

Rothestay Girls Under 16 County Cup

Competition Rules

This competition will use the Girls County Cup 50 overs per side Playing Conditions.

1 Title

The title of the competitions will be the Rothestay Girls Under 16 County Cup.

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 Entry

3.1 Entry into any of ECB's County Competitions shall be open to those County Boards recognised by the ECB.

3.2 Counties who participated in the previous year's Competition shall automatically be included for the following season unless written notification to the contrary is given by 1st September in the year prior to the Competition. A County wishing to enter or be readmitted to a Competition must give written notice to that effect to the ECB Competitions Team by 1st September in the year prior to the Competition.

4 Competition Structure

County Cup

4.1 For Girls Under 16 County Cup the competition will be organised on a flexible Regional basis as decided by the ECB and will be split into 8 Groups. All Group fixtures must be completed by 7th August, the top two teams in each group shall progress to Last 16 which will be played on 16th August. The Quarter Finals shall be played on 23rd August, Semi Finals on 31st August and Final on Sunday 6th September.

4.3 Fixtures have not been allocated to set dates. Counties are free to arrange their fixtures to any date they choose (providing it is before the fixture deadline for that competition) with agreement from their opposition.

- 4.4 The designated home county will be required to enter fixture details onto the Play-Cricket website prior to 1st April 2026, these details must include:
 - 4.3.1 Date of fixture
 - 4.3.2 Venue of fixture
 - 4.3.3 Time of fixture
- 4.4 If changes are made to fixtures during the season, the home side will be expected to amend the fixture details.
- 4.5 Rearrangement of matches
 - 4.5.1 Both cancelled and abandoned matches can be rearranged following an agreement by both Counties.
 - 4.5.2 All matches must be played by the fixture deadline for the competition and notification of a change of fixture must updated on Play-Cricket.
 - 4.5.3 If matches cannot be rearranged and there is no fault on the part of either County, a cancelled match shall be recorded.
 - 4.5.4 If Counties cannot agree an alternative date the original fixture date given prior to 1st April 2026 will count as the “original” fixture date.

5 **Qualification of players**

Please refer to Generic Rule 3.4 (Qualification criteria for Junior cricketers)

- 5.1 ECB has approved a Dual Registration Scheme for Girls U16 Cricket for the 2026 season. Any player can be dual registered but may only be registered for a maximum of 2 Counties (their home County plus 1 other). In order for a player to play all parties including the ECB are satisfied that the criteria of the scheme have been met, see separate Dual Registration Scheme paper available from sue.laister@ecb.co.uk.

If a County includes in their team a player for whom consent to play her has not been obtained all points attained by that County in the match or matches shall be forfeit.
- 5.2 In all ECB CAG U16 competitive County Cup fixtures every County can play 3 x under 17 players. Generic Rule 3.4.6 states age groups are defined by the player’s age at midnight on 31st August in the year prior to the relevant season.
- 5.3 In the event of a dispute, the matter shall be referred to the ECB, whose decision shall be final.
- 5.4 Players from the Channel Islands shall be eligible to play for any County in the ECB Girls Under 16 County Cup provided that they only represent one County in the Competition in any one season.

6 **Number of Players**

Each team may have a squad of up to 12 players, no more than 11 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 11 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 & Coloured Clothing**

The Home side shall provide two new cricket balls for each match when balls are not provided by the ECB. The balls shall be of the standard laid down by the ECB for each Competition and shall be given to the umpires prior to the commencement of the match. The Home side will also be responsible for supplying enough spare balls of equal standard. A new ball must be used at the start of each innings.

- 7.1 A 5oz white Newbery Elite hardball will be used for all matches, therefore the use of black sightscreens will be necessary for all matches.
- 7.2 Each host County will receive enough match balls to cover all of the matches over the days on which they are hosting.
- 7.3 All Counties are required to play in coloured kit. It is recommended that coloured clads are applied to all batting pads.

8 **Helmets and Faceguards**

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

9 **Umpires**

Counties shall appoint two umpires who shall be Full Members of the ECB Association of Cricket Officials (ECB ACO) and also have DBS clearance for each home match they play. ECB shall appoint umpires for the Girls U16 County Cup from the Last 16 stages onwards.

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 **Team Sheets**

Each side must provide the umpires with a team sheet before the start of the match identifying any player who has not reached the age of 18 on the date of the match and showing the specific age of any player who is 19 years old or younger. It is recommended that the ECB Team Sheet card (available from the local County Board) is used whenever possible.

12 **Match Results**

- 12.1 It is the responsibility of the HOME side to enter the result and full scorecard details onto the appropriate site on Play-Cricket within 48 hours of the match being completed. The AWAY side should confirm that the summary result has been correctly entered within the next 24 hours.

Both sides must ensure that their squad details have been entered into Play-Cricket prior to every match they play.

- 12.2 In the event of the match being cancelled or abandoned and then rearranged it is the responsibility of the home County to update Play-Cricket with the new match details. Re-arranged fixtures must be completed before the cut-off date.

- 12.3 In the event of the match not being rearranged, it is still the responsibility of the home County to enter the fact on Play-Cricket.
- 12.4 For Last 16 matches, any match that has been cancelled or abandoned and is not able to be replayed, the team that finished first in their group shall progress to the Quarter Finals.
- 12.5 For Quarter Final and Semi Final matches, any match that has been cancelled or abandoned and is not able to be replayed, the winner shall be determined by a coin toss.

13 **Points**

The points listed under 13.1, 13.2 and 13.3 are applicable to County Cup group stage matches only.

13.1 **Match Results and Points**

Win	10
Loss	0
Tie	5
Abandoned	5
Cancelled	0
Conceded games	0
Team Conceded Against	10

14 **Group Matches**

In the event of teams finishing on equal points in a Group, the final league finishing positions will be decided in the following order of priority:

- a) When two teams have equal points, the team which was the winner of the Group Match(es) played between them will be placed in the higher position. When more than two teams have equal points, the team which was the winner of the most number of matches played between those teams will be placed in the higher position.
- b) If still equal, the team with the higher net run rate in the Group Matches in which a result was achieved will be placed in the higher position.
- c) If still equal, the team with the higher number of wickets taken per balls bowled in the Group Matches in which a result was achieved, will be placed in the higher position.
- d) In the highly unlikely event that teams cannot be separated by (a) to (c) above this will be done by drawing lots.

15 **Code of Conduct**

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

16 **Strategic Time Out & Coaching**

- 16.1 A strategic time out is permitted in all ECB U16 County matches. Details of this is listed in the Playing Conditions.

16.2 At all other times 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. The above does not apply to coaches during drinks intervals.

Playing Conditions – Girls County Cup 50 overs per side

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

1 Duration

All matches will consist of one innings per side, and each innings will be limited to 50 six-ball overs. A minimum of 10 overs per team will constitute a match (subject to the provisions of 8 below).

2 Hours of Play and Intervals

- 2.1 Start times are to be agreed by teams or directed by competition organiser.
- 2.2 The interval will be 30 minutes unless otherwise agreed by both teams and the umpires.
- 2.3 The total match time, including interval and strategic timeout, should be no longer than 7 hours 10 minutes, exception given for the final over of each innings.

2.4 Sessions of Play and Interval between Innings

Provided that no time has been lost (see below) the interval will be of the agreed duration commencing at the end of the innings of the team batting first.

If the innings of the side batting first is completed more than 60 minutes prior to the scheduled interval then the full interval (30 minutes) will apply, unless tea being unavailable or another reason makes a full interval not possible, in which case a 10 minute break will occur and the team batting second will commence their innings and the interval (remaining 20 minutes) will occur as scheduled.

In the event of time being lost umpires have the discretion to reduce the length of the interval.

Additional Hour – Subject to weather and light, in the event of play being suspended for any reason other than normal intervals, the playing time shall be extended by the amount of time lost up to a maximum of one hour. If the scheduled match start time is later than 1:00pm, this regulation will not apply. Otherwise, the teams may agree to dispense with this rule only by mutual consent. In such circumstances, the umpires must be notified before the start of the match.

2.5 Strategic Time Out

The intervals for drinks shall not last longer than 5 minutes in total for each break.

In addition to the compulsory drinks break there will be one strategic time out per innings which is called by the fielding team and will be limited to 120 seconds. ECB would encourage captains to lead the time out and for coaches to support the messaging.

Note: in all cases the time taken for drinks and strategic time outs is included in the playing time for that innings.

For reduced overs matches between 25-49 overs, only one compulsory drinks break will take place. For reduced overs matches between 10-24 overs, no compulsory drinks break will take place.

An individual player may be given a drink either on the boundary edge or, at the fall of a wicket, on the field providing that no playing time is wasted. No other drinks shall be taken on to the field without the permission of the umpires except that under conditions of extreme heat the umpires may permit extra intervals for drinks. Any player taking drinks on to the field shall be dressed in proper cricket attire.

3 Length of Innings

3.1 Uninterrupted Matches

(i.e. Matches which are neither delayed nor interrupted)

- (a) Each team shall bat for 50 six ball overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- (b) All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 20 minutes playing time. In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction area in 4.1 than would normally be the case in the Powerplay in progress at the time. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

The full quota of overs will be completed.

If the innings is terminated before the scheduled or re-scheduled cut off-time, no over rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

The Umpires shall inform the Captains of any revisions following an interruption before play resumes.

When the game is in play, the Umpires will ensure the fielding Captain is aware of any time allowance adjustments (this matter will not be subject to retrospective negotiation).

In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

Over-rate penalties apply only to innings of 15 overs or more duration unless a penalty has been applied before 15 overs have been bowled.

3.2 **Delayed or Interrupted Matches**

3.2.1 General

Rearrangement of the number of overs may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason. The timing and duration of all suspensions of play (including all intervals) or delays during the match will be taken into account when calculating the length of time available for either innings.

- (a) The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.

A minimum of 10 overs must be bowled to the team batting second in order to constitute a match (subject to the provisions of 8 below).

The calculation of the number of overs to be bowled shall be based on a rate of 4 minutes per over in the total time available for play up to the scheduled Close of Play.

- (b) If, owing to a delayed start to the second innings or a suspension of play during the second innings, there is insufficient time for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated as in 3.2.1 (a) above.
- (c) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.
- (d) The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less than the agreed number of overs.
- (e) Fractions are to be ignored in all calculations regarding the number of overs, with total rounded up.

Please refer to 8 (The Result) for methodology of calculating target scores in interrupted matches.

4 **Restrictions on the Placement of Fielders**

4.1 The following fielding restrictions shall apply for all matches:

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

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25 yards (23 metres).

The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery:

- (a) **Powerplay 1** – two fielders must be outside this fielding restriction area, there must be one catcher behind the bat plus the wicketkeeper. In an innings of 50 overs, these are overs 1 to 10 inclusive.
 - (b) **Powerplay 2** – A minimum of two and a maximum of four fielders must be outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
 - (c) **Powerplay 3** – a maximum of four fielders shall be permitted outside this fielding restriction area, there is no minimum requirement. In an innings of 50 overs, these are overs 41 to 50 inclusive.
- 4.2 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase (Powerplay) of the innings shall be reduced in accordance with the table in **Appendix 1**. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
- 4.3 If play is interrupted during an innings, overs are reduced and the table in **Appendix 1** is applied, the Powerplay overs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over. Note that this is the only circumstance under which the Powerplay status can be changed during an over.
- 4.4 At the commencement of the second and third block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating their arm in a large circle.
- 4.5 In the event of an infringement of any of the above fielding restrictions, the strikers end umpire shall call and signal 'No Ball'.

5 **Number of Overs Per Bowler**

- 5.1 No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. However, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. after 16 overs, rain interrupts play and the innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl 7 overs and three bowlers can bowl 6 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.
- 5.2 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.
- 5.3 In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- 5.4 The ECB Fast Bowling Regulations will apply to all matches.

6 **No Ball**

6.1 Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:

6.1.1 Regardless of how wide of the striker a delivery is, there shall be no more than two deliveries per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.

6.1.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batter at the wicket when a delivery within the limit in 6.1.1 has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

6.1.3 If a bowler is “No Balled” a second time in the innings for the same offence the Umpire is to invoke Law 41.6.4 and the bowler shall be removed forthwith and shall not be allowed to bowl again in that innings.

Note: For the avoidance of doubt the warnings detailed in Laws 41.6.1, 41.6.2 and those above in 6.1.1 and 6.1.2 are cumulative

6.2 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply.

6.3 **Free Hit after a No Ball**

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

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

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

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

6.3.4 Field changes are not permitted for free hit deliveries unless there is a change of striker or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

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

7 **Wide Bowling – Judging a Wide**

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.

8 **The Result**

- 8.1 A result can be achieved only if both teams have had the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs. All matches in which a match has begun but both teams have not had the opportunity of batting for a minimum of 10 overs (subject to the provisions of this clause) shall be declared 'Abandoned'.
- 8.2 Where the maximum number of overs available to both sides remains unaltered once play has commenced the team scoring the higher number of runs shall be the winner. If the scores are level the match will be declared as a tie.
- 8.3 Where a winner is required and the scores are tied, the side losing fewer wickets shall be the winner.
- 8.4 If the result cannot be decided by 8.2 or 8.3 above the winner shall be the side with the higher score a) after 40 overs, or if still equal b) after 30 overs, c) after 20 overs or if still equal d) after 10 overs.
- 8.5 In the unlikely event of all these being equal, or if a result cannot be achieved in the match, there will be a bowl-out (outdoors or indoors) under the supervision of the umpires to determine a winner.
- 8.6 If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:
 - 8.6.1 If the match is abandoned before the Close of Play, the result shall be decided on the Duckworth/Lewis method (DL Standard shall be used).
 - 8.6.2 If, due to suspension of play, the number of overs in the innings of the side batting second has to be revised, their target score shall be calculated by the Duckworth/Lewis method. With the Duckworth/Lewis method, an integral target will be set for the team batting second with one run less than this target resulting in a Tie.
 - 8.6.3 If 8.6.2 results in a tie and a winner is required or if a result cannot be achieved in the match, there will be a bowl-out (outdoors or indoors) under the supervision of the umpires to determine a winner.
- 8.7 If circumstances in 8.5 or 8.6.3 make a 'bowl-out' impossible, the match shall be decided by the toss of a coin.
- 8.8 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.

Appendix 1

Illustrations of Powerplay Regulations

- 4.2 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase (Powerplay) of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

- 4.3 If play is interrupted during an innings, overs are reduced and the table in 4.2 is applied, the Powerplay overs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 4.3:

A 50 over innings is interrupted after 8.3 overs and on resumption has been reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase (Powerplay 2) fielding take immediate effect when play resumes and last for a further 17.3 overs. The final phase (Powerplay 3) begins after 26 overs have been bowled.

A 50 over innings is interrupted after 18.5 overs, and on resumption has been reduced to 22 overs. New phases are 5+13+4. When play resumes, the final phase (Powerplay 3) fielding restrictions apply for the remaining 3.1 overs.