Manager** Neil Bradshaw  
07808 159556  
Neil.bradshaw@ecb.co.uk

**Head Coach (Interim)** Chris Highton  
07788 227111  
Chris.highton@ecb.co.uk

**Physiotherapist** Scott Gormley  
Scott.physiotherapy@  
hotmail.co.uk

### England Visually Impaired Team

**Team Manager** Martin Dean  
07935 080366  
Mdean06@hotmail.com

**Head Coach** John Cook  
07780 660768  
John.cook@ageasbowl.com

**Physiotherapist** Gary Metcalfe  
07786 256626  
Ga7@hotmail.com

## 10 County Contacts

### 10.1 D40 National League Contacts

#### East Midlands Ospreys

**Main Contact:** Alan Jones  
07831 480180  
Alan@ajffloorcraft.co.uk  
Springhold House  
Moorla, Ockbrook  
Derby DE72 3SA

**Grounds:** **Barby Cricket Club**, Longdown Lane  
Barby, Northamptonshire CV23 8TA  
**Darley Abbey CC**, Riverside Meadow Ground,  
Darley Abbey, Darley DE22 1DX

**County Board Contact:** Andy Hill (Northants) - 07519 890351  
Ajhcricket@yahoo.co.uk

#### Essex

**Main Contact:** Patrick Ward  
07787 294980  
patrick.ward@  
essexcricket.org.uk  
Patrick Ward  
Cloud FM County Ground  
New Writtle Road  
Chelmsford  
Essex CM2 0PG

**Grounds:** **Harlow Town Cricket Club**,  
Ash Tree Field, Elizabeth Way,  
Harlow, Essex CM19 5BE

**County Board Contact:** Patrick Ward (As Above)

#### Hampshire

**Main Contact:** Nick Wheeler  
07877 698594  
Nicholas.wheeler1991@  
gmail.com  
Nick Wheeler  
The Ageas Bowl  
Botley Road  
West End  
SO30 3XH

**Ground:** **Hartley Wintney Cricket Club**  
Cricket Green, Hartley Wintney, Hook  
RG27 8PG

**County Board Contact:** Mike Pollard - 07920 452527  
michael.pollard@ageasbowl.com



## Lancashire

**Main Contact:** Rob Tipping  
07894 584563  
Rtipping@  
lancashirecricket.co.uk  
Lancashire Cricket Foundation  
Emirates Old Trafford M16 0PX

**Grounds:** TBA

**County Board Contact:** Rob Tipping (as above)

## Middlesex

**Main Contact** Michael Wilson  
07944 094337  
michael.wilson@  
middlesexccc.com  
MCCC Indoor  
School, East End  
Road, Finchley  
Barnet N3 2TA

**Grounds:** Chiswick Cricket Club, Riverside Drive, Chiswick, W4 2SP

**County Board Contact:** Michael Wilson (as above)

## Shropshire

**Main Contact:** Dave Hassall  
07740 399792  
daveskip@live.co.uk  
Shropshire Cricket  
Board, Wrekin  
College, Wellington  
Shropshire TF1 3BH

**Grounds:** **Market Drayton Cricket Club,**  
Betton Road, Market Drayton TF9 1HH

**Frankson Cricket Club,**  
Hardwick Park, Ellesmere, Shropshire SY12 9HG

**County Board Contact:** Ed Ashlin Mobile 07447 629537  
edashlinscb@btconnect.com

## Surrey

**Main Contact:** Alain Jason  
07775 893650  
alain@goglycricket.com  
disability@surreycricket.com

42 Manor  
Road, Mitcham  
Surrey CR4 1JA

**Grounds:** TBA

**County Board Contact:** Gavin Reynolds - 07725 203962  
greynolds@surreycricket.com

## Sussex

**Main Contact:**  
07944 490030  
Paul.francis@sussexcricket.co.uk

Paul Francis  
The 1st Central  
County Ground  
Eaton Road, Hove  
East Sussex  
BN3 3AN

**Grounds:** **Preston Nomads CC,**  
Clappers Lane, Fulking, Henfield,  
West Sussex BN5 9NH

**Sussex County Cricket Club Academy,**  
Blackstone Lane, Blackstone,  
Henfield, West Sussex. BN5 9TA

**County Board Contact** Aroop Tanna - 07500 025449  
aroop.tanna@sussexcricket.co.uk

## Wales

**Main Contact:**  
07519 929650  
les.randall@cricketwales.org.uk

Les Randall  
Cricket Wales  
Sophia Gardens  
Cardiff CF11 9XR

**Grounds** TBA

**County Board Contact:** Les Randall (As above)

## 10.2 S9 National Format (South West Region)

### Dorset

**Main Contact:** Rob Newton  
07771 997026  
Rob.newton@  
Dorsetcricketboard.co.uk

The Dorset Cricket  
Board Development  
Office, Wimbourne Cricket Club,  
The Leaze, King Street  
Wimbourne BH2 1DY

**Grounds:**

**Dorchester Cricket Club**  
The Recreation Ground, Weymouth Avenue,  
Dorchester, Dorset DT1 2RY

**Martinstown Cricket Club**  
Lower Ashton Farm, Winterbourne,  
Monkton, Dorchester, Dorset DT2 9HA

**County Board Contact:** Keith Brewer Mobile 07785 722270  
Keith.brewer@dorsercricketboard.co.uk

### Gloucestershire Javelins

**Main Contact** Carole Polley  
07971 715625  
Carole.polley@  
hotmail.co.uk

The Brightside Cricket Ground  
Nevil Road  
Bristol BS7 9EJ

**Grounds:**

**Stinchcombe Stragglers Cricket Club**  
Dursley RFC, Hounds Green, Stinchcombe GL11 6AJ

**Upton St Leonards Cricket Club**  
The Recreation Ground, Birchall Lane  
Upton St Leonards GL4 8AD

**County Board Contact:** Scott Tremain - 07958 271414  
scott.tremain@glosccc.co.uk

### Somerset

**Main Contact:** Jason Mayled  
07966 253318  
j.mayled@sky.com

100 Thames Drive  
Taunton, Somerset  
TA1 2TE

**Grounds:**

Taunton Deane Cricket Club,  
The Convent Field, Mount Street,  
Taunton, Somerset TA1 3PY

**County Board Contact** Steve Gass - 07788 628526  
Steve.gass@somersetcricketboard.org

## Wales

**Main Contact** Les Randall  
07519 929650  
les.randall@  
cricketwales.org.uk  
Cricket Wales  
Sophia Gardens  
Cardiff CF11 9XR

**Grounds:** TBA

**County Board Contact:** Les Randall (As above)

## 10.3 S9 National Format (South East Region)

### Essex

**Main Contact:** Patrick Ward  
07787 294980  
patrick.ward@  
essexcricket.org.uk  
Patrick Ward  
Cloud FM County  
Ground, New Writtle  
Road, Chelmsford  
Essex CM2 0PG

**Grounds:** **Harlow Town Cricket Club,**  
Ash Tree Field, Elizabeth Way,  
Harlow, Essex CM19 5BE

**County Board Contact:** Patrick Ward (As Above)

### Hampshire

**Main Contact:** Tony Adams  
07718 581111  
Tonyads@sky.com  
Tony Adams  
The Ageas Bowl  
Botley Road  
West End  
SO30 3XH

**Ground:** TBA

**County Board Contact:** Mike Pollard - 07920 452527  
michael.pollard@ageasbowl.com

### Isle of Wight

**Main Contact:** Stuart Chatfield  
07875 195211  
Stuart.chatfield@  
lwcb.org.uk  
Stuart Chatfield  
Newclose  
Blackwater Rd  
Newport  
Isle of Wight  
PO30 3BE

**Grounds:** Newclose CCG,  
Blackwater Road, Newport,  
Isle of Wight PO30 3BE

**County Board Contact** Stuart Chatfield (As Above)

## Middlesex

**Main Contact:** Michael Wilson  
07944 094337  
michael.wilson@  
middlesexccc.com  
MCCC Indoor  
School, East End  
Road, Finchley  
Barnet N3 2TA

**Grounds:** **Chiswick Cricket Club,**  
Riverside Drive, Chiswick, W4 2SP

**County Board Contact:** Michael Wilson (As Above)

## 10.4 S9 National Format (North/Mids)

### Cheshire

**Main Contact :** Chris Edwards  
07799 503377  
Chris.edwards@  
cheshirecricketboard.co.uk  
Chris Edwards  
1 Rydal Bank  
Wallasey, Wirral  
Merseyside  
CH44 1AS

**Grounds:** **Barrow Cricket Club,**  
Station Lane, Barrow, Cheshire CH3 7JN

**Caldy Cricket Club,**  
Telegraph Road, Thurston,  
Wirral, Merseyside CH48 1NX

**County Board Contact** Jess Lewis      Jessica.lewis@cheshirecricketboard.co.uk

### Derbyshire Merlins

**Main Contact:** Richard Cannon  
07974 758752  
Richardcannon54@  
hotmail.com  
Richard Cannon  
43 The Fleet  
Belper  
Derby  
DE56 1NU

**Grounds:** **Darley Abbey CC,**  
Riverside Meadow Ground,  
Darley Abbey, Derby DE22 1DX

**Melbourne Town CC,**  
Melbourne Sports Park,  
Cockshut Lane, Melbourne, Derbyshire DE73 8DG

**County Board Contact:** Mick Glenn Mobile 07976 504276  
mick.glenn@dcbcricket.com

## Shropshire

**Main Contact:**  
07740 399792  
daveskip@live.co.uk

Dave Hassall  
Shropshire Cricket  
Board, Wrekin  
College, Wellington  
Shropshire TF1 3BH

**Grounds:**

**Market Drayton Cricket Club,**  
Betton Road, Market Drayton TF9 1HH

**Frankson Cricket Club,**  
Hardwick Park, Ellesmere, Shropshire SY12 9HG

**County Board Contact:**

Ed Ashlin Mobile - 07447 629537  
edashlinscb@btconnect.com

## Staffordshire

**County Contact:**  
07789 265618  
S.lightfoot@  
staffordshirecricket.co.uk

Steve Lightfoot  
Staffordshire Cricket  
Ground Floor, Parker Court  
Staffordshire Technology Park  
Stafford ST18 0WP

**Grounds:**

**Eccleshall Cricket Club,**  
Chester Road,  
Eccleshall, Staffordshire ST21 6NA

**Moddershall Cricket Club,**  
Barnfields, Spotacre, Stone,  
Staffordshire, ST15 8RN

**County Board Contact**

Steve Lightfoot (As Above)

## Warwickshire

**Main Contact**  
07824 709471  
Andywyles@  
edgbaston.com

Andy Wyles  
The County Ground  
Edgbaston  
Warwickshire  
B5 7QU

**Grounds:**

**Alchester and Ragley CC.**  
In the grounds of Ragley Hall.  
Alchester, Warwickshire B49 5NJ

**County Board Contact**

Andy Wyles (As above)

## **Yorkshire**

**Main Contact:** Rohan Randhawa  
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R.randhawa@yorkshireccb.com  
Yorkshire County Cricket Club  
Emerald Headingley  
Cricket Ground  
Kirkstall Lane  
Headingley  
Leeds LS6 3DP

**Grounds:** **Thongsbridge Cricket Club,**  
Miry Lane, Thongsbridge,  
West Yorkshire HD9 7RY

**Haxley Cricket Club,**  
Haxley Lane, Haxley,  
Doncaster DN9 2ND

**County Board Contact:** Rohan Randhawa (As above)

## **10.5 D40 Development Cricket**

### **Essex**

**Main Contact:** Patrick Ward  
07787 294980  
patrick.ward@essexcricket.org.uk  
Cloud FM County  
Ground, New Writtle  
Road, Chelmsford  
Essex CM2 0PG

**Grounds:** **Harlow Town Cricket Club,**  
Ash Tree Field, Elizabeth Way,  
Harlow, Essex CM19 5BE

**County Board Contact:** Patrick Ward (As Above)

### **Kent**

**Main Contact** Brian Gasking  
C/O The Spitfire  
Ground, Old Dover  
Road, Canterbury  
Kent CT1 3NZ  
Mobile 07931 318142  
Brian.gasking.kent@ecb.co.uk

**Grounds:** **Brompton Barracks,**  
No 1 Cricket Ground,  
Gillingham, Kent, ME7 5DF

**County Board Contact:** Brain Gasking (As above)

## **Middlesex**

**Main Contact:**  
07944 094337  
michael.wilson@  
middlesexccc.com

Michael Wilson  
MCCC Indoor  
School, East End  
Road, Finchley  
Barnet N3 2TA

**Grounds:** **Chiswick Cricket Club,**  
Riverside Drive, Chiswick, W4 2SP

**County Board Contact:** Michael Wilson (As Above)

## **Yorkshire**

**Main Contact:**  
07519 122246  
R.randhawa@  
yorkshirecb.com

Rohan Randhawa  
Yorkshire County Cricket Club  
Emerald Headingley  
Cricket Ground  
Kirkstall Lane  
Headingley  
Leeds LS6 3DP

**Grounds:** **Thongsbridge Cricket Club,**  
Miry Lane, Thongsbridge,  
West Yorkshire HD9 7RY

**Haxley Cricket Club,**  
Haxley Lane, Haxley,  
Doncaster DN9 2ND

**County Board Contact:** Rohan Randhawa (As above)



## 10.6 S9 Development Cricket

### Bedfordshire

**Main Contact:** Mohammad Umar  
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Umarm01@yahoo.co.uk  
40 Mansfield Road  
Luton  
Bedfordshire LU4 8NB

**Grounds:** **Luton Town & Indians CC**  
Wardown Park  
Old Bedford Road  
Luton, Beds LU2 7HA

**County Board Contact:** Sam Rose - 07725 515543  
Sam.rose@cricketeast.co.uk

### Derbyshire Falcons

**Main Contact** Phil Lucas  
07896 204917  
phil87@phil87.plus.com  
26 St Pancras Way  
Chester Green  
Derby DE1 3TH

**Grounds:** **Darley Abbey CC,**  
Riverside Meadow Ground,  
Darley Abbey, Derby DE22 1DX

**Melbourne Town CC,**  
Melbourne Sports Park, Cockshut Lane,  
Melbourne, Derbyshire DE73 8DG

**County Board Contact** Mick Glenn - 07976 504276  
mick.glenn@dcbricket.com

### Gloucestershire Meteors

**Main Contact** Carole Polley  
07971 715625  
Carole.polley@  
hotmail.co.uk  
The Brightside Cricket Ground  
Nevil Road  
Bristol BS7 9EJ

**Grounds:** **Stinchcombe Stragglers Cricket Club**  
Dursley RFC, Hounds Green, Stinchcombe GL11 6AJ

**Upton St Leonards Cricket Club**  
The Recreation Ground, Birchall Lane  
Upton St Leonards GL4 8AD

**County Board Contact:** Scott Tremain - 07958 271414  
scott.tremain@glosccc.co.uk

## Hertfordshire Comets

**Main Contact** Richard Hill  
07818 431144 25 Nutfield  
Richard.hill@ecb.co.uk Welwyn Garden City  
Herts AL7 1UL

**Grounds:** Welwyn Playing Field,  
Ottway Walk, Welwyn  
Herts AL6 9AU

**County Board Contact** Richard Hill (as above)

## Kent

**Main Contact** Brian Gasking  
07931 318142 C/O The Spitfire  
Brian.gasking.kent@ Ground, Old Dover  
ecb.co.uk Road, Canterbury  
Kent CT1 3NZ

**Grounds:** **Brompton Barracks,**  
No 1 Cricket Ground,  
Gillingham, Kent, ME7 5DF

**County Board Contact:** Brain Gasking (As above)

## Lancashire

**Main Contact** Rob Tipping  
07894 584563 Lancashire Cricket Foundation  
Emirates Old Trafford  
Lancashire  
Rtipping@ M16 0PX  
lancashirecricket.co.uk

**Grounds:** TBA

**County Board Contact** Rob Tipping (As above)

## North Wales MACS

**Main Contact:** Neil Roberts  
07884 498584 Colwyn Bay CC  
gnroberts35@ 77 Penrhyn Avenue  
gmail.com Rhos-on-sea  
Colwyn Bay LL28 4RL

**Grounds:** **Colwyn Bay CC,** 77 Penrhyn Avenue  
Rhos-on-sea, Colwyn Bay LL28 4RL

**County Board Contact:** Sam Painter - 07798 618524  
Sam.painter@cricketwales.org.uk

## Oxfordshire

**Main Contact:**  
07482 577424  
Rgiles@oxoncb.com

Richard Giles  
14 Plumpton Road  
Bicester  
Oxfordshire OX26 1AQ

### Grounds:

**Bicester & North Oxford Cricket Club**  
Akeman Street  
Bicester  
OX26 1TH

**Tiddington Cricket Club**  
Fernhill Close, Tiddington  
Thame OX9 2NA

**County Board Contact:** Richard Giles (As above)

## Somerset Dragons

**Main Contact:**  
07966 253318  
j.mayled@sky.com

Jason Mayled  
100 Thames Drive  
Taunton, Somerset  
TA1 2TE

### Grounds:

Taunton Deane Cricket Club,  
The Convent Field, Mount Street,  
Taunton, Somerset TA1 3PY

**County Board Contact** Steve Gass - 07788 628526  
Steve.gass@somersetcricketboard.org

## Staffordshire

**Main Contact:**  
07789 265618  
S.lightfoot@  
staffordshirecricket.co.uk

Steve Lightfoot  
Staffordshire Cricket  
Ground Floor, Parker Court  
Staffordshire Technology Park  
Stafford ST18 0WP

### Grounds:

**Eccleshall Cricket Club,**  
Chester Road,  
Eccleshall, Staffordshire ST21 6NA

**Moddershall Cricket Club,**  
Barnfields, Spotacre, Stone,  
Staffordshire, ST15 8RN

**County Board Contact** Steve Lightfoot (As Above)

## **Surrey**

**Main Contact** Alain Jason  
07775 893650  
alain@goglycricket.com  
disability@surreycricket.com

**Grounds** TBA

**County Board Contact** Gavin Reynolds Mobile 07725 203962  
greynolds@surreycricket.com

## **Sussex**

**Main Contact:** Matt Cutress  
Mobile 07730 940212  
Matt.cutress@sussexcricket.co.uk

Matt Cutress  
The 1st Central  
County Ground  
Eaton Road, Hove  
East Sussex  
BN3 3AN

**Grounds:** **Preston Nomads CC,**  
Clappers Lane, Fulking,  
Henfield, West Sussex BN5 9NH

**Sussex County Cricket Club Academy,**  
Blackstone Lane, Blackstone,  
Henfield, West Sussex. BN5 9TA

**County Board Contact** Aroop Tanna Mobile 07500 025449  
arop.tanna@sussexcricket.co.uk

## **10.7 England Cricket Association for the Deaf**

To enquire about deaf audiogram classifications and all things regarding the eligibility criteria for deaf and hearing-impaired players, please contact:

Darren Talbot (CEO - ECAD) 07912 873591 darren@englanddeafcricket.co.uk