

JANUARY 2021



**SUPER9'S REGIONAL COUNTY COMPETITION
2021 SEASON**

Introduction

Welcome to the 23rd season of domestic disability competition. The 2020 season will go down long in the memory of all of us as the season that never was! The COVID-19 pandemic had a devastating effect on us all and the price to pay was a very high one.

All of the planning and organising that we did looking forward to the 2020 season all drifted away and cricket itself was only allowed to be played under close restrictions from the end of July.

Since the close of the 2020 season, we have been working really hard to ensure we are able to offer a full competition in 2021 (COVID-19 allowing) and our planning has been based on that.

For 2021 we are introducing a new regional structure for the Super9's competition. We were due to launch this in 2020, but we are all too aware of how that went! We have done away with the semi-finals and finals and have altered the structure so that each region has its own final. The final will be between the two teams who finish top of the regional division

We have also invested in stumps and boundary markers for all teams, these have all been overprinted without competition logos on them. This just gives the competitions a touch of professionalism.

As part of our commitment to you, we are asking that you ensure all your players are registered on Play0Cricket.com. We really want to make play-cricket our go-to resource for all things 'competition-management'. We are unable to do this until we are comfortable that all counties are familiar with registering their players.

We do hope that we will all be able to fulfil a full season in 2021 and in doing so we hope that the weather will be kind to us.

I hope to be able to catch up with you around the country during the summer months, I really do miss that aspect of our game so much. Finally, it just remains for me to wish all that take part in matches in 2021 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

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1 Generic Rules

- 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.
- 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.
- 1.3 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.
- 1.4 There is no reason why the Team Manager and Coach could not be the same person.
- 1.5 Each team should also have a dedicated scorer where possible.
- 1.6 There is no reason why a county or collaborative group cannot have more than one team playing in the competitions.
- 1.7 Each Super9's Regional league game **MUST** be officiated by ACO member umpires via your county board.
- 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.
- 1.9 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.
- 1.10 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).
- 1.11 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.

2 Playing Regulations

- 2.1 With the following exceptions all cricket matches will be played in accordance with the current M.C.C laws.
- 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.
- 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.
- 2.4 With regard to 'Law 42 Fair and Unfair Play' penalty runs will not apply.
- 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.
- 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'.
- 2.7 When fielding, wheelchairs and walking aids may be used to field the ball without penalty under 'Law 41 Illegal Fielding'.
- 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.
- 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'.
- 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.

3 Exceptional Circumstance Rules

- 3.1 Should a regional league finish where two team are equal on points and the result would affect the progression of a team to the finals day or, where it would affect final placings, then those placing would be decided by using (a to e) below in that specific order until the places have been satisfied.
 - a. 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.
 - b. If the values are still level, then the team with the greatest number of wins will be declared as division winner.
 - c. 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).
 - d. 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).

- e. 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.
- 3.2 Should a county need to 'drop out' of a competition DURING the season, the following rule will apply:
- a. 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.
 - b. Divisional tables will be adjusted to show these changes.

4 Wearing of Helmets

- 4.1 All players in the Super9's Regional 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 cricket

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 cricket.

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 advise such players to wear helmets whilst fielding, particularly if the fielder is positioned in front of the facing batsmen 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.

5 Match Day Requirements

5.1 Ground Preparation

- 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.
- 5.1.2 If a white line is used, markers should also be provided.
- 5.1.3 Sightcreens should be aligned, and in accordance with the new laws be outside the boundary.
- 5.1.4 On grounds where it is not possible to place a sightcreen outside the boundary, the rope, or white line should be placed inside the sightcreen, always leaving sufficient room for the

screen to be moved for a bowler bowling over or round the wicket.

5.1.5 The score box should be clean, tidy, and ready for use.

5.1.6 The pitch should be correctly marked in accordance with the Laws.

5.2 Facilities and Equipment

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.

5.2.2 A copy of the League Playing Rules (this document) should be available.

5.3 Before the Start

5.3.1 Umpires should meet with Captains and receive their written team lists 30 minutes before the scheduled start of the match.

5.3.2 **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.

5.3.3 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.

5.3.4 In the case of a delayed start, the new number of overs to be played, interval changes, etc. will be finalised.

5.4 After the Match

5.4.1 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.

5.4.2 **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.

5.4.3 **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.

5.4.4 Fixtures that have been abandoned or cancelled **MUST** also be included when adding to www.disabilitycomps.play-cricket.com

5.5 Expense Claims

5.5.1 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

5.5.2 **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.

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

6 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

- 6.1 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.
- 6.2 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.
- 6.3 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.
- 6.4 If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.
- 6.5 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.
- 6.6 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.
- 6.7 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.
- 6.8 Captains, Team Managers and Umpires are asked to ensure that these Directives are followed at all times.

7 ECB Guidelines for Junior Players in Open Age Cricket

- 7.1 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 consider 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.

8 Player Registration and Eligibility

- 8.1 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 undergone classification
- 8.2 Each player must complete the **player registration form** that is available via their respective county managers, or can be downloaded from – www.disabilitycomps.play-cricket.com
- 8.3 Player registrations will not be accepted after the **1st August** each season.
- 8.4 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.
- 8.5 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.
- 8.6 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.
- 8.7 Players who register for Super9's regional teams may play two National D40League games in any one season. A Super9's registered player who wished to play more D40 games, will automatically become a D40 player.
- 8.8 Players may transfer to other counties; however, they must complete the **player transfer form** (available from www.disabilitycomps.play-cricket.com) and they must meet the criteria for transfer contained within the form. A player may only transfer during the closed season.
- 8.9 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.

9 Super9's National Format Rules

9.1 Introduction

The Super9's regional format of competition is based around a 30 over, 9-a-side game and is played with a soft ball.

Teams are given quite a bit of flexibility in their team's size, playing format, number of overs played and boundary size.

Entering teams will have had previous experience in playing softball cricket and will relish the opportunity to take part in competitive matches and leagues. All players taking part will have undergone classification to take part

With the combination of this flexibility, it 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 are detailed below.

The Super9's National format has been re-structured for the 2021 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.

9.2 General Rules

- 9.2.1 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.
- 9.2.2 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.
- 9.2.3 All games are played using the **NB Softball** and a new ball for each innings.
- 9.2.4 Teams may use the 3 substitute players on a roll-on roll-off basis.
- 9.2.5 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).
- 9.2.6 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).
- 9.2.7 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).
- 9.2.8 Competing teams can also choose to play 'pairs' format with either 8 or 10 players per side, with 5 batting overs per pair, maximum.
- 9.2.9 Teams will wear traditional white clothing; however, it is an aspiration to move into a coloured clothing format.
- 9.2.10 There are three regional Super9's leagues in 2021.
- 9.2.11 The two teams finishing in the top two sports in the regional leagues will compete in a finals day to decide the regional champions.

9.3 Player Eligibility and Restrictions

- 9.3.1 ALL players involved in the Super9's National League MUST undergo eligibility classification (either PD, LD or Deaf).
- 9.3.2 No unclassified players are eligible to take part.
- 9.3.3 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.
- 9.3.4 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. Those D40 players who have been deemed as CORE PLAYERS will not be eligible to take part in any Super9's matches

9.3.5 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.

9.3.6 A number of restrictions will apply for both batting and bowling in the Super9's regional 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.

9.3.7 The restrictions in Super9's regional 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

9.3.8 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.

9.3.9 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.

9.3.10 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.

10 Wet Weather Rules

10.1 **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.

10.2 Once the 15 over threshold has been exceeded, the rules for a bowl off will apply (semi-finals and Finals only).

10.3 **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.

10.4 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.

- 10.5** 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**.
- 10.6** 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.

11 League Tables and Points System

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

Winning Team	30 Points
Tied Match	15 Points each team
Cancelled Games (Weather)	10 Points each team
Abandoned Games	10 Points each plus the relevant bonus points at time of abandonment
Bonus Points (Losing Team)	Batting: 1 Point each for scoring 75, 100, 125, 150 and 175 runs
	Bowling: 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

12 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

12.1 Appeals

- 12.2 All the above penalties are subject to appeal.
- 12.3 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.
- 12.4 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.

13 Super9's Pairs Format

- 13.1 Games will be played with either 8 or 10 players.
- 13.2 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.
- 13.3 For games with 8 players, bowlers will be restricted to bowl 4x6 ball overs in an innings.
- 13.4 For games with 10 players, bowlers will be restricted to bowl 5x6 ball overs in an innings.
- 13.5 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).
- 13.6 A no-ball will be signalled if the ball bounces more than once before reaching the batsman.
- 13.7 A no-ball will be signalled if a ball reaches the batsman on the full and its height is deemed above waist height.
- 13.8 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).
- 13.9 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.
- 13.10 Batsmen will bat in pairs for 5 overs, (irrespective of the number of players per side).
- 13.11 All 5 overs will be completed even if a batsman is out during the overs.
- 13.12 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).
- 13.13 At the end of each over, the field changes round and prepares to bowl from the opposing end.
- 13.14 Each batting team starts from a base score of 100.
- 13.15 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.
- 13.16 Runners are permitted as detailed in section 5.2 above.
- 13.17 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: $100+125-(6 \times 5) = 195$.
- 13.18 The winner of each games will be based on the final gross score of each team.
- 13.19 Net run rates for this format will be calculated based on the following criteria:
- 13.20 The base line score of 100 will not be considered.

13.21 Once a bowling side takes 10 wickets, no further wickets will be considered.

13.22 For divisional matches, teams will be awarded the following points: (pairs format).

Winning Team	30 Points
Tied Match	15 Points each team
Cancelled Games (Weather)	10 Points each team
Abandoned Games	10 Points each plus the relevant bonus points at time of abandonment
Bonus Points (Losing Team)	Batting: 1 Point each for scoring 175, 200, 225, 250 and 275 runs
	Bowling: 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

14 Penalties – apply to both 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

14.1 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.

15 ECB Contacts

Head of Disability Cricket

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Disability Cricket Personal Development & Welfare

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Disability Cricket Competitions Manager

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16 County Contacts

Cheshire (D40 & S9)

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Grounds:

Barrow Cricket Club,
Station Lane, Barrow, Cheshire CH3 7JN

Caldy Cricket Club,
Telegraph Road, Thurstaton,
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Derbyshire Falcons (S9)

Phil Lucas
26 St Pancras Way
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DE1 3TH

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Grounds:

Darley Abbey CC
Riverside Meadow Ground
Darley Abbey
Darley DE22 1DX

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

Derbyshire Merlins (S9)

Richard Cannon
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Belper
Derby DE56 1NU

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Grounds:

Darley Abbey CC
Riverside Meadow Ground
Darley Abbey
Darley DE22 1DX

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

:

Derbyshire Ospreys (D40)

Alan Jones
Springhold House
Moorla, Ockbrook
Derby DE72 3SA

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Ground:

Barby Cricket Club, Longdown Lane
Barby, Northamptonshire CV23 8TA

Darley Abbey CC, Riverside Meadow Ground,
Darley Abbey, Darley DE22 1DX

Dorset (S9)

Angie Pittaway
C/O The Dorset Cricket Board
The Leaze, King Street
Wimbourne, Dorset BH21 1DY

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ddccchair@outlook.com

Ground:

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

Dorchester Cricket Club
The Recreation Ground
Weymouth Avenue
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Gloucestershire (S9)

Carole Polley
Flat 11, Cecily Court
Cambridge Way
Minchinhampton, Stroud
Gloucestershire GL6 9DN

07971 715625
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Grounds:

Stinchcombe Stragglers CC
Dursley Rugby Football Club
Houndsgreen, Stinchcombe GL11 6AJ

Stroud CC
Stroud Cullimore Ground
Ryeford, Stroud, Glos GL10 2LA

Frampton On Severn CC
The Oatfield
Whitminster Lane
Frampton On Severn GL2 7HR

Essex (D40 & S9)

Patrick Ward
Cloud FM County Ground
New Writtle Road, Chelmsford
Essex CM2 0PG

07787 294980
patrick.ward@essexcricket.org.uk

Grounds:

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

Hampshire (S9)

Tony Adams
The Ageas Bowl
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West End
Hampshire SO30 3XH

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Ground:

TBA

Hampshire (D40)

Nick Wheeler
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Ground:
Hartley Wintney Cricket Club
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RG27 8PG

Isle of Wight (S9)

Stuart Chatfield
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Grounds:
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Lancashire (S9)

Amlyn Layton
Lancashire Cricket Foundation
Emirates Old Trafford
M16 0PX

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Grounds:
TBA

Hertfordshire (S9)

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Herts. AL7 1UL

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Grounds:
Welwyn Playing Field
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Kent (D40 & S9)

Brian Gasking
The Spitfire Ground
Old Dover Road Canterbury
Kent CT1 3NZ

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Grounds:
Brompton Barracks,
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Lancashire (D40)

Rob Tipping
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Grounds:
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Middlesex (D40 & S9)

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Grounds:
Chiswick Cricket Club,
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Shropshire (D40 & S9)

Dave Hassall
Shropshire Cricket Board
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Wellington
Shropshire TF1 3BH

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Grounds:
St George's Cricket Club
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Shropshire TF2 9LU

Somerset (S9)

Jason Mayled
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TA1 2TE

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

Oxfordshire (S9)

Richard Giles
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Bicester
Oxon OX26 1AQ

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Grounds:
Bicester and North Oxford Cricket Club
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Chesterton
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Staffordshire (S9)

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4 Parker Court
Stafford, Staffordshire
ST18 0WP

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s.lightfoot@staffordshirecricket.co.uk

Grounds:
TBA

Somerset Dragons (S9)

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TA1 2TE

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

Surrey (S9)

Kavin Hemraj
Kia Oval
Kennington London
SE11 5SS

07793 434628

kavinhemraj@yahoo.co.uk

Grounds:
Spencer CC The Spencer Ground
Fieldview, London
SW18 3HF

Valley End, Widlesham Road
Valley End
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Surrey (D40)

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Mitcham
Surrey CR4 1JA

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Grounds:
TBA

Sussex (S9)

Matt Curtis / Richard Wolff
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Hove
East Sussex BN3 3AN

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Grounds:
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Sussex (D40)

Paul Francis
The 1st Central County Ground
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East Sussex BN3 3AN

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

Sussex County Cricket Club Academy,
Blackstone Lane, Blackstone,
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Wales (D40 & S9)

Les Randall
Cricket Wales
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Ground:
TBA

Yorkshire (D40 & S9)

Rohan Randhawa
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Emerald Headingley Cricket Ground
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Grounds:
TBA

Warwickshire (S9)

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Grounds:
Alcester & Ragley CC
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Arrow
Alcester B49 5NJ

Walmley CC
Eldom Drive
Walmley
B76 1LT

17 Competition Structure 2021

Super9's South East

Middlesex
Essex
Surrey
Hampshire
Kent

Super9's South West

Somerset
Gloucestershire Javelins
Dorset
Wales Miners
Isle of Wight

Super9's Midlands & North

Shropshire
Derbyshire Merlins
Warwickshire
Staffordshire
Yorkshire Terriers
Cheshire

At the end of the divisional fixtures (see section 18), each division will hold its own regional final to determine the regional winner. The regional final(s) will be a game played between the top two teams in each respective regional division.

18 Fixtures – 2021 Season

Super9's South East

25 th April 21	Middlesex	v	Essex
25 th April 21	Kent	v	Hampshire
9 th May 21	Essex	v	Kent
9 th May 21	Hampshire	v	Middlesex
23 rd May 21	Kent	v	Middlesex
23 rd May 21	Essex	v	Hampshire
6th June 21	Essex	v	Middlesex
6th June 21	Hampshire	v	Kent
20th June 21	Kent	v	Essex
20th June 21	Middlesex	v	Hampshire
4th July 21	Middlesex	v	Kent
4th July 21	Hampshire	v	Essex

Regional Final – Sunday 8th August 2021

Super9's South West

2nd May 21	Somerset	v	Dorset
2nd May 21	Gloucestershire Javelins	v	Wales Miners
16th May 21	IOW	v	Gloucestershire Javelins
16th May 21	Wales Miners	v	Somerset
30th May 21	Dorset	v	IOW
30th May 21	Gloucestershire Javelins	v	Somerset
13th June 21	Somerset	v	IOW
13th June 21	Wales Miners	v	Dorset
27th June 21	IOW	v	Wales Miners
27th June 21	Dorset	v	Gloucestershire Javelins
11th July 21	Wales Miners	v	Gloucestershire Javelins
11th July 21	Dorset	v	Somerset
18th July 21	Gloucestershire Javelins	v	IOW
18th July 21	Somerset	v	Wales Miners
1st Aug 21	IOW	v	Dorset

Regional Final – Sunday 8th August 2021

Super9's Midlands & North

2nd May 21	Shropshire	v	Derbyshire Merlins
2nd May 21	Warwickshire	v	Yorkshire Terriers
2nd May 21	Cheshire	v	Staffordshire
16th May 21	Staffordshire	v	Shropshire
16th May 21	Derbyshire Merlins	v	Warwickshire
16th May 21	Yorkshire Terriers	v	Cheshire
30th May 21	Shropshire	v	Yorkshire Terriers
30th May 21	Warwickshire	v	Staffordshire
30th May 21	Cheshire	v	Derbyshire Merlins
13th June 21	Yorkshire Terriers	v	Staffordshire
13th June 21	Shropshire	v	Warwickshire
27th June 21	Warwickshire	v	Cheshire
27th June 21	Derbyshire Merlins	v	Yorkshire Terriers
11th July 21	Cheshire	v	Shropshire
11th July 21	Staffordshire	v	Derbyshire Merlins
18th July 21	Derbyshire Merlins	v	Shropshire
18th July 21	Yorkshire Terriers	v	Warwickshire
18th July 21	Staffordshire	v	Cheshire

Regional Final – Sunday 8th August 2021