

Appendix 1: ECB Guidance Notes

A) ECB Fielding Regulations

- 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 batter 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 8 yards (7.3 metres) from the batter'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.
- These fielding regulations are applicable to all cricket in England and Wales. Age groups are based on the age of the player at midnight on 31st August in the previous year.

B) ECB Safety Guidance on the Wearing of Cricket Helmets by Young Players

In February 2015 the England and Wales Cricket Board (ECB) issued updated safety guidance on the wearing of helmets by young players up to the age of 18. In brief, the guidance recommends that:

- helmets with a faceguard or grille must be worn when batting against a hard cricket ball in matches and in practice sessions
- young players should regard a helmet with a faceguard as a normal item of protective equipment when batting, together with pads, gloves and, for boys, an abdominal protector (box)
- young wicket keepers must wear a helmet with a faceguard, or a wicketkeeper face protector when standing up to the stumps.

With the assistance of schools, cricket clubs and leagues, the wearing of helmets by young players is now standard practice in cricket throughout England and Wales. Helmets are widely available and are covered by an updated British Standard (BS7928:2013). A face protector represents an alternative head protection system for young wicket keepers. Wicketkeeper Face Protectors are covered by a new British Standard (BS 7929 – 2 :2009).

Parental or guardian written consent allowing a young player not to wear a helmet should not be accepted in any form of cricket.

This guidance applies to all players up to the age of 18, both in adult cricket and in all junior cricket played with a hard cricket ball.

The guidance also applies during all practice sessions. Any individual taking responsibility for players should take all reasonable steps to ensure that this guidance is followed at all times.

The ECB asks that the guidance is communicated to the parents or guardians of all young players through clubs and schools, and that young players are not allowed to

bat or stand up to the stumps when keeping wicket against a hard ball without wearing appropriate protection.

C) ECB Guidance Note: Safety Measures for Helmets within Recreational Cricket

The ECB strongly recommends that all adult recreational cricketers should wear helmets for certain activities, preferably which meet the most recent British Safety Standard (same as above). This recommendation applies to batting against all types of bowling, wicketkeepers standing up to the wicket (who may as an alternative wear face protectors) and fielders fielding closer than eight yards from the batter's middle stump, except behind the wicket on the off side.

Whilst it is strongly recommended that all adult recreational cricketers wear helmets in the on-field circumstances detailed above, it is not mandatory for them to do so. For the avoidance of doubt, Clubs do not need to go above and beyond the ECB's recommendation by forcing their cricketers, age 18 or over, to wear helmets.

However, Clubs should ensure that their cricketers are made aware of the ECB's above recommendation in relation to helmets, including the need to check that any newly purchased helmets meet the latest British Safety Standard. The ECB recommends that Leagues and Clubs bring the link (www.ecb.co.uk/helmets) to the attention of their cricketers and encourage all cricketers to carefully consider their own health and safety regarding helmet use. Clubs should always ensure that they have adequate public liability insurance.

D) ECB Fast Bowling Directives (Extract)

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.

Directives for matches:

AGE	MAX OVERS PER SPELL	MAX OVERS PER DAY
Up to 13	5	10
U14, U15	6	12
U16, U17, U18 & U19	7	18

Having completed a spell, the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of their spell have been bowled from the same end. A bowler can change ends without ending their current spell provided they bowl the next over they legally can from the other end. If this does not happen their spell is deemed to be concluded. 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. 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 their 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 they cannot exceed the maximum number of overs per day for their age group even if they subsequently bowl spin. They can exceed the maximum overs per spell if bowling spin, but cannot then revert to bowling fast until an equivalent number of overs to the length of their spell have been bowled from the same end. If they bowl spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as they revert to bowling fast.

Appendix 2: ECB Recommendations: suspect bowling actions non-first-class cricket

1) On the Field of play:

Although it is the primary responsibility of the striker's end Umpire to assess the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end Umpire from calling and signalling "No ball" if he considers that the ball has been thrown. Whenever an umpire calls "No ball" under these Laws, it will be recorded by the Umpires (whether the first, second or third occurrence in the match) and a report submitted to the TVCL D&C Sub-Committee ("DCSC").

NOTE: The below process (1A) does not apply to a clear and obvious contravention of Law 21.2 which shall be applied at all times.

1A) Suspect Bowling Action:

The following is the recommended process to be followed in the event where a Panel Umpire suspects, but it is not clear and obvious, that in their opinion a player's bowling action may not conform to the Laws of Cricket.

- A) On the first occurrence of what the Umpire suspects is an illegal action the umpire should make a note, to be used as a formal record if required in future, containing the name of the player, over and ball.
- B) Upon a second occurrence (recorded as above) the umpire concerned should first establish if their colleague has similar concerns / recordings.
- C) At this point and whether the other umpire has any specific input or not, the Captain of the fielding Team must be alerted in the presence of both Umpires as to the nature and recorded facts of the observations and informed that a report will be made in writing to the DCSC immediately following the completion of that TVCL Match. It is the responsibility of the Captain to inform the player concerned. The game should continue without undue delay.
- D) If in the opinion of BOTH Umpires their concern regarding the player's bowling action is of such a nature that it could affect the game itself, then TOGETHER they may agree to:
 - i) Advise the Fielding Captain of their concerns and recommend that he takes appropriate action, which could mean amending delivery action or removal of the Player from the bowling attack.
 - ii) Inform the Captain, who will inform the Player, that each subsequent delivery, suspected to be illegal, WILL be called "No Ball."

2) Post Match Report:

A concise written report of the breach of Law 21.2 or any suspicions above must be completed and signed by the observing Panel Umpire(s) to be sent within 48 hours of the TVCL Match to the DCSC.

3) Report Management:

Upon receipt of the report the DCSC will investigate whether there are any similar reports on file and in any event write to the Club Secretary affected, recording that a report has been received and an investigation commenced.

- A) If the report is the first received regarding the player and their bowling action, the notification to the Club will be the only action taken.

- B) If the report is the second regarding the player and their bowling action, within any 36-month period and the report was from a different Panel Umpire(s), then the player shall be suspended from bowling in TVCL Matches until an assessment of the bowling action has taken place and clearance has been received from the DCSC.

The DCSC will notify the Club Secretary of the suspension and provide details as to how an assessment of the players bowling action may be undertaken. The responsibility, enforcement and any costs incurred in assessing the bowling action will reside with the Club and / or the player.

Additionally, the ECB Competitions Executive, the ECB ACO Senior Executive Officer and the TVCL Umpires Sub-Committee ("USC") will be notified of the players bowling suspension.

4) Assessment

For detailed instructions on how an Assessment (using 200 Hz high speed video recordings) must be carried out and the subsequent creation of an Opinion Report, please read the ECB recommendations document available on the TVCL website.

5) Primary Notification

It is the responsibility of the DCSC to communicate with the affected parties on the course of action to be followed. Both the Club and the player will be advised within 7 days following receipt of the Opinion Report as to the decision of the DCSC as to that Assessment. The USC will be copied into the communication for completeness.

Any subsequent updates to this Primary Notification shall be at the discretion of the TVCL and be driven by the needs of cricket and the status of the issue. At all times the aim of all parties must be to address any issues with sympathy and understanding for the player concerned but not to the exclusion of the Laws of Cricket.

6) Appeals

Any player or Club may appeal the decision of the DCSC on any substantive matter relating to the suspect action, or their findings, or conclusions. Such an appeal should be made in writing to the TVCL Secretary.

7) Removal of suspension to bowl

It should be understood that irrespective of any previous assessment taken, all bowlers are subject to this protocol and having satisfied the testing criteria of a fair action under analysis, does not prevent future application of this process.

Appendix 3: LAW 41 Analysis (Applied in Divisions 1 to 4 only)

Law 41	Unfair Play Description	Occurrence	Warning ?	Dead Ball or No Ball?	Other Actions	5 Penalty Runs	Report After Match
41.2	Unfair actions	1 st	1 st & Final	Dead Ball - see note	Call DB as soon as it will not disadvantage the non-offending side	~	~
		Subs	~		Call DB as soon as it will not disadvantage the non-offending side	Yes	Yes
41.3	The match ball – changing its condition	1 st	1 st & Final	~	Offer change of ball; Team warning for match	Yes	Yes
		Subs	~		As above plus: suspend bowler of previous ball for the match	Yes	Yes
41.4	Deliberate attempt to distract the striker	Any	~	Dead Ball Immediately	Ball doesn't count in over; batter not dismissed	Yes	Yes
41.5	Deliberate distraction, deception or obstruction of a batter	Any	~	Dead Ball Immediately	Ball doesn't count in over; all runs attempted are scored (no need to cross); batsmen can't be dismissed and choose who faces the next ball. (May also come under Law 42)	Yes	Yes
41.6	Bowling of dangerous & unfair short-pitched deliveries	1 st	1 st & Final	No Ball	Warn bowler for innings	~	~
		2 nd	~		Direct captain to suspend bowler for innings	~	Yes
41.7	Bowling of dangerous & unfair non-pitching deliveries	1 st	1 st & Final	No Ball	Call No ball; warn bowler for innings	~	~
		2 nd	~		Call No ball; direct captain to suspend bowler for innings	~	Yes
	41.7.6 If deliberate!	1 st	None	No Ball	Call No ball; direct captain to suspend bowler for innings	~	Yes
41.8	Bowling a deliberate front-foot No ball	1 st	~	No Ball	Call No ball; direct captain to suspend bowler for innings	~	Yes
41.9	Time wasting by the fielding side	1 st	1 st & Final	Dead Ball	Team warning for innings	~	~
		Subs	~	Dead Ball	Between Overs If during an over: direct captain to suspend bowler for innings	Yes ~	Yes Yes
41.10	Batsmen wasting time	1 st	1 st & Final	~	Team warning for innings	~	~
		Subs	~		Penalty	Yes	Yes
41.12	Fielder damaging the pitch	1 st	1 st & Final	~	Team warning for innings	~	~
		Subs	~		Penalty	Yes	Yes
41.13	Bowler running on protected area	1 st	1 st	~	Caution bowler	~	~
		2 nd	2 nd & Final		Final warning	~	~
		3 rd	~		direct captain to suspend bowler for innings	~	Yes
41.14	Batter damaging the pitch (other than 41.15)	1 st	1 st & Final	~	Team warning for innings	~	~
		Subs	n/a		Disallow all runs except NB, Wide or 5PR (other than for ball hitting a helmet); return batsmen to their original ends	Yes	Yes
41.15	Striker in protected area	1 st	1 st & Final	Dead Ball - see note	Dead Ball if pre-delivery; Team warning	~	~
		Subs	~		Dead Ball if pre-delivery; Disallow all runs except NB, Wide or 5PR (other than for ball hitting a helmet); return batsmen to their original ends	Yes	Yes
41.16	Non-striker leaving their ground early	n/a	~	~	Vulnerable to being run out until instant when the bowler would be expected to deliver the ball	~	~
41.17	Batsmen stealing a run	Any	~	Dead Ball – when cross	Call dead ball as soon as batsmen cross; return them to their original ends; 5PR for offences other than ball hitting a helmet are awarded	Yes	Yes

Appendix 4: Club Umpires in the TVCL

Member Clubs are advised of the need to ensure that their appointed Club Umpires are fully advised of the Laws of Cricket and that they can be reasonably expected to work at all times within the Spirit of Cricket. They should also be familiar with the TVCL Match Rules.

It is recommended that Member Clubs organise for their Club Umpires to undertake the online training courses, and join the ECB ACO, to become a TVCL Registered Club Umpire so that they can qualify for claiming the bonus point available in Matches in Divisions 3 & below.

Should there be any questions on how to register a Club Umpire, please contact the Umpires Sub-Committee (USC).

Incidents of Poor Performance by Club Umpires (not Panel Umpires)

Note. If there is one Panel Umpire standing in a match with a Club Umpire, then the Panel Umpire takes precedence in dealing with any poor performance issues.

The following is a general guideline to be applied to all Club Umpires (excluding “player umpires”) in TVCL Matches where Panel Umpires are not standing:

1. In the event that any Captain has a need to make a complaint about a particular Club Umpire, they should submit a report in writing to the TVCL Secretary, as soon as possible following the Match.
2. Following the receipt of a first (or second) report of a complaint about a Club Umpires the USC will acknowledge receipt of the complaint and then review the details.
3. The USC will then talk to the Member Club about the possibility of any remedial action arising from the complaint received.
4. Should there be a third similar complaint occurrence from another Member Club, the USC may then recommend to the Management Committee to ban that Club Umpire concerned from standing in future TVCL Matches, or remove their TVCL Registered Club Umpire status, until any specified remedial action has been undertaken by their Member Club.
5. The USC will notify the Member Club accordingly, and that Member Club will be fully responsible for sending their Club Umpire to an appropriate umpire training course or remedial action as notified, and the Club Umpire will be expected to take and pass any examination associated with that course.
6. Once the USC and Management Committee have received proof that the remedial action has been completed or relevant examinations have been passed, then only at that point will the Member Club be informed that their Club Umpire is eligible to stand in TVCL Matches again, or have their TVCL Register Club Umpire status reactivated.

Appendix 5: Thunderstorm Directive

The ECB ACO Newsletter Issue 23 (Summer 2015) provided an update on the suggestion on what to do in the event of a thunderstorm and follows what is generally now called the “40/30 rule”.

Law 3.8(a) “It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.”

THE DIRECTIVE

If, at any point during a game, the threat of lightning, whether actual or perceived, comes to the attention of either of the umpires, they should follow the protocol outlined below and agree a course of action taking into account all factors and having taken into consideration the 40/30 guideline outlined below in (e).

- a) If the umpires agree that the lightning threat is imminent, then they should immediately direct the players to leave the field of play in a safe and orderly manner with the umpires and relocate to a secure and safe location as designated by the home club.
- b) In order to resume play, the umpires must agree that the threat has passed and it is safe to resume play having regard to all relevant information.
- c) In making decisions regarding suspension or resumption of play due to the threat of lightning, actual or perceived, the umpires may refer to any meteorological data that may be available.
- d) When making decisions regarding the suspension or resumption of play, the umpires must err on the side of caution and must prioritise the safety of those within the ground over and above the maximisation of play, irrespective of the state of the Match. If there is any doubt as to the likely threat of lightning, then the umpires should either suspend play or, if that has happened already, not resume play until they have agreed that the threat has passed.
- e) The following 40/30 guidelines should be considered by the umpires:
 - i) Play should be suspended and shelter immediately sought when there is 40 seconds or less between the flash of lightning and the associated thunderclap.
 - ii) It is generally safe to return to the field of play a minimum of 30 minutes after the final flash of lightning or clap of thunder has been seen or heard. (Refer also (d) above and (iii) below).
 - iii) It might be possible to resume play earlier than 30 minutes but only if it is clear and agreed by the umpires, in accordance with paragraph (d) above, that the storm has moved on and there is no threat of lightning.
 - iv) For clarity, the final decision remains in the hands of the umpires.

Lightning: What Should You Do?

Cricketers may take a cavalier attitude to thunder and lightning, possibly because the game is usually suspended as soon as it rains and the thunder might come later. This is not a good idea for a number of reasons some of which are:

- Lightning can kill or seriously injure.
- Blue skies overhead do not guarantee protection from lightning strikes. Lightning can strike far from where it is raining and it may come literally out of the blue, with no cloud in the sky and not a drop of rain.
- It can strike even when the storm is as much as 10 miles away, though 6 miles or so is usually quoted as being a range at which risk really escalates.
- Any exposed open area can be at risk if there's thunder about
- Lightning won't necessarily go for the tallest nearby tree; it could jump sideways from another object to hit you or strike the ground and travel through it hitting you on the way.
- It is likely to seek metal objects
- It can travel from person to person if you're close together

In other words all you can do is **minimise the risks** please see the suggested guidelines below:

GO INDOORS IMMEDIATELY if:

- There is sudden thunder without lightning
- You see lightning in the clouds
- Flash to bang time is 40 seconds or less *
- You see lightning strike the ground or building etc. nearby

DO NOT

- Waste time covering the pitch
- Go near or move metal-framed pitch covers or machinery
- Bunch together – spread out as you move indoors
- Stay outside if you can get into a building (or a car). *[Sheltering inside a permanent metal-skinned or roofed building is usually OK but avoid small sheds etc.]*
- Shelter under a tree - especially a single tall tree

WHEN TO RESUME

- Keep watching and listening
- **30 minutes after** the last thunder it should be safe to go out * – but:
- **If in doubt – stay indoors!!**

DANGER SIGNS

There is imminent danger of a lightning strike if:

- **You feel your hair standing on end**
- **There is crackling in the air**
- **There is sudden thunder without lightning**

REMEMBER - THERE IS NO SAFE PLACE OUTSIDE IN A THUNDERSTORM

Never lie flat on the ground during a lightning storm. Although the 'Lightning Squat' (crouching low with hands over head and ears and elbows on knees) has been mentioned by some as a last resort it doesn't work. If you can get into a sturdy building or a car do this **at once**.

Appendix 6: Win/Lose Format Bowler Restrictions

Below are the Tables to use to identify the Maximum Number of Overs per Bowler should the overs be reduced in an Innings.

All Divisions					
Duration	Max Bowler 1	Max Bowler 2	Max Bowler 3	Max Bowler 4	Max Bowler 5
50	10	10	10	10	10
49	10	10	10	10	9
48	10	10	10	9	9
47	10	10	9	9	9
46	10	9	9	9	9
45	9	9	9	9	9
44	9	9	9	9	8
43	9	9	9	8	8
42	9	9	8	8	8
41	9	8	8	8	8
40	8	8	8	8	8
39	8	8	8	8	7
38	8	8	8	7	7
37	8	8	7	7	7
36	8	7	7	7	7
35	7	7	7	7	7
34	7	7	7	7	6
33	7	7	7	6	6
32	7	7	6	6	6
31	7	6	6	6	6
30	6	6	6	6	6
29	6	6	6	6	5
28	6	6	6	5	5
27	6	6	5	5	5
26	6	5	5	5	5
25	5	5	5	5	5
24	5	5	5	5	4
23	5	5	5	4	4
22	5	5	4	4	4
21	5	4	4	4	4
20	4	4	4	4	4