

2010 Competition Rules & Regulations

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1. Terminology

ÖCV-ACA	Österreichischer Cricket Verband - Austrian Cricket Association
ZVR	Zentrales VereinsRegister (<i>Centralized Registers of Associations</i>)

2. Applicability

- 2.1. These rules & regulations relate to all ÖCV-ACA Adult, Male Performance and Development Competitions unless otherwise indicated.
- 2.2. The ÖCV-ACA Executive Committee can empower the Competition Manager to define adaptations for certain competitions.

3. Eligibility to play

- 3.1. A player can only represent a club in ÖCV-ACA competitions, when the player has been registered as a player for that club in accordance with § 2.3 of the General Rules and Regulations.
- 3.2. During an outdoor season, a player can only represent one club in each ÖCV-ACA outdoor competition.
- 3.3. Prior permission needs to be obtained when a player wants to play in a certain ÖCV-ACA competition, in case
 - a. this player has already played matches in the current season, regardless whether a result was obtained or not, for another club in another ÖCV-ACA competition;
 - b. this player has already played matches during the current outdoor season, regardless whether a result was obtained or not, in any domestic or foreign competition not under the auspices of the ÖCV-ACA.
- 3.4. This permission can only be granted when such a request has been made to the Competition Manager by the club the player wants to join.
- 3.5. A new player joining a club at very short notice and eligible to play for this club is permitted to take part in ÖCV-ACA competition matches, providing an updated version of the Members List is provided to the Secretary and Competition Manager within 48 hours of the match taking place.
- 3.6. The Competition Manager, on behalf of the Executive Committee, will make all decisions regarding player's eligibility.

4. Player transfer to another club

- 4.1. At the start of each season individuals will be eligible to play for any club of their choice.
- 4.2. The only requirement is that their information is included in the players lists as outlined in § 2.3 of the General Rules and Regulations.
- 4.3. A player wishing to transfer clubs during the season will need to meet the eligibility requirements as set out in § 2 above.

5. ACA/OCV competitions

- 5.1. The OCV-ACA organises the following adult, male competitions:
 - a. Open League
 - b. Twenty20
- 5.2. The Competition Manager, on behalf of the Executive Committee, determines and finalises the competition format and fixtures.

- 5.3. For clubs providing a ground for a competition, the Competition Manager should aim to schedule the matches of this club in this competition at this club's ground as much as possible. This criteria will not apply in case venues for certain matches are predetermined (e.g. the venues of matches during a knock-out phase which are planned in advance but where the teams are not yet known).
- 5.4. A fixture will be regarded as finalised when the Competition Manager has informed the club by telephone and/or by email and/or by publication on the ÖCV-ACA website, at least 96 hours before the scheduled start of the fixture.
- 5.5. When a competition fixture is cancelled by the ground operator before finalisation the Competition Manager will attempt to reschedule the fixture. If there is no room within the fixture list to reschedule, the fixture will be treated as Cancelled (Scheduling Not Possible).
- 5.6. In case a competition fixture cannot be scheduled or rescheduled in the competition roster, the match outcome is Cancelled (Scheduling Not Possible) during group stages. During knock-out stages, the team that proceeds to the next round will be decided by drawing lots, without the possibility of appeal. This draw will be performed by the Competition Manager, witnessed by at least one Executive Committee member not belonging to the same club as the Competition Manager. The Competition Manager needs to provide both teams with the possibility to witness this draw. A written invitation (e.g. by email) to the respective club's officials arriving at least two days prior to the date of the draw will in such cases suffice.

6. Umpiring

- 6.1. Umpires will be allocated on behalf of the ÖCV-ACA by AUCUS.
- 6.2. Umpiring fees will be paid out of the competition entrance fees.
- 6.3. In the event that an umpire is not allocated for a match or an umpire fails to turn up then the batting side will act as umpires. In such cases, the two both captains must take full responsibility for bad weather decisions, bearing in mind that the safety of the players is paramount. If the captains cannot agree then the status quo should be maintained.
- 6.4. In cases where only one umpire is allocated or only one umpire turns up then the batting side will act as umpire at the striker's end, with the officiated umpire standing as the main umpire at both ends.

7. Special Regulations for ÖCV-ACA sanctioned adult male competitions played at Austria Cricket Stadium, Markomannenstrasse in 2010

- 7.1. To reduce the risk of damage to property and injury to third parties the following special rules and regulations will be in place for open league games at Austria Cricket Stadium, Markomannenstrasse in 2010:
 - (i) All overs will be bowled from one end only, i.e. the end closest to the pavilion
 - (ii) A six will be given for any shot that clears the boundary, but does not clear the safety fences around the ground
 - (iii) If a shot clears the boundary and also the safety net then:
 - (a) On the first occasion that this happens the delivery will be signalled as a dead-ball, the batsman will receive a warning and the delivery will be re-bowled. No runs will be awarded to the batting team.
 - (b) On the second occasion that this happens the delivery will again be signalled dead-ball and will be re-bowled. The batsman will also be forced to retire until either ten overs have passed or two wickets have fallen, whichever occurs earlier. No runs will be awarded to the batting team.

(c) If the retirement would cause the innings to be closed, the batsman will be deemed out (e.g. if nine wickets are down and one of the remaining two batsmen is forced to retire then the innings will be deemed closed with the batting team being all-out).

(d) If the ninth wicket falls and a batsman is retired due to hitting two sixes then this batsman will be allowed to bat regardless of whether ten overs have passed or two wickets have fallen.

(iv) Upon resuming his innings if the batsman hits a further six over the safety fence then he will immediately be forced to retire until either ten overs have passed or two wickets have fallen, whichever occurs earlier. The delivery will be signalled dead-ball and will be re-bowled. No runs will be awarded to the batting side.

8. Administrative procedures (pre-match)

- 8.1. For 11-a-side matches, when seven players are present per team at the scheduled time of toss, the match may commence.
- 8.2. Should less than seven players of one of the teams be present, the offending team shall forfeit the match and the match is treated as a Walkover. The offending team pays the full ground fee and all Umpiring Fees.
- 8.3. Should less than seven players be present from both teams, the match will be treated as Cancelled (Both Teams Incomplete) and both teams pay the ground fees and Umpiring Fees as if the match had led to a result.
- 8.4. The toss should be carried out 30 minutes prior to the start of the match and no later than 15 minutes prior to the scheduled start of the match in the presence of umpire.
- 8.5. The nominated players must be submitted on an official ÖCV-ACA team sheet which must be handed to the umpire(s) before the toss is made. On the team sheet, the full name, the ÖCV-ACA player registration number and the age (when the player is aged Under 18) of all players and fielding substitutes need to be entered.
- 8.6. In addition to the team sheet, the umpires should compare the names on the team sheet and the Player's passes for eligibility prior to start of match.
- 8.7. If one or more nominated players do not have their Player's Pass with them the umpire can request that either the Player Pass or a good quality photocopy be shown or sent to the Competition Secretary within 72 hours of the match having taken place.
- 8.8. Once the team sheets have been handed over to the umpire(s) they may not be changed, unless the consent of the opposing captain is obtained.

9. Administrative procedures (during match)

- 9.1. Each club shall provide a dedicated scorer. Their duties are mentioned in Law 4 (see Laws of Cricket, 2000 Code 3rd Edition 2008).
- 9.2. In all cases of dispute, on or off the field of play, the Umpires' decision is final, binding, and there is no right of appeal.
- 9.3. In cases of offences against the Competition Rules & Regulations occurring on or off the field of play, the Umpire(s) are to complete an Umpire's Report, to be signed by all officiating Umpires, and send this report to the Competition Manager.

10. Administrative procedures (post-match)

- 10.1. The official match report form (called 'match report' from this point forward) can be downloaded on the ÖCV-ACA website or requested from the Competition Secretary.
- 10.2. A match report must be completed regardless of the match result by both teams.
- 10.3. It is the responsibility of both captains to make sure the names of the players entered on the match report match the names of the players registered for the club and should

- include the ACA registration number.
- 10.4. The winning club, or the team batting second if the match did not lead to a result, or the officiating umpire(s) when the match was cancelled or was a walkover, are responsible for completing the Match Report and obtaining the necessary signatures. It is also their responsibility to send the completed scorecard to the Competition Secretary.
 - 10.5. All results will be published on the ÖCV-ACA website.
 - 10.6. To evaluate the umpiring standards, the captains are requested to fill out the Captain's Report on umpires after every game and send it to the Competition's Manager and to AUCUS.

11. Teams fielding ineligible players

- 11.1. When a team enters one or more ineligible player on the team sheet, the Competition Manager, on behalf of the Executive Committee, will award the match to the opposing team, including any points for that match. The offending club will be fined €100.

12. Generic playing conditions

- 12.1. The Laws of Cricket (Code 2000, Second Edition, September 2003) and the relevant ICC Playing Conditions shall apply for all ÖCV-ACA Competitions except as varied below¹.
- 12.2. All references to 'ICC Match Referee' shall be replaced by 'ACA Match Referee'.
- 12.3. All references to 'Home Board' shall be replaced by 'ÖCV-ACA'.
- 12.4. All references to third/fourth umpires, TV Replays, televised matches, light meters, flood lights, Day/Night matches, visiting Boards, Duckworth-Lewis and turf/non-turf pitches do not apply.

13. Law 3 – The umpires

- 13.1. Law 3.8. - Fitness of ground, weather and light: This law will apply with the following additions:
 - a. If the ground operator does not cancel the match before the umpires and captains arrive, then the umpires must decide if conditions are fit and safe for play.
 - b. If the umpires agree that conditions are fit and safe for play, their decision is final.
 - c. If the umpires agree that the condition of the ground, weather or light is not fit or safe for play, they shall inform the captains and, unless both captains agree to continue, or to commence or to restart play, or in unsuitable light the batting side (i.e. the batsman at the wicket) wish to continue, or to commence, or to restart play, they shall suspend play, or not allow play to commence or to restart. If at any time the umpires together agree that the conditions of ground, weather or light are so unfit or unsafe, they shall immediately suspend play, or not allow play to commence.
 - d. In case of lightning, the umpires shall immediately suspend play, or not allow play to commence.

14. The Ball

- 14.1. The ÖCV-ACA will supply centrally sourced red balls for all ÖCV-ACA-sanctioned competitions.
- 14.2. Law 5.2 - Approval and control of balls. The relevant clause(s) mentioned in the ODI PC's shall apply subject to the following:

¹ For 50 over games the relevant playing conditions are the One Day International Match Playing Conditions (ICC 2003) (called 'ODI PC's' from this point forward), and for Twenty20 matches the Standard Twenty20 International Playing Conditions (ICC 2007) (called 'Twenty20 PC's' from this point forward).

- a. The only match ball to be used is the 'A Special Crown' by Dukes (called 'match ball' from this point forward)
 - b. The match balls are centrally bought by the ÖCV-ACA and the distribution is arranged by the Open League Secretary.
 - c. Each team must provide one unused match ball for their fielding innings of every ÖCV-ACA match they play.
 - d. When a team fails to provide an unused match ball for their fielding innings, and
 - i. The opposition has a spare, unused match ball it is in the Spirit of Cricket that the other team give their spare ball to the team who did not provide the match ball, and for the offending team to make sure to provide the other team with a replacement as soon as possible.
 - ii. The opposition doesn't have a spare, then the umpires will declare a Walkover and will note this on the match report. The Competition Manager will award the opponent the maximum number of points for a win in the respective competition and there is no right of appeal.
- 14.3. To avoid excessive interruptions during games clubs should have a number of good quality used spare balls in case the match ball is lost. These can be given to umpires prior to the start of each innings.

15. Law 12 – Innings

- 15.1. The clauses mentioned in the relevant ICC playing conditions shall apply subject to the following:
- 15.2. Bowling Restrictions:
- a. No bowler shall bowl more than one-fifth of the total overs in an innings.
 - b. In a delayed or interrupted match where the overs are reduced for both teams, no bowler may bowl more than one-fifth of the total overs allowed.
 - c. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 15.3. Length of Interrupted Matches
- a. The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
 - b. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
 - c. The minimum number of overs that have to be bowled to the side batting second to constitute a match result (unless there is a result earlier) is as follows:

Original Scheduled Length of Match	Minimum number of overs bowled to the side batting second
20 overs	5 overs
30 overs	15 overs
40 overs	20 overs
50 overs	25 overs

- d. The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour (4 minutes per over) in the total time available for play.
- e. If a reduction of the number of overs is required, any calculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow one extra over for both teams to be added if required.
- f. If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the play shall be extended until the overs have been bowled or a result achieved.
- g. The team batting second shall not bat for a greater number of overs than the first

team unless the latter has been all out or has declared in less than the agreed number of overs.

- h. Fractions are to be ignored in all calculations of the number of overs. A started over counts as a full over.

15.4. Examples:

- a. A match scheduled to begin at 11.00, actually begins at 11.30, i.e. 30 minutes = 8 overs have been lost ($30 / 4 = 7.5 \sim 8$ overs). The match is reduced by 4 overs per innings (e.g. a 50 over match becomes a 46 over match, a 20 over match becomes a 16 over match).
- b. A match begins on time at 11.00 but is interrupted by rain from 11.30 until 12:30. 60 minutes = 15 overs have been lost ($60 / 4 = 15$). The match is reduced by 8 overs per innings.
- c. A 50 over match begins on time at 11.00 but is interrupted by rain from 13.30 until 14:30. At the time of interruption, the team batting first had faced 34.4 overs. 60 minutes = 15 overs have been lost ($60 / 4 = 15$). The match is reduced to 42 overs per team. After the interruption, the team batting first completes its (shortened) innings, the usual break between the innings is permitted and the second innings takes place.
- d. A 50 over match begins on time at 11.00 but is interrupted by rain from 13.30 until 15:30. At the time of interruption, the team batting first had faced 38 overs. 120 minutes = 30 overs have been lost ($120 / 4 = 30$ overs). The match should be reduced to 35 overs per team but the team batting first has already faced more than this number. The match thus restarts with the innings of the team batting second, which is reduced to 38 overs.
- e. A 50 over match begins on time at 11.00 but is interrupted by rain from 13.30 until 16:30. At the time of interruption, the team batting first had faced 38 overs. 180 minutes = 45 overs have been lost ($150 / 4 = 45$ overs). The match should be reduced to 29 overs per team but the team batting first has already faced more than this number. The remaining scheduled playing time (until 18:40) is insufficient for the team batting second to face the same number of overs as the team batting first. The match is therefore declared “No result (Abandoned)”.

15.5. Teams failing to bowl overs within allotted time

- a. Overs should be bowled at a rate of 15 overs per hour. For a 50 over match therefore each team should bowl their overs in 3 hours and 30 minutes.
- b. If a team – whether fielding first or second – bowls its overs too slowly then at the end of the innings the umpires can choose to award penalty runs to the opposition for each complete over not bowled in the allotted time to the opposition team.. This penalty is in addition to any penalty runs the umpires choose to award during the innings for time wasting or other offences. All penalty runs will be included in the net-run-rate calculations.

The number of penalty runs awarded will be dependent on the length of the match, as follows:

Original Scheduled Length of Match	Penalty Runs Awarded to Opposition
20-29 overs	12 runs
30-39 overs	10 runs
40-49 overs	8 runs
50-59 overs	6 runs

- c. Captains will be informed by the umpires of slow over rates during the inning and the over rate shall be calculated across the whole innings.
- d. Time allowances can be granted by umpires for lost ball, injuries etc., and should be

confirmed to the fielding captain and the batsmen at the crease (representing the batting team) at the time of delay.

16. Law 15 – Intervals & Law 16 - Start of Play; Cessation of Play

16.1. Laws 15 & 16 shall apply subject to the following (the respective clauses of the ICC Playing Conditions shall not apply):

16.2. The duration of each match will be as follows

Format	Total Duration	Playing time per innings	Drinks break per innings	Innings break
20 overs	180 minutes	80 minutes	5 minutes	10 minutes
30 overs	270 minutes	120 minutes	5 minutes	20 minutes
40 overs	355 minutes	160 minutes	5 minutes	25 minutes
50 overs	440 minutes	200 minutes	5 minutes	30 minutes

16.3. If the innings of the team batting first is completed prior to the scheduled time for the interval, the innings break shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

16.4. Under conditions of extreme heat the umpires may permit extra intervals for drinks.

16.5. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

17. Law 14 - Declaration and Forfeiture

17.1. Law 14 shall apply (the respective clause of the Twenty20 PC's shall not apply):

18. Law 19 – Boundaries

18.1. Law 19 shall apply (the respective clauses of the ODI PC's shall not apply), with the exception of § 6 above.

19. Law 21 – The Result

19.1. Law 21.2 - 'A win - one innings match' and law 21.4 – 'A tie' shall apply subject to the following:

19.2. For a result to be obtained the team batting second must have the opportunity of batting for the same number of overs as allocated to the team batting first. Otherwise, the match is treated as a No-Result (Abandoned), except for knock-out matches.

19.3. Similarly, if a match cannot safely be completed, e.g. because conditions become unsuitable for play, the match is treated as a No-Result (Abandoned), except for knock-out matches where the result will be decided pursuant to 28.4.

19.4. In knock-out matches (like a semi-final or a final), when it is not possible to achieve a result the match will, weather and ground conditions permitting, be decided by a Bowl-Out. When the umpires deem the weather and/or ground conditions unsafe for a Bowl-Out, the match will be decided by drawing lots.

19.5. In the event of a tie in knock-out matches (such as a semi-final or final);

- a. the winner of the match will be the team that has lost the fewer wickets.
- b. If it is not possible to determine a winner in this way, the winner of the match will be the team that had the higher run-rate during the match
- c. If it is not possible to determine a winner in this way, the winner of the match will be the team that won the match between the two teams in the group stages
- d. If it is still not possible to determine a winner, the winner of the match will be decided by the toss of a coin.

19.6. No other methods, such as Duckworth-Lewis, mutual agreement, etc may be used to

decide on the result of a match.

20. Procedure for Bowl Outs

- 20.1. Five players from each side will bowl over-arm two deliveries each at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a distance of 22 yards with bowling, popping and return creases (conforming to Law 9).
- 20.2. The first bowler from team A will bowl two deliveries, then the first bowler from team B will bowl two deliveries, then the second bowler from Team A will bowl two deliveries and so on. The side which bowls down the wicket (as defined in Law 28.1) most times shall be the winner.
- 20.3. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis. Only if circumstances make the contest impossible, shall the match be decided by the toss of a coin.
- 20.4. The following shall also apply in respect of 'bowl-outs':
 - a. The decision over which team will bowl first in the bowl-out will be made with the toss of a coin.
 - b. The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval.
 - c. If a bowler bowls a 'no ball' it will count as one of his two deliveries but will not count towards the score of the team.
 - d. The five cricketers to take part in the 'bowl-out' must be selected from the original 11 cricketers on the team sheet.
 - e. Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

21. Law 24 – No Ball

- a. There will be no Free Hit after a foot fault no ball in Twenty20 matches.

22. Law 41 – Fielder

- 22.1. Law 41.2 - Fielding the ball. Clause 41.2.3 of the ODI PC's is replaced by the following:
- 22.2. Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.5m). The ends of each semi circle are joined to the other by a straight line drawn on the field on the same side of the pitch.
- 22.3. Fielding restrictions will be in place, the duration of which will depend on the length of the match. The duration of the restrictions will be as follows:
 - a. 20-24 overs: 6
 - b. 25-26 overs: 7
 - c. 27-29 overs: 8
 - d. 30-33 overs: 9
 - e. 34-36 overs: 10
 - f. 37-39 overs: 11
 - g. 40-43 overs: 12
 - h. 44-46 overs: 13
 - i. 47-49 overs: 14
 - j. 50 overs: 15
- 22.4. During the period of fielding restrictions, only two fielders are permitted to be outside the fielding restriction marking at the instant of delivery – if more than 2 fielders are outside the fielding restriction marking a No Ball will be called.
- 22.5. For the remaining overs, only five fielders are permitted to be outside the field

restriction marking at the instant of delivery. If more than 5 fielders are outside the fielding restriction marking during this period of the game when the ball is bowled a No Ball will be called.

- 22.6. Two inner circles shall be drawn on the field of play. The circles have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles is 15 yards (13.72 metres). The segment of the circles reserved for the slip positions shall not be demarcated.
- 22.7. During the period of fielding restrictions there must be a minimum of two stationary fielders within the 15 yard restriction of the striker at the instant of delivery. When a fast bowler is bowling, the two stationary fielders may be permitted to stand deeper than 15 yards (in the non-demarcated area) provided that they are standing in slip, leg slip and gully positions. If there are less than 2 stationary fielders within the inner circle during the period of fielding restrictions when the ball is bowled a No Ball will be called.

23. Law 42 – Fair and unfair play

- 23.1. Law 42.6. (a) (ii) - Dangerous and unfair bowling - Bowling of fast short pitched balls: This Law will apply with the exception that the word 'shoulder' replaces 'head'

24. Group stages

- 24.1. Points awarded during the group stages of matches will be as follows:
- (i) The winning team will receive 4 points
 - (ii) The losing team will receive 0 points
 - (iii) If an open league match is tied both teams will receive 2 points
 - (iv) If a match is cancelled both teams will receive 2 points
 - (v) If a match is abandoned both teams will receive 2 points
 - (vi) In the case of a walkover the offending team will receive 0 points and the opposition will receive 4 points
- 24.2. If at the end of any group stage two or more teams are equal on points, the final positions will be determined as follows:
- (i) using net run rate (NRR), based on the following formula:

$$NRR = \frac{\text{total runs scored}}{\text{total balls faced}} - \frac{\text{total runs conceded}}{\text{total balls bowled}}$$

(Notes: (a) if a team is bowled out then the full quota of overs will be considered to have been faced, not the amount actually faced; (b) if a game is abandoned before a result is obtained the scores at the time of abandonment will be used in the NRR calculation).

(ii) If it is not possible to differentiate teams based on NRR, then the results of any matches between the teams in the group stages will be used to decide the final positioning.

(iii) If it is not possible to differentiate teams based on either of the above two criteria, the final positioning will be determined by drawing lots.

25. Clothing and Equipment

- 25.1. All players shall wear normal, predominantly white, clothing above the waist. This may be relaxed in the case of a substitute, in which case he shall not field within the field of vision of the striker.
- 25.2. If the clothing is not predominantly white, the umpires are authorised to ask the offending team to change their clothing. If this is not possible:
 - a. the team will be allowed to play as long as the bowlers wear a colour that does not, in the opinion of the umpire, coincide with the colour of the cricket ball.
 - b. the team will not be allowed to play if, in the opinion of the umpires, the bowlers wear a colour that is similar to that of the ball. In such cases, a walkover will be awarded.
- 25.3. Umpires are required to report teams whose clothing does not meet the requirements as stated above to the Competitions Manager. In such cases, the Competitions Manager and Executive Committee can decide to not let clubs play in the offending clothing.

26. Youth Safety

- 26.1. Age groups are defined by the player's age at midnight on 31 August in the year prior to the relevant season.
- 26.2. Any player under the age of 18 (on the day of the match) must wear a helmet with a faceguard when batting and when standing up to the stumps when keeping wicket against a hard ball. This applies for all speeds of bowling.
- 26.3. 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 if the player is keeping wicket or fielding behind the wicket on the off side, until the batsman has played at the ball. A fielder shall be allowed to move into the restricted area to make a catch or field the ball provided that they were outside the area when the stroke was made.
- 26.4. For players in the Under 13 age group and below the distance is 11 yards (10 metres).
- 26.5. These minimum distances apply even if the player is wearing a helmet.
- 26.6. 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.
- 26.7. 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 when fielding within 6 yards (5.5 metres) of the bat, except if the player is keeping wicket and not standing up to the stumps or is fielding behind the wicket on the off side.
- 26.8. The ECB Fast Bowling Directives will apply to all matches in all ÖCV-ACA Competitions:

Age	Max overs per spell	Max overs per day
Up to 13	5 overs per spell	10 overs per day
U14, U15	6 overs per spell	12 overs per day
U16, U17	7 overs per spell	18 overs per day
U18, U19	7 overs per spell	18 overs per day
- 26.9. 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.
- 26.10. Umpires are instructed to ensure that this Playing Condition is strictly adhered to in all circumstances.