

## JUNIOR RULES - SECTION SEVEN

### ECB GUIDELINES FOR JUNIOR PLAYERS IN SENIOR CRICKET & BOWLING DIRECTIVES

#### ECB Guidelines for Junior Players in Open Age Group Cricket

The ECB has issued guidance covering the selection and participation of young players in open age group cricket. It is designed to help clubs to decide when to select young players in open age group cricket and how best to help their cricketing development when they play within open age groups. The ECB keeps these guidelines under review and, following feedback from clubs and leagues, has revised these guidelines for the 2011 season. The ECB will continue to monitor the impact of these guidelines and you are invited to feedback your thoughts and comments in writing to the ECB Non-First Class Cricket Department.

1. Making the step up from junior to open age group cricket is a significant event in any player's cricket experience. Ensure that the player's safety, personal development needs and overall cricket experience are considered.
2. There is no definitive age at which they should be introduced to open age group cricket but determine each case on an individual basis dependent on their ability and stage of cognitive and emotional maturity to take part at this level, however, clubs, squad coaches and managers must take into account the requirements on age at point 9 of this guidance
3. ECB Fast Bowling Directives and Fielding Regulations should always be adhered to for junior players in open age group cricket.
4. Provide an opportunity for players to show their talents in an appropriate way. Children who are just used as fielders will not fully experience the game.
5. Be supportive at all times for all forms of effort even when children are not successful. Try and put them in situations where they will experience some success (however small) and ensure plenty of praise and encouragement.
6. Try and involve them in all aspects of the game wherever possible i.e. socializing, team talks, practice, decision making etc. so that they feel part of the team.
7. Children will often feel more comfortable and able to perform if they have a family member or friend also playing in the side.
8. Remember, children's early experiences will remain with them always and will often determine whether they want to remain playing the game or give up and do something else!
9. Players who are selected in a County U12 squad in Spring for a summer squad or in another squad deemed by ECB Performance Managers to be of a standard above 'District level' for that season are eligible to play Open Age Cricket.

This is providing they are at least 11 years old, and in School Year 7 on 1st September in the year preceding the season and have written parental consent to play. In allowing these players to play in Open Age Cricket it is essential that Clubs and Coaches recognise the 'Duty of Care' obligations towards these young players.

This means that County Squad and Area Squad players, both boys and girls are able to play Open Age Group Cricket if they are in U12 Age group and are a minimum of 11 years old on 01 September of the year preceding the season. District and club players who are not in a County or Area squads must wait until they reach the Under 13 age group, 12 years old, Year 8 on 01 September of the preceding year prior to being able to play in any Open Age Cricket, again written parental consent is required for these players.

The Duty of Care should be interpreted in two ways:

- Not to place a young player in a position that involves an unreasonable risk to that young player, taking account of the circumstances of the match and the relative skills of the player
- Not to create a situation that places members of the opposing side in a position whereby they cannot play cricket as they would normally do against adult players.

In addition the guidelines note the need for clubs and leagues to recognize the positive experience that young players should have in open age cricket and thus clubs should provide an opportunity for players to show their talents in an appropriate way. Children who are just used as fielders will not fully experience the game. By reproducing the Guidelines in the League Handbook, the effect is that this now becomes a League rule. In addition to the details reproduced above, the League has decided to impose additional conditions as per paras 1-4 below:

Junior Players who meet these requirements will be allowed to play in 2nd XI cricket ONLY.

Such players must be endorsed by a letter not only from parents but from the County Coach/District Coach.

Clubs wishing to make an Under 12 player available for selection for 2nd XI cricket must apply to the League

Management Committee in writing and provide the letters of consent in (2) as evidence to the application.

If the application is approved, the League Management Committee will supply the Club with written confirmation which can be presented to the Umpire(s). The Duty of Care obligations are paramount.

### **ECB Fast Bowling Match Directives**

<b>Age</b>	<b>Max. overs per spell</b>	<b>Max. overs per day</b>
Up to U13	5	10
U14, U15	6	12
U16, U17, U18, U19	7	18

For the purpose of these Directives a fast bowler is defined as a bowler to whom a wicket keeper in the same age group would in normal circumstances stand back to take the ball.

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. A bowler can change ends without ending his current spell provided that he bowls the next over that he legally can from the other end. If this does not happen his 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 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.

In matches of 20 overs or less per team where the competition regulations only allow bowlers to bowl less than or equal to the number of overs specified as the maximum in a spell in the Directives the provisions requiring an equivalent number of overs from the same end to have elapsed before a subsequent spell can commence shall not apply (e.g. in any age group competition where a maximum of 4 overs per bowler is allowed these may be bowled at any time in the innings irrespective of the number of spells bowled).

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, 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.

If he bowls spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as he reverts to bowling fast. Captains, Team Managers and Umpires are asked to ensure that these Directives are followed at all times.

For guidance it is recommended that in any 7 day period a fast bowler should not bowl more than 4 days in that period and for a maximum of 2 days in a row. Age groups are based on the age of the player at midnight on 31st August in the year preceding the current season.

\*Any reference to he/his should be interpreted to include she/her