

- b. After giving the captain/responsible adult some time to resolve the situation, ask them if their team is refusing to play.
- c. If they confirm this or have not resolved the situation, award the game to their opponents.
- d. Leave the field of play and report the events and individuals involved to the authority responsible for the game.

ECB Fast Bowling Regulations for players aged 19 and below

Notes:

- 1. These Regulations only apply in hard ball cricket.
- 2. Where 'age' is referred to (e.g. in the table below), it means the player's age on the day of the match.

AGE	MAX. OVERS PER SPELL	MAX. OVERS PER DAY
11 and below	4	8
12 & 13	5	10
14 & 15	5	12
16 & 17	6	15
18 & 19	7	18

Definition: a fast bowler is defined as a bowler who attempts to deliver the ball at high intensity. This includes seam bowlers, swing bowlers and medium pace bowlers. Once a bowler has bowled, or attempted to bowl, one ball at high intensity, they are deemed to be a fast bowler.

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- 2. If the umpires are ACO Full Members and/or League appointed umpires, they are required to:
 - a. Apply Law 41.9 – time wasting by the fielding side.
 - b. Advise the captain of the fielding team that this is a first and final warning and advise the batters that you have done this.
 - If the bowler or captain still refuses to comply, then the umpires are required to:
 - a. Whether it is during or between overs, award 5 penalty runs to the batting side.
 - b. Advise both batters and both captains.
 - c. Report the individuals involved to the authority responsible for the game.
 - If the bowler or captain still refuses to comply, then the umpires are required to:
 - a. Advise the captain and/or their responsible adult that unless the bowler is replaced, their team will be deemed to be refusing to play and the game will be awarded to their opponents (Law 16.3.1.2).

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Once a player bowls 'fast', they must stop once they hit their spell limit, regardless of how many deliveries were fast. If, for example, the maximum number of overs per spell is 5 and the player bowled spin for their first 3 overs, they would then be permitted to bowl only 2 overs of 'fast'.

Rest period: having completed a spell, the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of their spell has been bowled from the same end. A bowler can change ends without ending their current spell provided they bowl the next over that they legally can from the other end.

Interruptions: if play is interrupted, for any reason, for less than 40 minutes, any spell in progress, if continued after the interruption, is limited to the maximum number of overs shown above.

If play is interrupted, for any reason, for more than 40 minutes, a bowler can commence a new spell immediately.

T20 or shorter formats: in matches scheduled to be 20 overs or less per team and provided the Regulations limit bowlers to a maximum number of overs no more than the maximum allowed per spell, the overs can be bowled at any time (i.e. bowlers are not required to have a rest period equivalent to the number of overs in a spell before bowling again).

Fast/Spin Bowling: a fast bowler cannot exceed their maximum number overs per day even if they subsequently bowl spin.

If the bowler bowls spin without bowling fast and exceed the maximum number of overs in a spell, the maximum will apply as soon as they bowl fast. (i.e. they will be unable to bowl another delivery until the same number of overs as in the spell have been bowled from the same end).

Exceeding the permitted number of overs

Once either umpire becomes aware that a bowler is about to, or has, exceeded the maximum number of overs in a spell, or the day, no further play will be allowed until the matter is resolved.

The umpire will tell the captain to immediately replace the bowler with another who is eligible to bowl the over – the over (or part over) will count towards the new bowler's maximum limits.

If the matter is not/cannot be resolved, then the umpires will adopt the following procedures.

1. If the umpires are non ACO members, 'player officials' or occasional umpires, they are required to:
 - a. Refuse to continue to umpire the match and leave the field of play.
 - b. Report the matter and those involved to the authority responsible for the match.