

ECB ACO 'Best practice' policy

Umpires acting together as a team

Pre-match ritual

- Meet and greet Club representatives
- Meet and greet Captains and Scorers
- Ground/pitch Assessment - deal with obstacles
- Boundary markings, covers, wood shavings etc.
- With colleague agree consistency of decisions e.g. tolerance levels, Wide ball, all communications, signals and pre-signals,
- Take control of the match balls & spares prior to the Toss
- Receive & Check completed, signed 'team card'

Supervising the Toss

- The Toss < 30mins or > 15 mins prior to play

Pre-match meeting with the Captains

- Spirit of Cricket – responsibility of the captains
- Match format and Competition Rules and Regulations
- ECB Directives and **Identify** all young players
- Ensure **BOTH** captains are aware of ALL young players
- Hours of play, Master clock and back-up
- Intervals, meals and drink breaks (inc. Scorers)
- Use of substitutes (if appropriate)
- Over rates (if applicable)
- Use of covers and Who will move sightscreens
- Re-marking creases & Rolling between Innings
- Confirm who are their Scorers and their location
- Who will display: Runs, Wickets and Overs?



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Scorer's briefing notes

- Confirm the intended location of the Scorers
 - If practical, leave the spare balls with Scorers
 - Confirm the match format, rules & conditions
 - Confirm the hours of play and intervals
 - Confirm the master clock and back-up to use
 - Confirm the boundary and allowances
 - Confirm the display of Runs, Wickets and Overs
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- Agree and confirm with them your pre-signals
 - Agree acknowledgement of signals
 - Any assistance they might provide
 - Control of, and restricted access to, the spare balls
 - Discuss and identify ALL young players
ensure Scorers, Umpires, & both captains aware

****Bowling spell/day**

U13 - 5 overs/10 overs

U15 - 6 overs/12 overs

U17 - 7 overs/18 overs

U19 - 7 overs/18 overs

Fielding

11 yards/10 metres

8 yards/7.3 metres

Fielding: * = Fielding: = U16-U18 when fielding within 8 yards
must wear a helmet (and abdominal protector for
boys) – see Helmet Guide Directive

Bowling: ** = No more than 2 consecutive days and no more
than 4 days in any 7

ECB ACO Law 42 Guidance - Flow Chart

You consider that the conduct of a player is unacceptable:

Immediately Call & Signal 'Dead ball'

(Unless this disadvantages the non-offending team, in which case wait until the ball is dead)

Collect the ball from the fielding team

Consult colleague - Decide whether misconduct has occurred, if so at what Level and decide upon sanctions.

Call 'Time'

Summon the player's captain.

In the case of the batting side the captain should be summoned on to the field.

Inform him that an **offence has taken place**, at what Level and what the **sanction** will be.

Apply sanctions as over page.

Record what happened and **what actions were taken**.

As soon as is **practicable** call 'Play' and resume.

Report to **offending team management** and **Governing Body** whatever Level the offence.



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ECB ACO Law 42 Guidance - Sanctions

Level 1 - No previous offence at any Level

First & final warning to all members of that team for the rest of the match. Warn captain that any further L1 offence will result in 5 penalty runs

Level 1 - Following any previous offence

Award 5 penalty runs

Warn captain that any further L1 offence will result in 5 penalty runs

Level 2

Award 5 penalty runs.

Warn captain that any further L1 offence will result in 5 penalty runs

Level 3

Direct captain to remove the offending player immediately from the field in accordance with the following:

- Match where innings are not limited to a number of overs - 10 overs
- Match where innings are limited to a number of overs - 1/5 of allocated overs at the start of the innings (a part over count as a full over)
- No substitute allowed for a suspended fielder
- Suspended batsman may only resume at the fall of a wicket
- If no batsman is available at the fall of a wicket during a suspension, innings is complete
- Any overs remaining from a suspension are carried forward to the next innings
- Any balls remaining in an over (either at the time of suspension or the end of an innings) do not count towards a suspension

Warn captain that any further L1 offence will result in 5 penalty runs Award 5 penalty runs

Signal Level 3 penalty to scorers

Level 4

Direct the captain to remove the offending player immediately for the remainder of the match

No substitute allowed for a fielder

Warn captain that any further L1 offence will result in 5 penalty runs Award 5 penalty runs

Signal Level 4 penalty to scorers



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ECB ACO Law 42 Guidance - Actions Constituting Offences

Level 1

- Wilfully mistreating any part of the cricket ground, equipment or implements used in the match
- Showing dissent at an umpire's decision by word or action
- Using language that, in the circumstances, is obscene, offensive or insulting
- Making an obscene gesture
- Appealing excessively
- Advancing towards an umpire in an aggressive manner when appealing
- Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence

Level 2

- Showing serious dissent at an umpire's decision by word or action
- Making inappropriate and deliberate physical contact with another player
- Throwing the ball at a player, umpire or other person in an inappropriate and dangerous manner
- Using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a serious insulting nature
- Any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence

Level 3

- Intimidating an umpire by language or gesture
- Threatening to assault a player or any other person except an umpire

Level 4

- Threatening to assault an umpire
- Making inappropriate and deliberate physical contact with an umpire
- Physically assaulting a player or any other person
- Committing any other act of violence



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Ground Weather and Light (GW&L) – Umpires’ Guide 2024

This guide represents the key issues and actions umpires should consider reviewing GW&L issues caused by weather conditions.

For play to start, continue, or resume, **both** umpires (subject to point 9 below) should **agree**, at all times, that conditions do not present **an actual and foreseeable risk of injury to any player or umpire**.

To help to establish this, the following questions should be considered by both umpires. **The state of the game, or the views of either team, should have no bearing on the answers.**

1. Have you carried out an inspection of the whole playing area, at no faster than at a reasonable walking pace, including the area immediately beyond the boundary over which fielders may need to pass as they endeavour to field or catch the ball?
2. Do the bowlers have reasonable footholds – i.e. are they able to bowl without slipping - this must include the whole of their delivery, from where they begin their run up, to the point they have regained control of their movement after delivery of the ball?
3. Do all of the fielders have the power of free movement around the ground – can they move, turn and run at broadly full pace, without slipping?
4. Do the batters have the ability to play their shots and run freely between the wickets without slipping, both when they set off and in the action of turning?
5. Are you satisfied that there is no surface water and no standing water (water visible around the feet when pressed into the ground) in the playing area within 30 yards of the pitch, or on the square, or, if further away, that would be so slippery as to potentially constitute a danger?



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6. In your opinion is there sufficiently good visibility to enable you to conclude that you, the batters, and fielders will be able to see the ball clearly enough to be safe?
7. Are you satisfied that after pitching the ball does not bounce unpredictably or steeply or go through the surface of the pitch in a way that poses a danger to the striker or the wicket-keeper standing up?
8. Are you satisfied that none of the conditions pose an actual and foreseeable risk to the safety of any player or umpire?
9. Does the other umpire (if present) agree with your answers?

If the other umpire is not a current full member of the ECB ACO then you should consult with him, but your answers to the above questions should determine the outcome.

Whenever your answers to one or more of the questions 1 to 9 above is a NO, play must be suspended until the umpires, working with those responsible for the ground, have implemented a solution that eliminates the danger.

Things to consider and actions needed before play can start, continue or resume:

Consult: Before play commences umpires should, if available, seek the view of people who know the ground and its facilities (covers etc) to agree with their colleague how GWL issues will be handled and ensure that both captains are informed.

Observe: the movement and actions of the players prior to commencing and during play to help decide/affirm your answers.

Record: at the time of all inspections, conversations, agreed actions, any delays/suspensions of play.

Retain: these records and **Record** them on any official report on the match submit.

Listen: to what others are saying, consider it and reach your own independent conclusions.



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Ensure: play never starts or resumes without the umpires carrying out an inspection of the whole ground to confirm the answer to the above questions are all Yes.

Delay: do not wait until the end of the over – if an answer is NO suspend play immediately.

Other points to note:

1. Once play has commenced it is not necessary for it to rain etc again – if any of the answers become a NO, then play should be suspended immediately.
2. If players wish to continue, despite the umpires concluding it is dangerous, umpires should tell them they will not umpire the match under the prevailing conditions.
3. If players refuse to play, point out the decision is yours, remind them of Law 16.3, Umpires awarding a match, give them a chance to change their mind and, if not, invoke Law 16.3.

Thunder & Lightning Protocols

Umpires must suspend play immediately if there is:

- sudden thunder,
- lightning in the clouds,
- thunder to lightning ‘flash to bang’ time of 40 secs or less
- a lightning strike on the ground.

Do not cover the pitch and do not move any metal covers.

Wait 30 mins from the last thunderclap before restarting play.

Note: To the fullest extent possible in law, neither the ECB or the ECBACO (or indeed any other party involved in its production) accept any responsibility for loss occasioned to any person acting or refraining from acting as a result of material contained in this document.



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Safeguarding is everybody's responsibility.

Remember the 3 'R's

- Respond to the disclosure / suspicion / concern / allegation.
- Record the relevant information.
- Report the relevant information.

Points to consider

- Position yourself in the cricket environment rather than being separated and out of sight.
- Tell someone if you observe a situation which makes you feel uncomfortable.
- Share the concern as early as possible – don't wait until you're certain.
- Remember the rule of 2! Try to avoid situations which results in you being alone with anyone U18. This is for your own safety as well as that of the young person.
- If this is unavoidable, please **self-report**. This protects you and fosters a culture of transparency and openness.

Support

Please contact the County Safeguarding Officer. Contact details can be found on County Board websites.

or

Email the Safeguarding Team safeguarding@cricketregulator.co.uk

ECB Fast Bowling Match Directives

AGE:	MAX. OVERS PER SPELL	MAX. OVERS PER DAY
Up to 13	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.



ECB Guidelines for Junior Players in Open Age Cricket

The ECB has issued guidance covering the selection and participation of young players in open age group cricket. This is to help clubs 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 guidance applies to boys and girls. The ECB keeps these guidelines under review. Put simply, the overall aim is to allow young players to develop in safety, but not to spoil the game for adults. For the avoidance of doubt, this guidance applies to training and nets as well as games, for men's and women's cricket, and for the indoor game.

The guidance is as follows:

General

- Making the step up from junior to open age group cricket is a significant event in any player's cricket experience. Ensure the player's safety, personal development needs and overall cricket experience are considered.
- Clubs, squad coaches and managers must take into account the requirements on age detailed in this guidance.
- Each case is to be determined on an individual basis, depending on the player's ability and stage of cognitive and emotional maturity to take part. The minimum age guidance provided below must be followed.
- Juniors should be involved in all aspects of the game wherever possible i.e. socialising, team talks, practice, decision making and so on, so they feel part of the team.
- Children will often feel more comfortable and able to perform if they have a family member or friend also playing in the side.
- 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.
- 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.
- 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.
- The captain should inform the Umpires of under 18s in the side.



Restrictions

ECB Helmets, Fast Bowling Directives and Fielding Regulations should always be adhered to for junior players in Open age group cricket.

Minimum Age

The minimum age for Open Age cricket is the U13 age group. Players must be in Year 8, and 12 years old on the 1st September of the preceding year.

This applies to all club and district players who are not in a county or area squad (or region in Wales) . Written parental consent is required.

Exceptionally, players who are selected in a County U12 squad (or Regional squad in Wales) in spring for a summer squad - are also eligible to play Open age cricket.*

Please be aware that at under 12 level the ECB recommends that the focus is on participation rather than Talent I.D, and many counties no longer run under 12 squads. Inclusion of ANY Under 12s in Open Age teams should be an exception and not an expectation.

* providing they are at least 11 years old, are in School Year 7 on 1st September in the year preceding the season, and have written parental consent to play.

Duty of Care

It is essential clubs and coaches recognise the 'Duty of Care' obligations they have towards young players in Open Age cricket

- 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 recognise the positive experience young players should have in open age cricket. 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

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

In 2015 the England and Wales Cricket Board (ECB) issued 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 British Standard (BS 7928 – 2 :2009). The ECB strongly recommends that wherever possible junior players use head protectors that have been tested against junior sized cricket balls.

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 open age group 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.



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 batsman's position on the popping crease on a middle stump line, 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 8 yards (7.3 metres) of the batsman'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 year preceding the current season.

LAWS OF CRICKET (2017 CODE 3RD EDITION – 2022) – PENALTY RUNS



LAW	NO WARNING	ACTION
18.5	Either batter deliberately running short	No runs to count + 5 Penalty runs + return batters to original ends + report*
24.4	Player returning without permission and coming into contact with the ball in play	Ball becomes dead + 5 Penalty runs + ball not to count as one of the over + runs completed/run in progress if crossed to count + report*
27.4/ 28.6	Unfair movement by wicket-keeper/fielder	Ball becomes dead + 5 Penalty runs + report*
28.2	Fielding the ball illegally	Ball becomes dead + 5 Penalty runs + ball not to count as one of the over + runs completed/in progress if crossed to count + report*
28.3	Ball in play hitting helmet not being worn	Ball becomes dead + if allowable 5 Penalty runs + if allowable runs completed/in progress if crossed to count (no report)
41.3	Match ball – changing its condition unfairly	Umpires consult + change ball if opposing captain wishes + 5 Penalty runs + report*
	Any repetition in match by team	Umpires consult + change ball if opposing captain wishes + 5 Penalty runs + if fielding offence suspend bowler who bowled previous ball + report*
41.4	Deliberate attempt to distract striker preparing to receive or receiving a delivery	No dismissal + 5 Penalty runs + ball not to count as one of the over + report*
41.5	Deliberate distraction, deception or obstruction of batter after striker received delivery	No dismissal + 5 Penalty runs + runs completed/in progress to count + batter at wicket decide which of them to face next delivery + ball not to count as one of the over + report*
41.16	Batters stealing a run	5 Penalty runs + no runs count + return batters to original ends + report*
42	Level 2, 3 or 4 offence	Agree Level of offence. Call Time + summon and inform captain + 5 Penalty runs (+ direct captain to remove offending player if necessary) + call Play + report*

*Report to Executive and any Governing Body responsible for the match. N.B. 1 run penalty for a No ball or Wide always counts

LAW	ONE WARNING	ACTION
26.4	Illegal practice on the field	Warn player† + inform other umpire and both captains***
	Repetition by any player on the same team during the match	5 Penalty runs + report*
41.2	Unfair actions not covered in Law	Warn the captain***
	Repetition by any member of side	5 Penalty runs + report*
41.9	Time wasting by fielding side	Warn captain**
	Any repetition during that innings	a. If not during an over – 5 Penalty runs + report* b. If during an over – suspend bowler + report*
41.10	Batters wasting time	Warn batters†
	Repetition by any batters in that innings	5 Penalty runs + report*
41.12	Fielder causing avoidable damage to pitch	Warn captain**
	Any repetition during that innings	5 Penalty runs + report*
41.14	Batter causing avoidable damage to pitch	Warn the batter†
	Repetition by any batter in that innings	No runs to count + 5 Penalty runs + return batters to original ends + report*
41.15	Striker in protected area	Warn the batter†
	Repetition by any batter in that innings	No runs to count + 5 Penalty runs + return batters to original ends + report*
42.2	Level 1 offence	Agree offence. Call Time + summon and inform captain + first and final warning + call Play + report*
	Level 1 offence following any other offence by that team	Agree offence. Call Time + summon and inform captain + 5 Penalty runs + call Play + report*

*Report to Executive and any Governing Body responsible for the match.

**Warning applies to whole innings †Applies to the whole side for the rest of that innings. Inform each incoming batter.

*** Warning applies to whole team for rest of match.