



East of England Cricket Development Competition

Playing Conditions and Powerplays 2020

Purpose

To further develop the concept of the East of England Development Competition which was originally set up to offer the chance for cricketers who have either come through their counties player pathway programs or identified as late developers to further showcase their potential. This revised and exciting concept of competitions will provide a connection to the First Class and Minor County game by providing a format that simulates the playing structure and formats of the first-class game and enabling the players to test themselves against their peers whilst also developing their all-round game and with the potential to be recognized for future opportunities at a higher level.

Format of Competition

50 Over Competition

This will be played as a round robin competition during the month of August (games can be played in July if suits both counties) all games though must be played by the end of August.

1. Playing Conditions

These playing conditions are intended as a guide for Umpires, Captains, Scorers and Team Organisers and should form the basis under which all matches take place. However, it is accepted that on occasion individual match circumstances (venue, weather, etc) may make it necessary for a “common sense” interpretation of these Playing Conditions to be adopted in order complete a competitive game of cricket.

1.1 ECB 2nd Eleven One day will apply with the following additions for the Men’s Competition

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

1.3 The 50 Over will be played with a White Ball and Coloured Kit.

2. The Players

2.1 A match will be played between 2 sides of up to 11 players on the field with a minimum of 9 a side. Each side will be able to nominate a maximum of 12 players of which only 11 of these can bat.

2.2 To play in the competition the player must be able to meet all the criteria to play first class and minor counties representative cricket in this country without the requirement of a visa.

2.3 The squad is to be made up of players who are under the age of 25, with the opportunity for one player to be over the age of 25 with in the makeup of the 12 players.

3. Hours of Play

EAD 50 Competition

3.1 The scheduled hours of play will be 11am to 6.45pm but may be altered subject to the agreement of both teams.

3.2 There will normally be two sessions of play of 3 hours 30 minutes each, separated by an interval of 40 minutes from 2.30 – 3.10pm. If the innings of the team batting first is completed prior to the scheduled time for the interval then the interval may, if considered practical by the umpires in consultation with the ground authority. If the 1st Innings finished after 2pm then the interval will be taken automatically.

3.3 If the option of an earlier interval (Prior to 2pm) is not possible then a break of 10mins will be had between innings and the 10 mins be taken of the scheduled interval at 2.30pm. With the new re start time being 3pm.

3.4 Drinks intervals will be agreed by both teams and the umpires at the toss, but no time allowance shall be provided

4. The Ball

4.2 A white Kookaburra or Dukes ball to the level of a Regulation or Inspired Ball will be used in the Competition. Ideally balls will be of Turf or County A standard.

4.3 In the 50 over competition the number of balls per innings will match that of the ICC and ECB regulations for that current year.

5. The officials

5.1 Two Umpires shall be appointed by the local ACO of the Home team to cover the game, one for each end to control the game as required by the laws and playing conditions with absolute impartiality. It is suggested that the competition should be used as an opportunity to provide experience to identified up and coming umpires too.

5.2 For the Semi-Finals and Final of the T20 Competition the host county will source the umpires with the cost split between the 6 competing counties.

5.3 Each participating county will provide a scorer with the capability to score online and use Duckworth Lewis Stern.

6. Duckworth Lewis Stern

6.1 In all games where there is a disruption and a recalculation will be undertaken by using the Duckworth Lewis Stern (DLS) method.

6.2 After any hold up in play, the umpires will notify the scorers of the number of overs lost the scorers will then perform the DLS calculation required. The Umpires will both satisfy themselves as to the correctness of all such calculations before allowing play to take place.

6.3 Ideally the DLS should be displayed on the Scoreboard or near the scoreboard with the end of over total showing.

7. Power Play Regulations

7.1 50 over competition

7.2 At the instant of the delivery, there may not be more than 5 fielders on the legside

7.3 In addition to the restriction contain in 7.2 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

7.4 The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle at either end of the pitch. The radius of each of the semi-circles shall be 30 yards, 27.3 metres (25.15 Yards, 23 metres for Women). The Semi-circles shall be linked by two parallel straight lines drawn on the field or by discus placed at equal distances.

At the instant of delivery;

7.5 Powerplay 1 – no more than 2 fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1-10 inclusive.

7.6 Powerplay 2 – No more than 4 fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11-40 inclusive

7.7 Powerplay 3 – No more than 5 fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41-50 inclusive.

7.8 In circumstances when the number of overs for the batting team is reduced, the numbers of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, 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
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

7.9 if play is interrupted during an innings then the table in 7.8 applies the powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Example

A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the missile phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4 when play resumes, the final phases fielding restrictions apply for the remaining 3.1 overs.

7.10 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'

7.11 If following an interruption, on resumption the total number of powerplay overs for the innings has already been exceeded, then there will be no further powerplay deliveries bowled in the innings.

8. The Result

8.1 50 Overs.

8.2 When there is no interruption after play has commenced and when both sides have had the opportunity of batting the same agreed number of overs, the team scoring the higher number of runs shall be the winner. In the event of a match ending with level scores, the following shall apply

8.3 If a match is abandoned or interrupted before it has been played to a conclusion and before the team batting second has received its allotted number of overs the result shall be decided by Duckworth Lewis Stern

8.4 In the event of a tie the team losing the lesser number of wickets shall be the winner,

9. Points Scoring

All results and tables will be held on the PLAY CRICKET SITE

9.1 50 Over Competition

9.2 The winning side will be awarded 2 points

9.3 No Result both teams will be awarded 1 point, (*There is an option to rearrange games if agreed by both counties and before the cut off date*)

9.5 Group Tables for 50 Over

9.6 Groups will be first decided by match points

9.7 Where teams are tied then Groups will be decided on Net Run Rate; all games and groups will be on Play Cricket.