



SPECIAL REGULATIONS (SR)

The following Special Regulations (SR) cover specific areas not dealt with in ICC Europe Overs Regulations.

The Tournament Director, Tournament Referee, Umpire Manager will inform the participating countries and officials of which Special Regulations apply to their event.

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SR.1

Coaches, Managers & Team Officials NOT allowed on to the field of play

The following applies to all ICC European Championships at **U17 Div 1 & U19 and above**:

- (a) Unless there is an unforeseen circumstance, such as an injury, Coaches, Managers and other Team Officials are not allowed onto the field of play, **at any time**, during a match
- (b) At drinks intervals, the 12th or 13th Man will take the drinks onto the field
- (c) If replacement equipment is needed the 12th or 13th man will take out the necessary replacement(s)
- (d) The person performing these duties, (b) and (c), **cannot** be the Captain
- (e) The person performing these duties, (b) and (c) must be attired in accordance with ICC rules i.e. they must wear correct cricketing whites/colours.



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SR.2

Coaches, Managers & Team Officials NOT allowed on to the field of play

The following applies to ICC European Youth Championships at:

U17 2nd Division: U15 2nd Division: U15 1st Division

- (a) Unless there is an unforeseen circumstance, such as an injury, Team Officials are not allowed onto the field of play, at any time, except for drinks intervals
- (b) At drinks intervals, the 12th or 13th Man will take the drinks onto the field and that person may be accompanied by a Team Official(s) i.e the registered Coach and/or Manager whose name(s) appears on the official Squad Registration Form as submitted to the ICC Europe Office for that event.
- (c) If replacement equipment is needed the 12th or 13th man will take out the necessary replacement(s)
- (d) The person performing these duties, (b) and (c) **cannot** be the Captain
- (e) The person performing these duties, (b) and (c), must be attired in accordance with ICC rules i.e. they must wear correct cricketing whites/colours.
- (f) The Team Official who enters the field of play, at the drinks interval, must wear appropriate cricket/coaching attire



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SR.3

ICC Europe Fielding, Bowling and Batting Directives

SR.3.1 - Fielding Directives

The following directives will apply to all players in age group ranges **U13 – U19** inclusive and will apply at **ALL** ICC European Championships.

The overriding desire of ICC Europe is to ensure the health, safety and welfare of all its players and these Directives have been adopted with that desire expressly in mind. These Directives apply to girls and boys, and any reference to he/his should be interpreted to include she/her. These Directives are applicable to all competitions played under ICC Europe Regulations. **Age groups** are based on the age of the player on September 1st in the year preceding the championship. It must be noted that the Directives are aimed at an individual's age as opposed to the age group of the Championship being played. For example, a player who, because of his age, falls into the U15 age group, must abide by the restrictions laid down for that age group.

This will apply even though he may be playing in an U17 Championship. He cannot bowl/field using the U17 restrictions – he is still bound by the U15 restrictions.

Fielders

- No young player in the Under 15 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.
- For players in the Under 13 age group and below the distance is 11 yards (10 metres).
- These minimum distances apply even if the player is wearing a helmet.
- Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.
- In addition any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet and, for boys, an abdominal protector (box) when fielding within 6 yards (5.5 metres) of the bat, 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.

Wicket-keepers helmets

- Any wicket-keeper under the age of 18 (on the day of the match) must wear a helmet when standing up to the stumps.
- This applies for all speeds of bowling.

Non-compliance with this Directive will result in the umpires immediately stopping the game and instructing the wicket-keeper to put on a helmet, or stand back from the stumps.



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Wicket-keepers leg guards

Wicket-keepers may wear internal style leg guards under their trousers. However, umpires (and Umpires Managers and Tournament Referees) should carefully monitor the style used. Where a player, in the U13 – U19 age groups*, wishes to adopt this style of pad the umpires are to inspect the pads and if they do not consider that they

offer adequate protection, especially in the knee area, they should ban the use of such pads and instruct the player to wear the conventional external variety. The umpires will enforce this but should any player contest the decision the Tournament Referee will make the final arbitration. It is strongly advised that the umpires and Tournament Referees err on the side of caution when making their decisions.

If there is a case(s) of this happening the Tournament Referee will include the details in his end of Championship Report.

*** Please note that this directive is only applicable for players up to the age of 18.** Once a player reaches 18 he may adopt whichever style of pads he wishes. This falls into line with the ICC Europe Directive relating to the wearing of helmets by wicket-keepers and batsmen, and the wearing of helmets and boxes for fielders.

SR.3.2 - Bowling Directives

For the purpose of these Directives a fast bowler should be defined as a bowler to whom a wicket-keeper in the same age group would, in normal circumstances, stand back to take the ball. This does not preclude the umpires from insisting that these Directives are applied even though the ability of the wicket-keeper means that he is capable of standing up to what they consider to be a fast bowler. All coaches are urged to identify those players with the potential to bowl fast and to ensure they follow the Directives in all cricket throughout the season.

Over-bowling

This is an important consideration, especially for young bowlers whose bodies are not fully developed. Recent studies have revealed that overbowling is the most common cause of back injuries. Evidence suggests that much of the damage occurs early in the playing career, and especially during growth spurts, though the effects do not often show themselves until the late teens. The more talented and more physically mature youngsters are generally most at risk, as they tend to play at more than one age group level. To ensure that young fast bowlers do not place undue stress on their bodies, every attempt must be made to keep the amount of bowling within reasonable limits. The following Directives provide sensible playing levels.

Directive for matches

Age	Max overs per spell	Max overs per day
Up to 13	4 overs per spell	8 overs per day
U14, U15	5 overs per spell	10 overs per day
U16, U17	6 overs per spell	18 overs per day
U18, U19	7 overs per spell	21 overs per day

Having completed a spell the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell have been bowled from the same end. If the bowler only completes part of his permitted spell then the above restriction still applies. For example, if he is allowed 7 overs but only bowls 4, he cannot bowl



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again until 4 overs have been bowled from the same end. He cannot resume his 'spell' after 2 further overs, from the same end, claiming that he is allowed another 3 to make up his 7. However, a bowler is allowed to change ends during a spell without having to take a rest. This can only be done provided that he bowls the next permissible over from the other end. Any wait over and above this will mean that the current spell has ended and the rest period will be enforced. The second part of this spell will be restricted to the remainder of the overs allowed under the table above. If a bowler is 'resting' and there is an interruption in play, whether scheduled or not, he will be allowed to count time off the field as part of his 'rest time'. During this interruption the bowler may count every 7 minutes of the interruption as being equivalent to 1 over at each end.

Interruption of play during a spell of bowling

If play is interrupted, for any reason, for less than 40 minutes, any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. (In this case the bowler cannot claim any time off the field as rest time and his 'spell' will still be in progress even though play is suspended.) If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption have been bowled from the same end. If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.

Once a bowler covered by these Directives has bowled in a match he cannot exceed the maximum number overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum overs per spell if bowling spin only, but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell have been bowled from the same end. Any spell that includes fast bowling must not exceed the maximum number of overs per spell even if some of the spell is of spin.

Umpires' responsibility

The umpires are expected to monitor these players and keep records of the overs such players bowl. Once the maximum allowance for any one spell has been reached they will inform the player and captain accordingly and will not allow that player to bowl again until the requisite rest period has been fulfilled.

Prior to the game the manager/coach/captain will inform the umpires, in writing, of any player who comes under this Directive. This will help the umpires to identify the players concerned. However, if the umpires consider that, during the game, other players come under this Directive they shall inform the Tournament Referee or Umpire Manager and manager/coach/captain as soon as is practical, that these players will be subject to the above Directives.



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SR.3.3 - Batting Directive

- Any batsmen under the age of 18 (on the day of the match) must wear a helmet when batting.
- Non-compliance of this Directive will result in the umpires immediately stopping the game and instructing the batsman to put on a helmet.

SR.3.4 - General

In the event of any dispute(s) regarding these Directives the Tournament Referee or Umpire Manager will make the final arbitration. In order to comply with these Directives it is the responsibility of every participating Association to ensure that the appropriately fitted helmets are available for every player in their team.



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SR.4

Ball pitching on the edge of, or off, the artificial surface

The following will apply to all matches played on an artificial surface

If a bowler delivers a ball that pitches on the edge of an artificial surface, and, in the opinion of the bowler's end umpire, its normal path is altered due to this, it will be called as a No ball.

In addition, No ball will be called by the bowler's end umpire for any delivery that pitches off the artificial surface, irrespective of that delivery's future path.



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SR.5

Scoring of points in Group matches

The following will apply to all ICC European Championships inc. age group events

Win – 2 points: **Tie** – 1 point: **Loss** – 0 points: **No Result** – 1 point.



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SR.6

Determining Group positions

ICC European Division 1 & 2, ICC European U19 WCQ, ICC European Women's Senior and ODI'S

1st Stage

Having used the points scoring system above, a team's position will be determined firstly, on points gained by playing each of the other teams in the group. Where the teams have equal points the Net Run Rate (NRR) will be used to determine their positions.

A team's Net Run Rate (NRR) is calculated by deducting, from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

In the event of a team being all out in less than its full quota of overs, the calculation of its NRR shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of NRR calculations.

Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for NRR purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2.

Where a match is concluded but with D/L having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

2nd Stage

Where the second stage of the Championship is Group based i.e. not straightforward knock out, the teams forming each Group will be determined by the Championship structure and the Tournament Referee's decision will be final.

Within any Group – teams who have already played each other in an earlier Group stage will carry forward the points gained as a result of that meeting into the 2nd phase. They will also carry forward the scores for that match and these scores will be used when calculating the NRR for this stage of the Championships.

To separate teams who are level on points at the end of this stage the process detailed in 1st Stage above will apply.

If these two methods fail to separate the teams involved then the higher placing will be decided by the toss of a coin.



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SR.7

Determining Group positions

ICC European Divisions 3 & 4, U19 (non-WCQ), U23 Divisions 1 & 2, U17 Divisions 1 & 2, U15 Divisions 1 & 2, U13 Division 1

1st Stage

Having used the points scoring system above, a team's position will be determined firstly, on points gained by playing each of the other teams in the group. Where teams have equal points the 'wicket/run ratio' (WRR), based on all the matches played in that group, will be used to determine the final positions. The team with the higher WRR will take the higher placing of the teams who are equal on points.

The Wicket/Run Ratio is calculated by using the following calculation:

Wicket/Run Ratio = runs scored x wickets taken / runs conceded x wickets lost

If these two methods fail to separate the teams involved then the higher placing will be decided by the toss of a coin.

2nd Stage

Where the second stage of the Championship is Group based i.e. not straightforward knock out, the teams forming each Group will be determined by the Championship structure and the Tournament Referee's decision will be final.

Within any Group – teams who have already played each other in an earlier Group stage will carry forward the points gained as a result of that meeting into the 2nd phase. They will also carry forward the scores for that match and these scores will be used when calculating the WRR for this stage of the Championships.

To separate teams who are level on points at the end of this stage the process detailed in 1st Stage above will apply.

If these two methods fail to separate the teams involved then the higher placing will be decided by the toss of a coin.



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SR.8

Championship Balls

The make and type of balls to be used throughout the championship will be agreed by the ICC Regional Development Manager - Europe and the host nation.

All teams will be notified of the make and type of ball within the championship documentation.

Only one type of cricket ball will be used in each championship.

For **Women's Championships** a ball conforming to Law 5.6(i) will be used (except in ODIs).



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SR.9

Playing 12 players at U15

The following will apply at the U15 age group (in both 1st and 2nd Divisions):

Each team can consist 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 he can play a full part in the match, subject to the provisions of Law 22.6 - Bowler changing ends (competition regulation).

If one of the nominated 12 players is injured the fielding side has two options in relation to fielding a substitute viz:

- i) the nominated 12th player goes onto the field and takes a full part in the game.
By taking this course of action the fielding side gives up their right to rotate their players – since all nominated players are now on the field. Teams cannot use a 'normal' substitute to rotate their players.
If this option is taken the umpires will carefully monitor any player coming on as a substitute should one of the 11 on-field players want to leave the field. They will not allow any substitute to take the field unless they are satisfied that the player leaving the field is ill or injured.
- ii) the nominated 12th player is not used as the substitute and he remains off the field. An un-nominated player is allowed to act as the substitute.
By taking this course of action the fielding side retains their right to rotate their nominated players – using the nominated 12th player.

Umpires must ensure that they are fully aware which option the fielding side opt for.



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SR.10

Reserve day at ICC European Championships

Procedure for implementing Reserve Days

The main objective is that as many games as possible are played.

Where a Championship is divided into 2 or more 'phases' – each phase will be treated as a separate entity and the following will apply.

Once a phase has ended it is **NOT** possible to go back and play any earlier 'phase games' that were not played.

Order of priority:

- Where **ALL** matches, on a given day, have been lost (irrespective of which day this may be) these matches will be scheduled/played on the first available reserve day. (If **all** matches on more than one day have been lost the earlier day's matches will be re-schedule first.)

EXAMPLE 1							
	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
Scheduled	A vs B C vs D E vs F	A vs C B vs E D vs F	Reserve	A vs E B vs D C vs F	B vs C D vs E A vs F	Reserve	A vs D C vs E B vs F
Actual	ALL rained off	2 played - 1 rained off		1 played 2 rained off	2 played - 1 rained off		3 played
Re-schedule			All matches from Day 1		2 matches from Day 4		

ALL matches on Day 1 were rained off and now played on 1st Reserve Day.
On Day 2 ONE match was rained off but on Day 4 TWO were rained off - therefore Day 4 matches are played on reserve day



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2. Where the situation arises that 1) above does not apply, and only some matches have not been played on any given day (irrespective of which day this may be), the aim is to play as many of these matches as possible. Priority will be given to the day's matches that allow the most games to be played and they will be taken in the order of being called off

EXAMPLE 2							
	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
Scheduled	A vs B C vs D E vs F	A vs C B vs E D vs F	Reserve	A vs E B vs D C vs F	B vs C D vs E A vs F	Reserve	A vs D C vs E B vs F
Actual	ALL played	2 played - 1 rained off		2 played 1 rained off	1 played 2 rained off		3 played
Re-schedule		↙	1 match from Day 2		↘	2 matches from Day 5	
<p>On Day 2 ONE match was rained off - now played on reserve day</p> <p>On Day 4 ONE match was rained off but on Day 5 TWO were rained off - therefore Day 5 matches are played on reserve day</p>							



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3. If there are any matches outstanding when a reserve day arrives (taking into account the above priorities) then the reserve day will be used to play these matches – and they will be taken in order of being called off

EXAMPLE 3							
	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
Scheduled	A vs B C vs D E vs F	A vs C B vs E D vs F	Reserve	A vs E B vs D C vs F	B vs C D vs E A vs F	Reserve	A vs D C vs E B vs F
Actual	ALL rained off	2 played - 1 rained off		2 played 1 rained off	2 played 1 rained off		3 played
Re-schedule		ALL matches from Day 1				1 match from Day 2	

On Day 1 ALL matches were rained off - now played on 1st reserve day.
 On Day 2 ONE match was rained off. Even though ONE match per day was rained off on Days 4 and 5 the matches are played in order of being called off - so Day 2 match is played

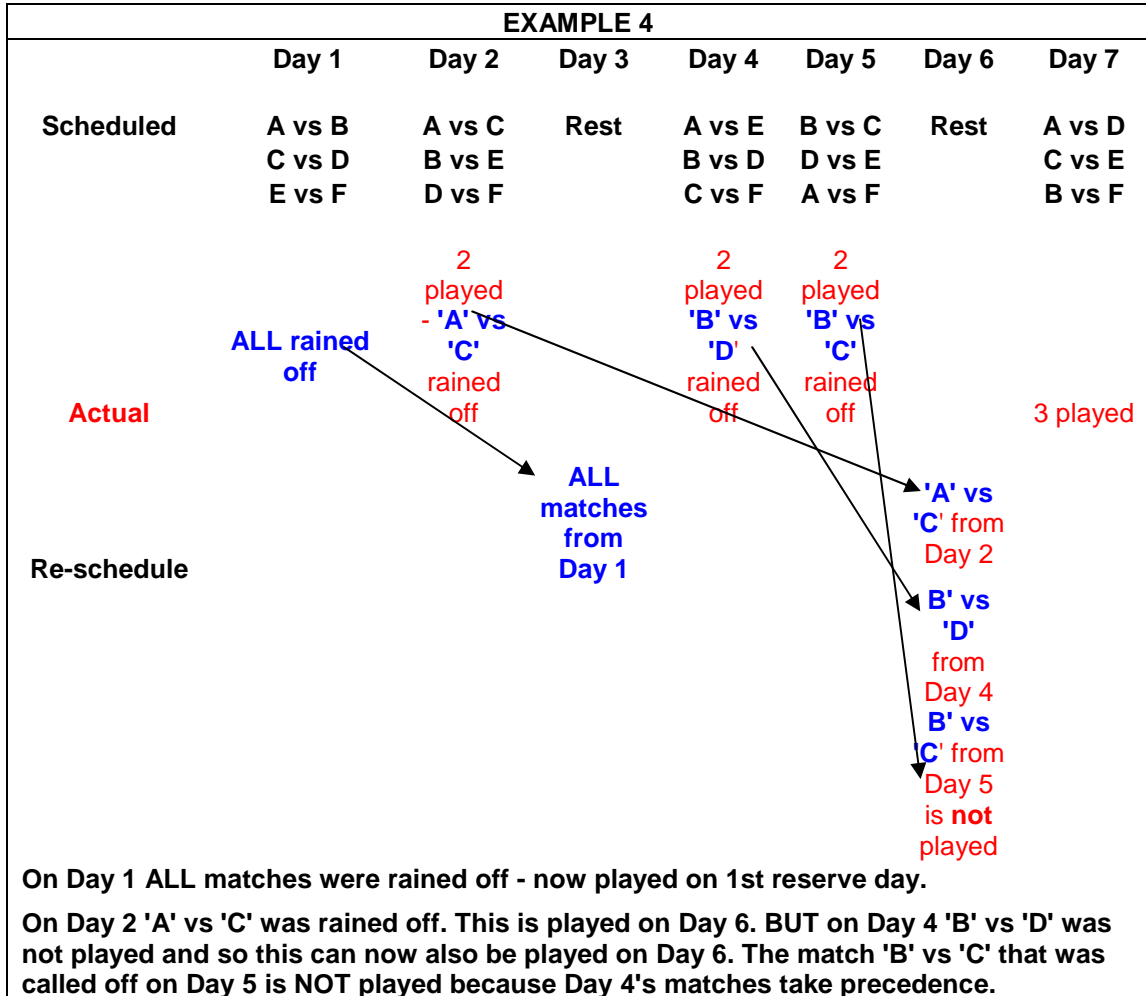


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- If there is a situation whereby matches that have not been played could be played on a reserve day then these will be played – and will be played in the order of being called off.





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SR.11

Illegal and/or suspected illegal bowling action in International cricket, outside of Men's Test, ODI, and Twenty20 International matches.

Memo from David Richardson, ICC General Manager - Cricket – dated June 2007

You would be aware that the ICC has a special process / policy in place for dealing with suspected illegal bowling actions in men's Test, ODI & Twenty20 International matches. This can be found at http://www.icc-cricket.com/icc/rules/terms_of_reference.pdf.

For a variety of reasons, please be advised that this process does not apply to other international cricket under the auspices of the ICC, including;

- ICC Intercontinental Cup competition
- ICC World Cricket League Global and Regional tournaments
- ICC women's international cricket Tests, ODIs & Twenty 20s
- U19 Cricket World Cup and Qualifiers.

There are obvious points of difference between the staging and management of these matches in comparison to men's Test, ODI & Twenty 20 International matches making it impractical to apply the process. Television broadcast arrangements will differ widely (and as you will be aware, television footage plays a big part in the process). Furthermore, there may or may not be an ICC Match Referee present or on remote call (should there be a Code of Conduct hearing requirement) and the Umpire appointments may or may not be made by the ICC (e.g. Home Board appointments for women's cricket) and may or may not comprise ICC Elite/International Panel umpires and/or ICC Associate & Affiliate Panel Umpires and/or Home Board National Panel Umpires (or a mix of these).

Accordingly, it has been decided to deal with bowlers suspected with illegal actions in these other forms of international cricket in the following way.

Firstly, it is important that the umpires appointed to these matches be reminded of their responsibilities in this regard under the Laws of Cricket. That is, if an umpire believes that a bowler has an illegal action he/she should be called "no ball". This is no different to all other cricket.

Secondly, where a bowler is "called" or reported by the umpires as having a suspected illegal action, ICC will advise the Member country of this fact. In such circumstances, the Member country will be asked to immediately instigate an assessment of the bowler's action and to arrange for the undertaking of any remedial action required by the player concerned. The Member will be asked to formally report back to ICC as to what action has been taken, and the results/outcomes of such. A dated data-base of bowlers who have been "called" and/or "reported as suspect" will be maintained. The detail of the subsequent action taken by the Member country will also be detailed on this data-base which will regularly be made available to all Match Officials for such international cricket matches.

I trust this clarifies the ICC's position in this regard and please inform anyone who is involved in this level of competition that you deem appropriate.