

RULES / RECOMMENDATIONS

The Aim of the League

To encourage participation of all abilities – for the enjoyment and fair play by all participants
The Laws of Cricket shall apply with the following exceptions:

- All players must be 11 years or under on the day of the fixture. (Girls 12 years or under)
- **Two** male players can be one year over, 12 years of age on the day of the fixture.
- Any number of female players can play **one year** down
- In addition, a maximum of **TWO** male players can be a year over, 12 years on the day of the fixture.
- Players on our **Early Engagement Programme** are **NOT eligible to play down**.
- A player cannot play for more than one team/club in the same age group competition during the season without a written request to the League organiser 48 hours prior to the fixture.

Any players that wish to “transfer” to another team, whether that be for the same club or other, written permission must be requested to the league organiser 48 hours before the date of the next fixture.

Pitch

The stumps shall be 27 ins above the ground and 8 ins wide.

The pitch shall be 17 yards in length.

The Boundary size should be approx 35 metres (38.15 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 shall be a Junior Flipper/Incrediball, which can be pink or red No “windballs”.

Teams

Each team shall comprise 8 players (if both teams agree prior to match teams of 10 can be used)

Mixed gender teams are positively encouraged – girls can play one year down.

If teams have larger squads we would encourage rotation but **not to seek** an unfair advantage.

County age group players are **NOT eligible**.

Player eligibility

All players **will need** to be registered on the club and competition Play Cricket site to allow home sides to complete result details on the League website. A player can play for the club hard ball team as part of their progression, but we would ask Managers/Coaches to consider this is a “Development” league, so players dropping down from hard ball should be done not to seek an unfair advantage on opposition. It might be to regain confidence or improve their experience from hard ball.

Play Cricket

Fixtures will be uploaded onto the competition Play Cricket website ahead of the playing season.

Match dates will be based on week commencing dates for Season 2026, W/C begins on the

SHROPSHIRE CRICKET BOARD – JUNIOR LEAGUES – UNDER 11 DEVELOPMENT PAIRS

Sunday. Clubs are encouraged to have early engagement to agree a suitable match day/time. Failure to agree will result in the match day being defaulted to the Sunday of the W/C published on the fixtures.

All detail relating to the **result** of a fixture MUST be uploaded onto Play Cricket by NO LATER than 48 hours following the completion of the match. The home side are responsible for uploading the match details with all players participating listed.

Away managers/coaches must agree the match details on Play Cricket no later than 72 hours from the completion of the match. This is done by going to the match result and ticking the away box.

Failure to do any of the above will result in a two-point deduction.

Start

The AWAY side bats first.

Game

Each game shall consist of one innings per team, each innings shall be a minimum of 16 overs but can be 20 overs in duration depending on number of participants. For a result to be considered, a minimum of 8 overs per innings should have been played (i.e weather). To be agreed prior to match day.

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

Batting & Scoring

The batting side shall be divided into pairs each pair shall bat for 4 overs. Pairs shall change at the end of every 4th over.

Each team starts with a batting score of 200 runs

Each time a batter is out, 5 runs are deducted and the other batter of the pair faces the next ball. A batter may be out bowled, caught, run out, stumped, hit wicket.

There is **no LBW law** unless the batter deliberately blocks the ball with a leg or a foot.

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 two overs** of each innings when, in addition to the 2 runs an extra ball will be bowled.
- 1.2 At the end of the first 4 overs, the first pair of batters retire and are replaced by the second pair until all pairs have batted 4 overs each. (2 overs if playing 8 or 10 overs)
- 1.3 The second team then bats for their allotted overs.

We would actively encourage Managers/Coaches/Umpires to endeavour that all players have an equal number of balls faced when batting where possible.

Bowling & Fielding

Each player on the fielding side **must** bowl, which can include the Wicket Keeper. A maximum of 3 overs per player – 16 overs, 4 if playing 20 overs. (Maximum of 2 if playing 8 or 10 overs)

Bowling will take place from one end only.

Bowling should be overarm where possible - *Overarm bowling should be encouraged with the first ball of each over overarm every time. If no amount of coaching and encouragement can*



SHROPSHIRE CRICKET BOARD – JUNIOR LEAGUES – UNDER 11 DEVELOPMENT PAIRS

achieve overarm bowling, even from a base start, then the rest of the over can be bowled underarm.

The 'double bounce' rule should be applied i.e. if the ball bounces more than TWICE or rolls along the ground before it reaches the popping crease a no ball should be called.

If a player is clearly struggling with the distance the umpire can allow the bowler to bowl from beyond the popping crease, without it being deemed a front foot no ball.

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.

4 points for the winning side, 1 point for the losing side.

Abandoned games due to weather: 2 point each. Cancelled games – 1 point each

Tied games will be 2 points each.

The divisional winners will be the team who have the highest points once all fixtures have been played. If there is a tie, nett run rate will be the deciding factor. Cricket Shropshire will provide a team trophy at the end of the season, no individual medals.

Glossary

An over

An over consists of 6 balls.

Byes

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

Wide ball

A ball that is too far from the batter to strike will be called a wide (should be agreed before games commences)

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.

If a ball results in more than 2 wides, they will be added to the batting team's score and the two runs for the wide. For example, a bowler delivers a ball so wide it is missed by the wicketkeeper and crosses the boundary for 4. 6 runs are given to the batting side.

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



SHROPSHIRE CRICKET BOARD – JUNIOR LEAGUES – UNDER 11 DEVELOPMENT PAIRS

No ball

If a ball bounces more than TWICE 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 2 runs.

Other than in the last over of an innings where all wides and no-balls shall be bowled again and will count as 2 run plus any runs scored as a result of running or boundary.

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.

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**) will 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 SCB 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, Anti-Discrimination code and ECB Safe Hands policy.

[General Conduct Regulations 2023](#)

Shropshire Cricket Board.