**JUNIOR RULES - SECTION TWO**

**RULES OF PLAY FOR THE UNDER 19s COMPETITION**

1. Matches will be played on a Thursday night for a 6pm start.
2. Matches to be played as per the ECB Hundred tournament:
3. 100 balls per innings. Whoever scores the most runs wins.
4. The fielding side change ends after 10 consecutive balls.
5. Bowlers deliver either 5 or 10 consecutive balls from the same end. The captain decides.
6. Each bowler can deliver a maximum of 20 balls per match.
7. The Toss does not need to take place on the field/ground.
8. A 25-Ball Powerplay for each team. This will be within the first 25 balls of each innings
9. A free hit will be awarded for every no-ball (except short balls passing over the head of the batter)
10. Only three fielders are allowed outside of the initial 30-yard circle during the powerplay.
11. With the following exceptions:
12. This is an eight-a-side competition, but teams can agree to play up to 11-a-side by prior agreement.  
    Matches played on Finals days will be eight-a-side
13. A batter shall retire following the scoring stroke which takes their score to, or past, 50 runs and may not return.
14. The penalty for a no ball will be one run
15. All games will be played using an orange ball, except by prior agreement
16. Teams can choose to wear white or coloured kits, but not a mixture of both
17. The competition will be in two divisions with the top two teams from each division advancing to a Finals Day.
18. The points are as follows:

* 25 points for the winning team
* For the losing team
  + 1 point for every 25 runs scored, up to a maximum of five points
  + 1 point for every two wickets taken  
    So the losing team can score a maximum of 10 points
* 12 points for a tie / abandoned game

1. In the event of two teams scoring the same number of points at the end of the season, please see the main rules for detail. In summary, the positions will be decided first by head-to-head results between the teams, then by Group Match Ratio applied to those head-to-head results.
2. League Finals Day.
3. Finals Day will be held at a venue to be decided on the basis of bids received before the season opens.
4. The finalists will be the two divisional winners plus the two best runners up. There will then be two semi-finals based upon the Hundred format and thereafter a League Final again in the Hundred format.
5. The semi-finals will be the winners of Division A vs runners-up in Division B, and vice versa
6. The conditions of play for the semi-finals and the final will be the same as for the weekly League matches.
7. The day will commence at 10:00 am and each semi-final will be played as outlined with a 10-minute break between innings.
8. The Final will have also have a 10 minute break between innings.
9. Under normal circumstances, the 1st semi final would commence at 10:00 am and the 2nd semi final shortly after the end of the 1st semi final.  
   There should then be a break of at least 45 minutes between the 2nd semi-final and the final.
10. If, a semi final cannot commence as scheduled due to conditions, umpires may either:
    * Refer to the Hundred Playing conditions to decide the reduction in time <https://resources.ecb.co.uk/ecb/document/2023/03/31/8c3be811-94f1-4025-8ed0-b1ea3263b8d1/4-Playing-Conditions-The-Hundred-2023.pdf>
    * Agree the reduced time with both captains
11. If no play is possible before 45 minutes have elapsed or a game having started cannot continue to a conclusion, then the match is deemed as abandoned and the result shall be decided by a bowl out – See Page 55 –Section Four Para 4(L) In the event of a tied match in a semi final, the result shall be decided by a bowl out.
12. If the start of the Final is also delayed, the same overs reduction and time limitation will apply. If the match is subsequently abandoned it shall be replayed on a mutually agreed date by both teams. If the match ends in a tie, then the League title will be shared between the competing finalists.