



Vitality Girls Under 13 & Under 15 Club T20

Competition Rules

1 Title

The title of the Competitions shall be the Vitality U13 & U15 Girls Club T20.

2 Management

2.1 All decisions relating to the interpretation of these rules or to matches played in the Competition shall be made by the ECB and will be final and binding on all concerned.

The ECB may delegate any of their powers and duties, including (where appropriate) to the Cricket Regulator.

2.2 All potential breaches of these Rules, or disputes arising from the application of interpretation of these Rules, shall be referred to a panel of three members of the ECB Recreational Discipline Panel (the "Panel"), whose decision shall be final and binding. The Panel shall consider any such matter in such manner and following such procedures as it considers appropriate and shall not be bound by rules governing the admissibility of evidence in judicial or other proceedings.

The Cricket Regulator shall confirm the identity of the Panel members to the relevant parties. If any party objects to any member of the Panel on the basis of a conflict of interest, the Cricket Regulator shall consider whether it is necessary to appoint a new member of the Panel.

3 Competition Structure

3.1 ECB shall split clubs entering the competition into regional groups for initial rounds which shall be organised as a straight knock out format.

3.2 Fixtures should be played on the scheduled date however these can be rearranged, either earlier or later than the scheduled date, providing that both clubs agree to the change of date and that the match must be completed 7 days prior to the next scheduled round. If either club wishes to play on the scheduled date then this is the date that takes precedence. Any date changes must be amended on Play Cricket.

3.3 Both age groups will culminate in regional group finals. The regional group winners will progress to the national semi finals, the winner of Group 1 will play the winner of Group 2, the winner of Group 3 will play the winner of Group 4 in both age groups. The winners will progress through to a national finals day, venues for the national semi-finals and national finals day will be organised by the ECB.

3.3.1 Fixture dates for the 2026 season have been set as:

Round 1	Sunday 3rd May
Round 2	Monday 25th May
Round 3	Sunday 21st June
Round 4	Sunday 12th July
Round 5	Sunday 26th July
Regional Finals	Sunday 9th August
National Semi Finals	Thursday 20th August (<i>fixed date</i>)
National Finals	Saturday 12th September (<i>fixed date</i>)

3.3.2 The dates of the fixtures have been predetermined and uploaded onto the Play-Cricket website. It is the responsibility of the host Club to inform all visiting Clubs the venue & starting time details and ensure that this information is uploaded onto the Play-Cricket website.

4 Eligibility

- 4.1 The Competition shall be open to all clubs, which are affiliated to their County Cricket Board.
- 4.2 A club may enter one or more teams but rule 5 will apply insofar as each team will be considered a separate club.

5 Qualification of Players

5.1 A player may only represent one club in each competition each season (with 5.3 Guest Players as an exception to this rule). They must meet the age restriction of Under 13 or Under 15 years of age at midnight on 31st August prior to the season of the Competition.

5.2 Players may play for both age group teams subject to 5.1.

5.3 Guest Players

5.3.1 A maximum of 2 guest players from a club that has not entered the competition will be eligible to play, these 2 players must be confirmed in writing to (competitions@ecb.co.uk) no later than five days prior to the first match in the competition. For reasons of clarity these named 2 players are not able to be changed during the competition.

5.3.2 One of these guest players may a named player in a County Age Group squad for the 2026 season.

6 Teams

Each team may consist of up to 9 players of which no more than 8 players can bat or be on the field at any time. All players must be nominated to the umpires in writing before the toss is made. There is no requirement to nominate which 8 players will bat. Any replacement/substitution of a member of the fielding side can only be made with the approval of the umpires and only at the end of an over, the fall of a wicket or during an interval.

Once a player has taken the field they can play a full part in the match, subject to the provisions of Law 17.6 (Bowler changing ends).

7 Cricket Balls

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

8 Helmets and Protective Headwear

Any player under the age of 18 playing in any ECB Competition shall be bound by the ECB Regulations.

9 Umpires

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

10 Scorers

Each team shall provide their own competent non-playing scorer in all matches. If a team fails to provide a scorer a player has to be nominated from the team to take up the duty for the entire duration of the match. The use of live electronic scoring is strongly encouraged for all matches.

11 Match Results

- 11.1 Winning teams should notify ECB of results during all regional rounds of the competition (via email to competitions@ecb.co.uk within 24 hours of the completion of the match).
- 11.2 All clubs are encouraged to also enter their results onto Play-Cricket.
- 11.3 ECB will send semi-final & final information to all qualifying teams at the conclusion of all Regional Finals.
- 11.4 In the event of a result not being possible:
 - 11.4.1 The match can be rearranged if both sides can mutually agree a reserve date no less than 7 days prior to the date of the next scheduled round.
 - 11.4.2 Or, if weather permits, the winner shall be decided by a bowl-out (Generic Playing Condition 6).
 - 11.4.3 Or, if a bowl-out is not possible, the winner shall be decided by the toss of a coin. Coin toss to be conducted with both captains present and if not possible, done remotely via video link. In exceptional circumstances ECB will conduct the coin toss to determine a winner.

11.4.4 In the National Final, if no result on-field is possible, the trophy shall be shared. A bowl-out or coin toss shall not be used to determine a winner in the National Final.

12 Conduct

All players, coaches or match officials shall be bound by the MCC Spirit of Cricket and ECB General Conduct Regulations.

13 Coaching

Coaching shall not be permitted from the sidelines during a match. In such an event the umpire shall request the coach / manager / parent / spectator to stop. If this persists the umpire shall have the power to refer the matter to a Panel in accordance with Rule 2.2.

Playing Conditions

The Laws of Cricket (2017 Code 3rd Edition - 2022) shall apply with the following exceptions:

1 Pitch

- 1.1 The length of the pitch will be:
 - 1.1.1 19 yards for U13 with a maximum boundary of 45 metres (50 yards) from the middle of the wicket, some venues may vary due to limitations.
 - 1.1.2 20 yards for U15 with a maximum boundary of 50 metres (55 yards) from the middle of the wicket, some venues may vary due to limitations.

2 Duration

- 2.1 Each team shall bat for 20 overs unless they are all out earlier.
- 2.2 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 15 minutes playing time. This is a guide and no penalties will be applied but teams are strongly encouraged to meet this target.
- 2.3 Innings will be separated by a 15 minute interval, unless interruptions have occurred where the umpires can waive / amend this interval time.
- 2.4 If the team batting first is dismissed in fewer than 20 overs, the team batting second shall be entitled to bat for their full allocated 20 overs.
- 2.5 No drinks intervals shall be permitted in any innings.
- 2.6 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

3 Bowlers

- 3.1 Bowler limits will be a maximum of 25% of the total number of overs for each innings.
- 3.2 If a bowler partially completes an over, this is to be rounded up to the full over for this consideration.
- 3.3 The ECB Fast Bowling Regulations will apply in this competition throughout all rounds.

4 Junior Fielding Restrictions

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

5 Wide Ball – Judging a Wide

5.1 For all Under 15 matches:

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

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

5.2 For all Under 13 matches:

Umpires are instructed to apply the Laws of Cricket when bowling wide of the wicket. Any offside or legside delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a wide.

6 Delay or Interruption – First Innings

6.1 Prior to matches commencing both teams shall agree a cut off time for matches to be completed.

6.2 If playing time has been lost the revised number of overs shall be based on a rate of 16 overs per hour in the total time available for play.

6.3 The revision of the number of overs should ensure, where possible, that both teams have the opportunity of batting for the same number of overs.

6.4 The team batting second should not be allocated more overs than the team batting first.

6.5 As soon as the total minutes playing time remaining is less than the completed overs faced by team 1 multiplied by 3.8, then the first innings is terminated.

7 Delay or Interruption - Second Innings

7.1 When playing time has been lost and, as a result, it is not possible for the team batting second to complete its allocated overs in the playing time available, the number of overs shall be reduced at a rate of 16 overs per hour in respect of the lost playing time. Fractions of overs should be ignored for this purpose.

7.2 In addition, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

7.3 A fixed time shall be specified for the close of play by applying a rate of 16 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play will be taken into consideration in specifying this time.

7.4 If the team fielding second fails to bowl the revised number of overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved, whichever comes first.

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

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

8 Calculation of Target Score in Reduced Overs Games

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

9 Match Results

- 9.1 Win - In a match consisting of a minimum of 5 overs each innings, the team that scored more runs than the opposition wins.
- 9.2 In the event of scores being equal, the following will be determined to decide a winner (in order):
 - 9.2.1 The team which has taken the greater number of wickets.
 - 9.2.2 If still equal, the side with the highest score at the end of 19 overs, if still equal, at the end of 18 overs, 17 overs, etc.
 - 9.2.3 If still equal, 5 players shall be nominated to bowl alternately at the wickets from the bowler's end and the team scoring the most hits shall be the winner. In the event of the number of hits being equal, the above 5 bowlers shall be nominated to bowl alternately in a sudden death bowl-out, until a winner has been achieved.