

# THAME TOWN CRICKET CLUB

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## ECB Updated safety regulations for Young Players – Fielding, Bowling, use of Helmets ( April 2007)

### Fielding

#### **185 Fielding Regulations**

The ECB has regulations covering the minimum fielding distances for young players in all matches where a hard ball is used.

- 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.
- 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 year preceeding the current season.

### Helmets

#### **183 Safety Guidance on the Wearing of Cricket Helmets by Young Players**

In February 2000 the England and Wales Cricket Board (ECB) issued safety guidance on the wearing of helmets by young players up to the age of 18. This original guidance document can be found at [www.play-cricket.com/helmets](http://www.play-cricket.com/helmets). In brief, the guidance recommends that:

- helmets with a faceguard or grille should 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 should wear a helmet with a faceguard 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 a British Standard (BS7928:1998).

The original guidance allowed parents or guardians to give their written consent to allow a young player not to wear a helmet. However most clubs, schools and leagues have decided not to accept this parental consent and require all young players to wear a helmet in all junior matches. If a club or school does agree, in exceptional circumstances\*, that a young player need not wear a helmet they must ensure that an ECB Team Sheet card is completed and given to the umpires before the start of play whenever the young player takes part in a junior match.

#### 184 Safety Guidance

At the beginning of 2007 the ECB clarified the guidance relating to young players in adult matches and confirmed that all young players who have not reached their 18th birthday must wear a helmet with a faceguard when batting and when standing up to the stumps when keeping wicket in adult matches. Parental consent not to wear a helmet should not be accepted in adult 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 a helmet.

#### 181 Fast Bowling

##### ECB Fast Bowling Match

##### Directives

Age Max. overs Max. overs per spell 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

For the purposes 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.

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.

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

Age groups are based on the age of the player at midnight on 31st August in the year preceding the current season.