



ECB D40 Quest Playing Conditions

2026 SEASON

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1 Section 1 – Playing Conditions Introduction

1. Competition

ECB D40 Quest Disability Cricket County Competition

This is an open-age mixed gender mixed disability county cricket competition.

2. Definitions

The D40 Quest is the premium domestic performance offer for cricketers with either a physical disability, learning disability or have hearing loss. D40 Quest games are 40 overs a side matches played with a standard pink cricket ball.

3. Competition Management

The competition is wholly managed by the England & Wales Cricket Board, via the Domestic Cricket Operations department (DCO).

The competition is managed by Richard Hill MBE (ECB Competitions Manager), who also manages the playing regulations, competition management, player registration and classification, results reporting and competition website.

The standard laws of cricket will apply to all D40 Quest matches; however, a number of nuances apply to this format of cricket and are highlighted in yellow throughout this document.

Decisions in relation to the competition are managed by Richard Hill and any queries or questions can be channelled through email (richard.hill@ecb.co.uk)

Should teams, managers, players or officials need to raise any issues concerning discipline, then initial contacts should be made direct to the Cricket Regulator. The appropriate contacts can be found on their website: www.cricketregulator.co.uk

2 Section 2 - Playing Conditions by Cricket Law

Except as varied hereunder the Laws of Cricket (2017 Code 3rd Edition - 2022) shall apply.

1. LAW 1 – THE PLAYERS

Law 1.1 (Number of players) shall be replaced by:

A match is played between two sides, each of eleven players, one of whom shall be captain. A match shall however be able to commence if one or both sides nominate nine or ten players. A match shall not commence if either team is unable to nominate at least 9 players. After the

match has commenced, should a team have fewer than 9 players able to play, the umpires, under consultation with the captains of both teams must agree before continuing the match.

If, during the match and for whatever reason, a side is reduced to fewer than the original number of nominated players, the match shall continue if it is possible to do so under the Laws.

Law 1.2 (Nomination and replacement of players) shall be replaced by:

Each captain shall nominate their players in writing, to one of the umpires before the toss. No player may be replaced after the nomination of teams and before the umpire has called Play, without the consent of the opposing captain (not to be unreasonably withheld). No player may be replaced after the umpire has called Play before the first ball of the match. If after a captain has nominated their players, it is discovered that someone who was not on the list has acted in the match as though a nominated player, then, if consent is not given by the opposing captain (not to be unreasonably withheld) for the original nomination to be changed, the offender shall take no further part in the match and no replacement, including the original nominated player shall be allowed.

Concussion Replacements

Concussion replacements shall be allowed in accordance with the ECB's Concussion Replacement Regulations. <https://resources.ecb.co.uk/ecb/document/2025/03/03/c1ea855b-f580-4341-9982-69997799d18b/Concussion-Replacement-Regulations.pdf>

2. LAW 2 – THE UMPIRES

Law 2.1 (appointment and attendance) shall be replaced by:

Two umpires shall be appointed, one for each end to control the game as required by the Laws and playing conditions with absolute impartiality.

Umpires will be appointed by the hosting county through their relevant Officials Association.

Law 2.2 – Change of umpire - shall apply except that if there must be a change of umpire, the duties of all umpires shall be determined by ECB.

Law 2.7 – Fitness for play - shall apply with the addition that:

The safety of all people within the ground is of paramount importance to the ECB. In the event that any threatening circumstance to any person, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasions, act of God, etc), then the players, officials and any other person should immediately be asked to either leave the field of play in a safe and orderly manner and relocate to a safe and secure area, or to remain on the field of play or to not enter the field of play, in each case depending on the particular threat.

Clothing and Equipment

In all matches, players should wear their county clothing as appropriate, and equipment, including protective headgear, approved by the ECB.

Sight Screens

Sight Screens shall be white.

3. LAW 3 – THE SCORERS

Law 3.1 – Appointment of scorers – two scorers will be appointed for each match.

Law 3.2 – Correctness of scores - shall apply. For the avoidance of doubt, a team innings score may only be corrected where necessary prior to the commencement of the subsequent team-innings of the match.

4. LAW 4 – THE BALL

Balls to be used

Pink Newbery cricket balls conforming to the specifications laid down by the ECB, shall be used, and spare used balls for changing during a match shall also be of the same brand and specification. All spare balls shall pass both ring tests of the ball gauge. Except as provided for in Law 4.5 and 41.2, the fielding captain, or their nominee, may select the ball with which they wish to bowl which shall be from the whole of the supply of new balls available. Such selection must take place in the presence of the umpires, and the ball shall not be marked in any way.

Law 4.3 (New ball) shall not apply. One new ball shall be used for each innings.

Law 4.5 (Ball lost or becoming unfit for play) shall apply with the addition that:

The umpires may deem a ball that has become wet and soggy or unusually soft to be unfit for play. The umpires alone will select the replacement ball from the supply of approved replacements and shall inform the batters at the wicket and the fielding captain.

Either bowler or batter may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise shall be final.

The umpires may use a ball gauge to assist them in their decision as to whether a used ball should be changed because it is out of shape. They shall only do so should the ball visually appear to be out of shape. Additionally, the fielding captain only may request that the umpires check the shape of the ball a maximum of one occasion for each ball. If the ball does not pass both ring tests of the ball gauge, it shall be changed.

5. LAW 5– THE BAT

Law 5 shall apply with the addition that only Type A bats shall be used.

6. LAW 6 – THE PITCH

All maintenance issues should be carried out with the guiding principle that they should ensure that conditions are as similar as possible for both sides throughout the match.

Law 6.3 (Selection and preparation) shall apply with the following additions:

Captains, umpires and Head Grounds Managers should co-operate to ensure that, prior to the start of any day's play, no-one bounces a ball on the pitch or strikes it with a bat to assess its condition or for any other reason or causes damage to the pitch in any other way.

Law 6.5 – Non-turf pitches – May not be used..

7. LAW 7 – THE CREASES

Additional Crease Markings

Law 7.3 shall apply

8. LAW 8 – THE WICKETS

Law 8.2 (Size of stumps) shall apply.

9. LAW 9 – PREPARATION AND MAINTENANCE OF THE PLAYING AREA

All maintenance issues should be carried out with the guiding principle that they should ensure that conditions are as similar as possible for both sides throughout the match.

Law 9.1.3 (Choice of rollers) is replaced by:

One light roller must be available. Rollers heavier than 254kg are prohibited.

Drying of Pitch and Ground

Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the Head Grounds Manager. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the Head Grounds Manager, but the drying of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

The umpires may instruct the Head Grounds Manager to use any available equipment, including any roller (other than an absorbent roller), for the purpose of drying the pitch and making it fit for play.

An absorbent roller may be used to remove water from the covers including, where necessary, the cover on the match pitch.

Following the artificial drying of the pitch, the captain of the batting side shall not have the right to select the roller prior to the resumption of play, but the umpires may decide on the use of a roller if they think fit.

10. LAW 10 – COVERING THE PITCH

All maintenance issues should be carried out with the guiding principle that they should ensure that conditions are as similar as possible for both sides throughout the match, and in line with each venue's applicable COVID guidelines for ground staff.

11. LAW 11 – INTERVALS

There will normally be two sessions of play of 2 hours 40 minutes each, separated by an interval of 30 minutes. Law 11.9 (Agreement to forgo intervals) shall not apply.

If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 15 minutes.

On any occasion where the innings of the side batting first is delayed or interrupted, the umpires will reduce the length of the interval to 15 minutes.

Intervals for Drinks

One drinks interval is permitted. 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 on to the field of play without the permission of the umpires. Any person taking drinks onto the field shall be dressed in proper cricket attire.

12. LAW 12 – START OF PLAY, CESSATION OF PLAY

Divisional Matches

Traditionally, the start times of all divisional matches are 1300 hours on Sundays. Teams can negotiate different starting times should there be a requirement to do so. National semifinals and finals will be determined by the ECB and the hosting venues where appropriate.

Length of Innings – In uninterrupted matches (i.e. matches which are neither delayed nor interrupted):

Each team shall bat for 40 overs unless all out earlier.

If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled.

If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs.

If the team fielding second fails to bowl 40 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved.

Delayed or interrupted matches – All Matches.

Any revision of the number of overs that may be necessary due to a delayed start or one or more interruptions in play because of adverse ground, weather or light conditions or any other

reason. To constitute a match, a minimum of 5 overs must be bowled to the side batting second, unless a result has been achieved earlier.

Delay or interruptions to the innings of the team batting first.

- (a) When playing time has been lost (see above) the revised number of overs to be bowled in the match shall be based on a rate of 4 mins per over in the total time available for play (that is, time already played added to time remaining though not including the time allocated to the interval).

Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.

In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed.

The innings of the team batting first will continue from the point of the interruption.

The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. (Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half).

- (b) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

To constitute a match, a minimum of 5 overs must be bowled to the side batting second, unless a result has been achieved earlier.

A fixed time will be specified for the commencement of the interval, and the close of play for the match, by applying a rate of 4 mins per over in respect of each over already bowled and/or scheduled to be bowled in each innings, rounding up any part minutes to the next full minute. All relative delays, interruptions in play, and the duration of the interval will be considered.

If this calculation produces a close of play time that is earlier than the original time for cessation of play on the final scheduled day for play (time for cessation of play shall take into account extra time), then one additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly.

If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

- (c) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather, light and time constraints until the required number of overs has been bowled or the innings is completed. In all reduced overs matches both teams will be given one over's leeway in addition to anytime that the umpires might allow for stoppages. Allowances prior to a stoppage are carried forward and they do not influence the recalculated number of overs or the scheduled close of either innings.

Delay or interruptions to the innings of the team batting second.

- (d) When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4 mins per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled 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.

Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

- (e) A rescheduled time for the close of play will be fixed by applying a rate of 4 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings, rounding up any part minutes to the next full minute. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be considered in specifying this time.) This calculation should not cause the match to finish earlier than the time that was set for the cessation of play at the commencement of the second innings.

To constitute a match, a minimum of 5 overs must be bowled to the team batting second unless a result has been achieved earlier.

The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

If, at the time at which play is able to resume, the number of overs required to be bowled in the second innings have already been bowled, then there shall be no further play, and the result shall be determined by the Duckworth Lewis Stern method.

- (f) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result achieved. In all reduced overs matches the fielding team will be given one over's leeway in addition to any time that the umpires might allow for stoppages. Allowances prior to a stoppage are carried forward – they do not influence the recalculated number of overs or the scheduled close of play.

Note The scoring team will provide the Duckworth Lewis Stern Match process. The appointed scorers must understand the Duckworth Lewis Stern method and will be responsible for the Duckworth Lewis Stern calculations required. The umpires will both satisfy themselves as to the correctness of all such calculations before allowing play to take place.

Over-Rate Penalties

All sides are expected to be in position to bowl the first ball of the last of their 40 overs within 2 hours 40 minutes playing time. In the event of them failing to do so, **one fewer fielder shall be permitted outside the fielding restriction area** than would normally be the case in the over in progress at the time. All penalties in this regard will be imposed immediately when the ball is dead, or if not, immediately the ball 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 umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batter and their fellow umpire of any time allowances as and when they arise. (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 overs 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. This is the only penalty for a slow over-rate.

Ringling of the Bell

The bell will be rung five minutes before the start of play and before the termination of an interval, when the umpires shall go to the wickets.

13. LAW 13 – INNINGS

Law 13.1 (Number of innings) shall be replaced by the following:

The match will consist of one innings per side; each innings being limited to a maximum of 40 overs.

Number of Overs Per Bowler

No bowler shall bowl more than 8 overs in an innings.

In a delayed or interrupted match where the overs are reduced for both teams and for the team bowling second, for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption). Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

For innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs. 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. The scoreboard shall show the total number of overs bowled.

Fast Bowling

Any regulations or guidelines on fast bowling notified by the ECB from time to time shall apply. It shall be the responsibility of the captain of any player to whom the fast-bowling

regulations or guidelines apply to inform the umpires of such and to apply the regulations or guidelines. Any deviation from the fast-bowling regulations or guidelines (as applicable) shall have no implications on the course of the match or competition in question.

14. LAW 14 – THE FOLLOW-ON

Law 14 shall not apply.

15. LAW 15 – DECLARATION AND FORFEITURE

The captain of the batting side may **not** declare his innings closed at any time during a match.

16. LAW 16 – THE RESULT

Laws 16.1, 16.4 and 16.5.2 shall not apply.

When a match is completed without applying the Duckworth Lewis Stern method, the team scoring the higher number of runs shall be the winner. If the scores are equal the match is tied. A tie is determined when both sides have scored the same number of runs (wickets lost will not be used in determining a tied match).

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum 5 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this **revised target being calculated by the Duckworth Lewis Stern method**. A par score will be set for the second innings. If the par score is equalled the match is tied.

If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 5 overs), **the result shall be decided by the Duckworth Lewis Stern method**. If on abandonment the score of the team batting second is equal to the par score, the match is tied.

If after the restart of play it is discovered that the wrong Duckworth Lewis Stern target has been set the faulty target shall stand.

Points System D40 Quest Leagues

Each team will play 6 games. The fixtures for each team will be determined once the final divisional structures have been confirmed. Each team will play 3 home matches and 3 away matches. The top two teams from each division will qualify for the final.

Where teams at the top finish on the same number of points at the end of the competition in their divisions, where the outcome would determine which team should be in the final, the placings will be decided using the following methods, in the order listed, until a clear difference is achieved:

- a) **Net Run Rate** – this will be calculated (and displayed) in the league tables on <https://disabilitycomps.play-cricket.com> . The best net run rate will be declared the winner. Should this not resolve the difference, then:

- b) The team with the greatest number of wins will be determined the winner. The clarify this, wins, in this scenario are deemed as games actually played and therefore wins by default (opposition conceding), will not count. If this does not determine a difference, then:
- c) The team with the greatest number of points gained from 'played' matches will be declared the winner (i.e. all points gained from defaulted or cancelled matches) will be subtracted to get the value. If this doesn't create a clear winner, then:
- 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). If this doesn't determine a clear winner, then:
- e) The total number of wickets taken during the season by both teams will be calculated and the winner declared as the team with the highest number.

The points available for each match played are displayed in the table below:

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

17. LAW 17 – THE OVER

Law 17 shall apply. Other than at the end of an innings, a bowler shall finish an over in progress unless incapacitated or suspended under the laws and playing conditions.

18. LAW 18 – SCORING RUNS

Law 18 shall apply.

19. LAW 19 – BOUNDARIES

Law 19.1 (Determining the boundary and the field of play) shall apply with the following additions:

The Ground Authority shall aim to provide the largest playing area, subject to no boundary exceeding a distance of 90 yards from the centre of the pitch.

In any event, the distance from one square boundary to the other square boundary shall not be less than 120 yards and neither square boundary shall be shorter than 50 yards. The straight boundary at both ends of the pitch shall be a minimum of 60 yards. Distances shall be measured from the centre of the pitch to be used.

On grounds where the boundary is not clearly defined by a perimeter fence or edge of grass area, it must be marked by a rope.

In addition to Law 19.1.2, if practicable, sight screens shall be provided at both ends of all grounds. Advertising shall be permitted on the sight screen behind the striker, provided that it is removed for the subsequent over from that end.

Law 19.7 (Runs scored from boundaries) shall apply and in addition, at the point that the ball ceases to be dead subsequent to a boundary being scored or time has been called, there shall be no scope for review or further review of the number of runs scored from that boundary.

20. LAW 20 – DEAD BALL

Law 20 shall apply with the addition of the following to Law 20.4 (umpire calling and signaling Dead Ball).

21. LAW 21 – NO BALL

Law 21 shall apply with the following additions:

Law 21.1 (Mode of Delivery) - there shall be no special agreement under Law 21.1.2 that a ball may be delivered underarm.

Law 21.2 (Fair Delivery – the Arm) and 21.3 (Ball thrown or delivered underarm – action by umpires) shall be read in conjunction with the ECB's Bowling Review Regulations. In special circumstances, where due to the nature of a player's impairment, and in agreement of the umpires and both captains (before the start of a match), a bowler may bowl with a non-standard action. This applies to the upper limb movement of the bowler.

Law 21.15 (Penalty for a No ball) shall apply except that the penalty for a No Ball will be 1 run.

In the event of the striker's end umpire failing to call and signal No Ball when Law 28.4 (Limitation of onside fielders) has been breached, immediately the ball becomes dead the striker may draw the matter to that umpire's attention.

If the striker's end umpire can verify the breach he shall call and signal No Ball. If the striker's end umpire is unable to verify the breach, then they shall confirm that the events of the delivery shall be unchanged.

Any ball that passes above waist height whether the batter is standing or seated will be called a no ball and dealt with accordingly.

Law 21.10 (Ball bouncing overhead height of striker) shall not apply. (See Playing Condition 41.3.4).

Free Hit after a No Ball

In addition to Playing Condition 21.3 above, the delivery following a no ball shall be a free hit for whichever batter is facing it. Note that this applies for 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. For the avoidance of doubt, a free hit shall be applied for a No ball that is called in respect of a breach of playing condition 41.3.1.

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 will become a free hit for whichever batter is facing it.

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.

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.

The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

22. LAW 22 – WIDE BALL

Law 22 shall apply with the following exceptions:

In addition to Law 22.1 (Judging a Wide), any delivery, not being a No ball and not touching the striker's bat or person, that passes outside of the return crease on either side of the striker's wicket shall be called Wide. Law 22.4.1 shall not apply in this circumstance.

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.

23. LAW 23 – BYE AND LEG BYE

Law 23 shall apply.

24. LAW 24 – FIELDER'S ABSENCE; SUBSTITUTES

Law 24.1 (Substitute fielders) shall apply with the following additions:

The opposing captain shall have no right of objection to any player acting as a substitute.

No Substitute may take the field until the player for whom they are to substitute has been absent from the field for a period of two consecutive complete overs, with the exception that if a fielder sustains an obvious serious injury or is obviously taken ill, a Substitute shall be allowed immediately. A Substitute shall be allowed immediately for all head or blood injuries. Substitutes shall be allowed at the sole discretion of the umpires. Substitute fielders in the D40 Quest may only field. They are not permitted to bat or bowl.

Squad members of the fielding team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

Law 24.2 (Fielder absent or leaving the field of play) shall apply except:

A player shall only accrue Penalty time if they are absent from the field for longer than 8 minutes. In such cases, the whole of the time that the player is absent from the field shall count as unserved Penalty time.

A player's unserved penalty time shall be limited to 40 minutes.

25. LAW 25 – BATTER'S INNINGS; RUNNERS

Law 25 shall apply with the following amendments:

Runners shall be allowed for players nominated prior to the toss where a need is identified as a consequence of their impairment.

A batter's runner must be a member of the playing squad for that day and should be a player that has already batted or is due to bat in the lower order. It would be deemed against the spirit of cricket for a batter's runner to be changed during the batter's innings

26. LAW 26 – PRACTICE ON THE FIELD

Law 26 shall apply with the following additions:

No practice shall be undertaken on a match pitch during its preparation

There shall be no bowling or batting practice on any part of the square or the area parallel to the match pitch during the hours of play except between innings.

Hitting Up

Teams are required to observe Ground Authority Regulations and the ECB Range Hitting Directive and to exercise the utmost care and caution when engaging in practice and pre-match warm-up and 'hitting up' activities to avoid the risk of injury to members of the public, damage to the centre wicket region and to perimeter fencing.

27. LAW 27 – THE WICKET-KEEPER

Law 27 shall apply.

28. LAW 28 – THE FIELDER

Law 28 shall apply with the following additions:

At the instant of delivery there shall not be more than five fielders on the leg side.

There are no powerplays in the D40 Quest, however, four fielders (excluding the wicket keeper and bowler) must remain inside the 30-yard radius for the full duration of the innings. The 30-yard radius is determined an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch (the fielding circle).

For the remainder of each innings no more than five fielders are permitted to be outside the fielding circle at the instant of delivery.

In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal 'No Ball'.

In the event of the striker's end umpire failing to call and signal No Ball when the fielding restrictions in this Playing Condition have been breached or when Law 28.4 (Limitation of on side fielders) has been breached, immediately the ball becomes dead the striker may draw the matter to that umpire's attention. If the striker's end umpire is able to verify the breach they shall call and signal No Ball. If the striker's end umpire is unable to verify the breach, then they shall confirm that the events of the delivery shall be unchanged.

In order to eliminate any waste of playing time caused by the removal from the field of fieldsmen's protective equipment other than helmets (e.g. shin pads, etc.) such equipment, once taken on to the field, must be worn until the fall of a wicket or until the next interval.

When fielding, wheelchairs and walking aids etc. may be used to help field the ball without penalty under law 41 – 'unfair play'.

A ball that is struck by a batter that rebounds from a wheelchair directly, without touching the ground will be deemed a fair catch. However, a ball that lodges or rests in or on a wheelchair will not constitute a fair catch.

The ECB's Head Protector Regulations shall apply. If the non-striker chooses not to wear his helmet, he must carry it personally all the time while play is in progress.

A batter may only change an item of protective equipment at the fall of a wicket or at the next interval, unless the equipment is clearly damaged or unserviceable and then only with the approval of the umpires.

LAW 29 – THE WICKET IS DOWN

Law 29 shall apply.

29. LAW 30 – BATTER OUT OF HIS/HER GROUND

Law 30 shall apply.

30. LAW 31 – APPEALS

Law 31 shall apply.

31. LAW 32 – BOWLED

Law 32 shall apply.

32. LAW 33 – CAUGHT

Law 33 shall apply.

34. LAW 34 – HIT THE BALL TWICE

Law 34 shall apply.

35. LAW 35 – HIT WICKET

Law 35 shall apply.

36. LAW 36 – LEG BEFORE WICKET

Law 36 shall apply.

37. LAW 37 – OBSTRUCTING THE FIELD

Law 37 shall apply.

38. LAW 38 – RUN OUT

Law 38 shall apply.

39. LAW 39 – STUMPED

Law 39 shall apply.

40. LAW 40 – TIMED OUT

Law 40 shall apply except that the incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within 120 seconds of the fall of the previous wicket or the retirement of a batter. The incoming batter is expected to be ready to make his way to the wicket immediately. umpires shall strictly apply Law 41.10 (Batter wasting time).

41. LAW 41 – UNFAIR PLAY

Law 41 shall apply with the following additions/amendments:

Matches where a mutually convenient outcome is possible

Where a Match Referee (or if none, the umpires) is concerned that the match is being conducted in a manner that seeks to lead to a mutually convenient outcome, they will notify ECB Domestic Cricket Operations at the earliest opportunity, who in turn will refer the matter to the Cricket Regulator for further investigation in accordance with the Disciplinary Procedure Regulations.

When fielding, wheelchairs and walking aids etc. may be used to help field the ball without penalty under law 41 – ‘unfair play’.

Law 41.3 (The match ball – changing its condition) shall be replaced by:

The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in Playing Condition 41.2.2.

It is an offence for any player to take any action which changes, or which may be perceived as likely to change the condition of the ball.

Except in carrying out their normal duties, a batter is not allowed to willfully damage the ball. See also Law 5.5 (Damage to the ball).

A fielder may, however

- a) polish the ball on their clothing provided that no artificial substance is used, that the only natural substance used is sweat, and that such polishing wastes no time.
- b) remove mud from the ball under the supervision of an umpire.
- c) dry a wet ball on a piece of cloth that has been approved by the umpires.

The umpires shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in Playing Condition 41.2.2 or if the umpires consider that the condition of the ball is inconsistent with the use it has received.

The umpires shall then ask the captain of the opposing side if they would like the ball to be replaced. If necessary, in the case of the batting side, the batters at the wicket may deputise for their captain.

If a replacement ball is requested, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.

The umpires together shall decide whether they can identify the player(s) responsible for the

unfair action.

Regardless of whether a replacement ball has been chosen to be used, if it is possible to identify the player(s) responsible, the bowler's end umpire shall:

- a) award 5 penalty runs to the opposing side.
- b) if appropriate, inform the batters at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.
- c) Inform the captain of the batting side as soon as practicable of what has occurred.

Together with the other umpire report the incident to ECB Domestic Cricket Operations who in turn will refer the matter to the Cricket Regulator.

Regardless of whether a replacement ball has been chosen to be used, if it is not possible to identify the player(s) responsible, the bowler's end umpire shall issue the captain with a first and final warning, and advise the captain that the incident will be reported to ECB Domestic Cricket Operations who in turn will refer the matter to the Cricket Regulator and that should there be any further incident by that team during the remainder of the match, steps 41.2.4(a) to (d) above will be adopted, with the captain deemed under d) to be the player responsible.

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

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

The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batters at the wicket when a delivery within the limit in 41.3.1 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.

If a short, pitched delivery either:

- a) Passes or would have passed over head height of the striker standing upright at the popping crease; or
- b) Passes or would have passed between shoulder height and head height of the striker standing upright at the popping crease; or
- c) Passes between shoulder height and head height of the striker standing upright at the popping crease and wide of the striker so that in the umpire's opinion they are unable to hit it with their bat by means of a normal cricket stroke it shall, although not necessarily threatening physical injury, be deemed dangerous in accordance with Law 41.6.1, and considered as part of the warning sequence in Laws 41.6.3 and 41.6.4.

Law 21.10 shall not apply. A delivery as described in 1.1.1a) , if not a No ball and not touching the striker's bat or person, shall be called and signalled Wide (refer Law 22).

A delivery as described in 1.1.1c), if not a No ball, and not touching the striker's bat or person, shall be called and signalled Wide (refer Law 22).

Law 41.6.5 shall not apply. Any warnings applied in Law 41.6.3 shall be added to any warnings applied in Law 41.7 and action taken according to Law 41.6.4.

Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply with the following amendment:

Law 41.7.5 shall not apply. Any warnings applied in Law 41.7 shall be added to any warnings applied in Law 41.6.3 and action taken according to Law 41.7.4.

42. LAW 42 – PLAYERS’ CONDUCT

Law 42 shall apply with the following amendments:

In Laws 42.1.4, 42.2.2.2, 42.3.2.2, the batters at the wicket may deputise for their captain.

In Laws 42.1.4, 42.4.2.2, 42.5.2.2, a team representative may deputise for their captain.

General Conduct Regulations (GCR) shall also apply as appropriate and as separately detailed.

3. Section 3 – D40 Quest Competition Information

The D40 Quest comprises of two regional divisions. Each division consists of five county first teams. Regionally, the divisions are identified as D40 Quest South and D40 Quest North.

Each of the competing teams have players with either a physical disability, a learning disability or have hearing loss. **A mix of at least two of those impairments must be present on the field of play at all times.**

The competition allows the opportunity for each team to play six divisional matches. Each team plays each other at least once during the competition and also two teams twice. Each team will play three home fixtures and three away fixtures.

Each match levies the following points allocations:

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

There are no tie breaks, bowl offs or replayed matches in this competition. If matches are unable to be played on the allocated dates, then the above relevant points will be awarded.

1. Fixture Scheduling

Based on the number of teams competing and the scheduled allocation of six fixtures for each team. The fixtures are arranged whereby each team plays each other team at least once and additionally, they will play two of the other teams twice (home and away). The D40 Quest fixture schedule for the 2026 season is:

D40 Quest SOUTH				D40 Quest NORTH			
Date	Home Team		Away Team	Date	Home Team		Away Team
03/05/2026	Essex	v	Surrey	03/05/2026	Cheshire	v	Derbyshire
03/05/2026	Hampshire	v	Middlesex	03/05/2026	Lancashire	v	Wales
17/05/2026	Sussex	v	Hampshire	17/05/2026	Derbyshire	v	Yorkshire
17/05/2026	Middlesex	v	Surrey	17/05/2026	Cheshire	v	Lancashire
31/05/2026	Surrey	v	Essex	31/05/2026	Wales	v	Cheshire
31/05/2026	Hampshire	v	Sussex	31/05/2026	Yorkshire	v	Lancashire
14/06/2026	Sussex	v	Surrey	14/06/2026	Derbyshire	v	Wales
14/06/2026	Middlesex	v	Hampshire	14/06/2026	Yorkshire	v	Cheshire
28/06/2026	Essex	v	Sussex	28/06/2026	Wales	v	Lancashire
28/06/2026	Surrey	v	Middlesex	28/06/2026	Derbyshire	v	Cheshire
12/07/2026	Sussex	v	Essex	12/07/2026	Yorkshire	v	Wales
26/07/2026	Hampshire	v	Essex	26/07/2026	Cheshire	v	Yorkshire
26/07/2026	Middlesex	v	Sussex	26/07/2026	Lancashire	v	Derbyshire
03/08/2026	Surrey	v	Hampshire	03/08/2026	Wales	v	Derbyshire
03/08/2026	Essex	v	Middlesex	03/08/2026	Lancashire	v	Yorkshire

The above fixtures may be subject to change without notice.

2. Competition Restrictions

The D40 Quest is 40 overs a side hard ball cricket competition. There are no restrictions in terms of batting or bowling limits other than the 20% rule for each individual bowler. That is to say, a bowler may bowl no more than 8 overs in any single match.

Participants must have undergone disability cricket profiling to maintain eligibility.

3. Entry/Team Eligibility

County boards may apply for inclusion in the D40 Quest competition with at least six months' notice of intent. For a team to be eligible, the criteria below (player eligibility) must be met prior to the first match being played.

To enter the competition, an affiliation form needs to be completed. The affiliation form can be obtained via email from richard.hill@ecb.co.uk and on completion, it should be emailed back to the same address.

4. Player Eligibility

The D40 Quest is an 'Open-Age' cricket competition. This means that it is open to anyone aged 12 or over. It is a mixed gender competition.

Players must register for the county disability team where their permanent residence is located. Exceptions to this is where your 'home' county does not have a D40 Quest team, in which case, a player is permitted to sign for the nearest adjacent county to their 'home' address.

Players will not be permitted to opt for a county that would result in navigating through or past another county that has a D40 Quest team.

ALL players must have undergone disability cricket eligibility profiling BEFORE they are able to play in matches. In addition, the eligible players must also be setup on play-cricket as a player and be visible through the authorisation process.

A D40 Quest squad must consist of a MINIMUM of 15 registered players

A MAXIMUM of 5 players within the D40 Quest squad must be named as development players

Development players are free to play in D40 Quest matches and D40 Pursuit match with no 'game limit' restrictions.

The criteria for a D40 Quest development player are:

- A player that is new to the game (has played hardball cricket for less than 10 years)
- There is no age restriction on development players as long as the above criteria is met.
- Not been a member of an England Disability squad in the last THREE years
- Not been an active* member of a DPL squad in the last TWO years
- Not permitted to play in S9 matches at any level

**An active player is one that has contributed to a game and not just been a fielding player throughout. The ECB will provide the evidence for this scenario if required.*

D40 Pursuit

A MAXIMUM of 5 players within the D40Pursuit squad must be named as development players

Development players are free to play in D40 Quest matches and D40 Pursuit match with no 'game limit' restrictions.

The criteria for a D40Pursuit development player are:

- A player that is new to the game (has played hardball cricket for less than 10 years)
- There is no age restriction on development players as long as the above criteria is met.
- Not been a member of an England Disability squad in the last THREE years
- Not been an active* member of a DPL squad in the last TWO years
- Not permitted to play in S9 matches at any level

**An active player is one that has contributed to a game and not just been a fielding player throughout. The ECB will provide the evidence for this scenario if required.*

Other Player Restrictions

The D40 Pursuit is a competition that includes some county second XI's and a number of county first XI's. As a result, and in the names of player development, player safety, parity and overall fairness, the following restrictions will apply in the following scenarios:

D40 Pursuit FIRST teams v D40 Pursuit SECOND teams

Where a first team is playing against a second team, the first team's England players (within the last three years) and active* DPL players in the last two years are not eligible to play. (Unless special circumstance dispensation has been granted by ECB. In which case a player that matches the above criteria may take a mentoring role within the match i.e bat no higher than number eight in the batting order and, will be unable to bowl.) (**An active player is one that has contributed to a game and not just been a fielding player throughout. The ECB will provide the evidence for this scenario if required*)

D40 Pursuit FIRST teams v D40 Pursuit FIRST teams

There are no restrictions on the use of England players and DPL players during these fixtures

D40 Pursuit SECOND teams v D40 Pursuit SECOND teams

Players who have represented England (last three years) and DPL (last two years) are not eligible to play in these fixtures

S9 Regional Registered Players

Players who regularly play S9 cricket are able to play D40 hardball games but are restricted to THREE hardball games in any one season, should they wish to continue being regarded as S9 players, however, if an S9 player is required to play a FORTH hardball game during the season, that player will be regarded as a hardball player for the remainder of the season and will no longer be eligible to play S9 cricket.

5. Overseas Players

The D40 Quest competition does not have any provision that allows the participation of overseas players

6. Professional Players

The D40 Quest competition does not have any provision that allows the participation of professional players.

7. Eligibility Disputes

Players with either a physical disability, a learning disability or hearing loss or deaf may apply to take part in the D40 Quest. Players living with those impairments must meet the eligibility requirements of the relevant classification process for their impairment.

Should a player be deemed to be 'outside the scope' of their relevant eligibility criteria, then a formal 'right to appeal' may be made via email to disabilitycricket@ecb.co.uk.

The formal appeal must detail the reasons for the appeal and in best practice provide additional evidence to support the players application and to substantiate the appeal.

An appeal will receive an acknowledgement. As part of that acknowledgement, the player will receive full details on how the appeals process works.

In most cases, the appeal is actioned by an independent sports classifier, one of which, was not involved in the original classification process and decision

The outcome of the appeal is binding. The decision that is made cannot be subjected to any further appeals.

8. Transfer of Players.

- A current registered player may ask for permission to 'transfer' to another disabled county team if the said player is moving address. For example, if a player is moving to another county for university, that has a D40 team, then, following supported evidence, the player may make that move. Additionally, a player may request a move to their county of residence from their existing county as part of a transition process whilst the new rules become familiar.
- If, in the circumstances of needing a transfer and the new address is situated within a county with no D40 offer, then the player may choose to move to the nearest county geographically.
- The transfer of players from one county to another, will not be considered for any other reasons.
- Players may only be transferred out of season.

To ensure a smooth transfer process takes place, the player must:

- Already be registered for a county team.
- Have completed correctly, the 'Player Transfer Form'. (Players will not be considered for transfer without a completed Player Transfer Form.

9. Pitches

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.

If a white line is used, markers should also be provided.

Sightscreens should be aligned, and in accordance with the new laws be outside the boundary.

On grounds where it is not possible to place a sightscreen outside the boundary, the rope, or white

line should be placed inside the sightscreen, always leaving sufficient room for the screen to be moved for a bowler bowling over or round the wicket.

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

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

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.

10. Cricket Balls

The D40 Quest competition used full size (5 1/10z) pink Newbery cricket balls. One new ball per innings should be used. A supply of the balls, sufficient for all home game requirements will be supplied to each team by the ECB.

Each competing team is expected to keep a stock of old used balls as spares should they be required.

11. Match Officials

Two qualified umpires should be appointed to each D40 Quest match. The home team is responsible for acquiring the services of the umpires and should do so via their relevant county official's association.

Each competing team is expected to provide a proficient scorer for each match. Scoring should be ideally carried out using Play Cricket scorer or Play Cricket Scorer Pro.

Penalty sanctions will be imposed for the absence of the full quota of match officials. See appendix 1

12. Team Sheets

It is a mandatory requirement for each team to complete a team card prior to the start of each game. Ideally, these should be presented to the umpire during the toss. The team cards **MUST** be completed in full and must include the players registration numbers.

Failure to complete this process will result in potential penalty sanctions. See appendix 1

13. Match Reporting

The home team for each match is responsible in ensuring the scorecard from their games is competed on play cricket.

This can happen where the scorer scores via PCS or PCS Pro. The data is loaded as the game progresses; however, it can also be completed post-match. The FULL SCORECARD is a mandatory requirement. Just completing the result is not sufficient to satisfy the requirements. Failure to complete this process will result in a penalty sanction. See appendix 1

14. Head Protection

All players taking part in the ECB Disability County level competitions must comply to the regulations laid down in the ECB Head Protector Guideline document at all times. A copy of those regulations

can be found here: https://resources.ecb.co.uk/ecb/document/2025/12/05/895cb10a-034c-42a1-9027-df0c03616485/Head-Protector-Regulations_4-December-2025.pdf

15. Disciplinary Process

All of the ECB domestic Disability County Cricket Competitions all fall within the requirements of the ECB's Disability Procedure Regulations. A copy of those regulations can be accessed here:

<https://resources.ecb.co.uk/ecb/document/2025/04/02/fac3dc36-8cbe-4d62-bead-e2d7c63350c2/Disciplinary-Procedure-Regulations.pdf>

16. After The game

Please ensure you match is recorded in play cricket by 8pm on the Tuesday following the match, at the latest. This includes matches that are cancelled or abandoned

Appendix 1 – Penalties Matrix

Penalty Description	Penalty Value	Applicable Team
Failure to complete the play-cricket scorecard within the deadline	5 points deducted	Home Team
Failure to supply ACO umpires	5 points deducted	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
Failure to complete a team card	2 points deducted	Offending Team