



SHROPSHIRE CRICKET BOARD – JUNIOR LEAGUES – UNDER 13 HARD BALL T20 COUNTY

RULES / RECOMMENDATIONS

The Aim of the League

To encourage the development of young cricketers and to ensure the values of cricket are upheld.

The Laws of Cricket shall apply with the following exceptions:

- All players must be 13 years or under on the day of the fixture. (Girls 14years or under)
- In addition, **TWO** players can be a year over 15 or under on the day of the fixture.
- *No County Players are eligible to play down.*
- A player cannot play for more than one team/club in the same age group competition during the season.

However, if Club A does not have say an U15 team and an U13 player wishes to stretch themselves and are good enough, we would not prevent them playing for Club B U15.

Any players that wish to play for another team, whether that be for the same club or other, written permission must be requested to the league organiser.

Pitch

The stumps shall be 28 ins above the ground and 9ins wide.

The pitch shall be 19 yards in length.

The Boundary size should be between 40 - 50 metres (43.7 – 54.7 yards) diameter – *can be adjusted to suit ground, other matches, obstacles etc.....*

To be marked by painted line, rope, flags or cones at equal distance apart.

Ball

The ball weight shall be a **PINK** 4 $\frac{3}{4}$ ozs (135gms) leather ball.

Play Cricket

All players will need to be registered on the club Play Cricket site to allow home sides to complete result details on the League website. Players can only play for ONE team/club *in an age group* during a season.

All detail relating to the result of a fixture and players listed **MUST** be uploaded onto Play Cricket by **NO LATER** than 48 hours following the completion of the match.

Failure to do so will result in a two-point deduction.

Teams

Each team shall comprise 11 players

Mixed gender teams – girls can play one year down

County or District age group players are eligible. *No County players are eligible to play down.*

Start

The away team will bat first.



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Game

Each game shall consist of one innings per team, each innings shall be 20 overs in duration. A reduction in game length for weather/conditions can be agreed but must be done prior to the start of the game.

Helmets and the appropriate personal protection – pads, gloves, protectors etc are to be worn by batsmen at all times and the wicket keeper when he is standing up or comply with current ECB Guidelines

Batting & Scoring

A batter may be out bowled, caught, run out, stumped, hit wicket, LBW.

Runs will be scored in the normal way as will byes.

- 1.1 2 runs will be awarded to the batting team for each wide ball and no ball bowled, but no extra ball will be allocated except in the final over of each innings when, in addition to the 2 runs an extra ball will be bowled.
- 1.2 When a batsman reaches or passes the personal total of **50 runs**, they must 'retire' and will be allowed to return if all wickets fall.
- 1.3 The innings will conclude, when the entitled overs have been bowled, the batting side has lost all of their wickets (no last batter standing). There are no declarations permitted.
- 1.4 The second team then bats for their allotted overs.

Bowling & Fielding

No bowler shall bowl more than 4 overs in a match. 6 bowlers on the fielding side must be used, with the exception of the wicket keeper. If playing reduced overs the maximum number of overs per player must be adjusted pro-rata but remain at 6 bowlers to be used.

Bowling will take place from both ends.

Bowling will be overarm.

If the ball bounces more than **ONCE** or rolls along the ground before it reaches the popping crease a no ball should be called.

A front foot no ball will **NOT** be followed by a Free Hit.

Players on the fielding side DO NOT need to rotate fielding positions.

With the exception of the wicketkeeper no fielder may field within 10 yards of the wicket, measured from the middle stump except behind the wicket on the off-side. A fielder may move into the restricted area to field a ball provided he/she was outside the area when the stroke was made.

The Result

The winning team shall be the side scoring the higher number of runs.

In the event of the scores being equal the match shall be deemed a tie regardless of wickets lost.

20 points for the winning side, no bonus points.

Bonus points for the losing side – as below.

1pt for every two wickets taken.

1pt for every 25 runs scored once the team score of 50 has been reached, up to maximum of 5 points (150 runs)

Abandoned games due to weather 5 points each plus bonus points achieved.

Cancelled games – 1 point each



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Tied games will be 5 points each plus bonus points.

Conceded game – Team Conceding -10 points, Team conceded to 20 points

If at the end of the Group Stage fixtures being played, League points are level – nett run rate will be applied to decide final placings.

Glossary

An over

An over consists of 6 balls.

LBW

In the very simple terms, a batter can be given out if the umpire feels that a ball, which hits the batter's leg, would have hit the stumps.

Byes & Leg byes

If a batter misses the ball, or if it hits their body, they may still run and score byes or leg byes.

Wide ball

A ball that is too far from the batter to strike will be called a wide.

As a guide, a wide-ball should be called if the ball passes the batsman (without contact) wider than 1.5m either side of the middle stump or wider than the return crease.

In the last over of an innings all wides shall be bowled again and will count as 2 runs plus any runs scored as a result of running or boundary.

No ball

If a ball bounces more than ONCE before reaching the batsman, or if it reaches the batsman above WAIST height without bouncing, it will be called a no ball.

A batsman may hit a no ball and if the shot results in more runs being scored, that score will count and the runs for the no ball.

In the last over of an innings all no balls shall be bowled again and will count as 2 runs plus any runs scored as a result of running or boundary.

A front foot no ball will NOT be followed by a Free Hit

Disputes

Any disputes will need to be passed to the League Administrator. Their decision will be FINAL and BINDING on all.

Players, Officials and Supporters - Welfare & The Spirit of Cricket

We wish for all those involved to play in the true spirit and ensure all those playing are treated with respect and respect those they play against.

No form of abusive or foul language or body language that infers the same will not be tolerated whether against other player, officials or indeed through frustration of oneself in poor performance. Throwing personal equipment in frustration is also not tolerated.



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We wish for players who are playing to feel safe and not intimidated verbally, physically or through any other form of harassment and bad conduct.

We want teams to play fair, enjoy the game and play with a smile on their faces.

Disciplinary measures following the ECB's GCR process (**General Conduct Regulations**) may be taken, and teams may be deducted points or removed from the League if any incident on-field or off field) of this nature warrants such a measure. Further possible safeguarding matters may be referred to the Cricket Shropshire County Safeguarding Officer or higher for action should any matter be deemed serious enough.

This competition will be governed in line with the General Conduct Regulations and Anti-Discrimination code. For further details please visit our website:

<https://cricketshropshire.co.uk/>

Shropshire Cricket Board.

