



Gloucestershire U16 T20 Competition Rules & Regulations 2023

1. Title

The title of the competition shall be the Gloucestershire U16 Club T20.

2. Management

These rules apply to the U16 Club T20 Competition only. All decisions by the Gloucestershire Cricket Foundation are final.

3. Entry

Entry into the U16 Club T20 shall be open to all affiliated clubs / teams that are invited into leagues by the GCF in 2022.

4. Pitch

Clubs may use fine turf or non-turf pitches for their home matches.

5. Competition Structure

The competition will provide clubs with the option to participate in Performance or Development Competitions.

- The Performance section will be divided into North/South Groups where the top 2 placed clubs will progress to Finals Day, which will determine the County Winner.
- The Development section will be divided into North /South Groups where the top 2 placed clubs will progress to a Finals Day, which will determine the Development Winner.

6. U16 Club T20 Playing Conditions

All players, team officials, club supporters and umpires shall be bound by the MCC Spirit of Cricket and the ECB Code of Conduct.

For this competition the ECB 20 over per side generic playing conditions will be used with these exceptions:

- When a batter reaches or passes the personal total of 50 runs, they must retire.
- Retired batters may return once all other batters have been dismissed.
- Batters return in the order in which they had retired.

6.1 Eligibility and Age Group Definition

Any club that fields an ineligible player shall be penalised and the result of the match overturned in the favour of the opposition.

Age - A cricketer shall only be eligible to play in the competition if they are 15 or under at midnight on the 31st of August in the year preceding the current season. Although there is no minimum age, it is recommended that where possible, players 13 and over should be selected.

Girls playing in this competition according to ECB rules are able to play down two-year groups i.e. Under 18.

6.2 Club Members & Player Registration

A cricketer shall only be eligible to play for one club in the U16 Club T20 and they must be a member of that club. Clubs with limited numbers of U16 players can merge with, or invite players from, no more than 2 other clubs. Clubs merging in this way must seek prior approval from the GCF.

It is advised that the competition has been created to support the retention of club cricketers and the rules above should be administered with an ethos to engage more cricketers, rather than select better players who play a large proportion of cricket.

All players must have registered for Play-Cricket accounts as found [here](#). Club should nominate players through the Play-Cricket league registration process to the GYCL.

7. Balls

It is recommended that the matches should be played with a pink ball. The Home side shall provide two new cricket balls for each match. A new ball must be used at the start of each innings.

If the U16 Club T20 pink ball is lost during an innings, then every effort should be made to play with a pink ball, but red balls may be used as a spare.

8. Umpires

The home and away side is responsible for selecting one umpire for each fixture. The umpires shall be selected for the whole match and may not play in the match.

9. Scorers and Match Result

9.1 Scoring

Each team shall provide their own competent scorer in all matches. If possible, scorers should endeavour to score the match electronically to Play-Cricket.com.

9.2 Results on Play-Cricket.com

The home side is required to enter the result and full scorecard details onto Play-Cricket.com within 24 hours of the match being completed (however, the losing team can if agreed).

9.3 Points

The following points system will apply:

- Win = 8 points
- Conceded/ Forfeited win = 8 points
- Tie = 4 points
- Lose = 2 points
- Abandoned = 3 points
- Cancelled = 1 point
- Conceded/Forfeited lose = 0 points

9.4 League Matches

In the event of teams finishing on equal points in a league the higher placed team will be decided in the following order of priority:

- When two teams have equal points the team which was the winner of the league match 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 greatest number of matches played between those teams will be placed in the higher position
- If still equal the team with the higher net run rate will be placed in the higher position
- If still equal a coin toss will determine the team finishing in the higher position

10 Fixtures

One fixture will be scheduled to take place per week as follows:

- Round 1 – 26th June – 2nd July
- Round 2 – 3rd July – 9th July
- Round 3 – 10th July – 16th July
- Round 4 – 17th July – 23rd July

- Round 5 – 24th July – 30th July
- Round 6 – 31st July – 6th August
- Back up week – 7th August – 13th August

- Clubs are responsible for arranging a date for fixtures to be played in the week of the original fixture. If agreement fails to occur between both teams, the first Monday in the fortnight shall become the default date.
- Fixtures that are not played due to the weather can be rearranged. The home team manager is responsible for notifying the league administrator of the new date as soon as agreed by both clubs.
- Teams who are unable to raise a team for the scheduled fixture will concede the fixture and the fixture will not be re-scheduled. In this case the points are awarded to the opposing team.
- Fixtures lost to inclement weather should be rearranged on the earliest convenient date to reduce the chances of a back log of fixtures. As fixtures are scheduled weekly, a back up week has been scheduled the week following the last scheduled fixture. This is only to be used by clubs to rearrange games lost to the weather.
- Managers are encouraged to contact each other at least 3 days before the fixture to confirm the number of players available.
- Fixture dates, days of the week and start times are agreed between clubs.
- County Finals - All County Finals will be arranged by the GCF.

11. Team Sheets

Each side must provide the umpire with a team sheet before the match identifying all players and showing the specific age group of all players.

12. Helmets and/or Faceguards

Any player playing in the U16 Club T20 Competition shall be bound by the ECB Directive (see Safety Measures for Helmets within Recreational Cricket - [here](#)).

13. Fielding Regulations

No young player shall be allowed to field closer than 8 yards (7.3 metres) from the batsman's position on the popping crease on a middle stump line, except behind the wicket on the off-side, until the batsman has played at the ball.

Any young player in the U16 Club T20 Competition must wear a helmet and, for boys, an abdominal protector (box) when fielding within 8 yards (7.3 metres) from the batsman's position on the popping crease on a middle stump line, except behind the wicket on the off-side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

NB - For matches which are rain affected please refer to the ECB 20 Over per side generic playing conditions.

Or please visit:

<https://www.ecb.co.uk/governance/regulations/non-first-class-regulations>