



SHROPSHIRE CRICKET BOARD – JUNIOR LEAGUES – UNDER 11 DEVELOPMENT PAIRS

RULES

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 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.

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 40 metres (43.7 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.

Teams

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

Mixed gender teams – girls can play one year down

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

County or Early Engagement Programme age group players are eligible. (**No County players to play down a year**)

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 club *in an age group* during a season.

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.

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Start

The away team bats first.

Game

Each game shall consist of one innings per team, to constitute a game each innings shall be a minimum of (8 overs) general fixtures shall be 16 but can be 20 overs in duration depending on number of participants. To be agreed prior to match day.

Helmets and the appropriate 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

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 all players have an equal number of balls faced when batting where possible.

Bowling & Fielding

Each player on the fielding side must bowl, except for 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 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.

Except for 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.

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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 on Play Cricket will be the deciding factor.

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. This law will not be used unless a batter deliberately blocks or kicks the ball away with the leg or foot.

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

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.

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



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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**) 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, Anti-Discrimination code and Safe Hands Policy.

[General Conduct Regulations 2023](#)

Shropshire Cricket Board.

**CRICKET
SHROPSHIRE**