



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 14 years or under)
- In addition, **TWO** players can be a year over, 14 years 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 9 ins 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 ¾ 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 club *in an age group* during a season.

All detail relating to the result and player listing of the fixture **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 8 - 10 players

Mixed gender teams – girls can play one year down

County or District age group players are eligible. *County players are not eligible to play down.*

Start

The away team bats first.



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 coin toss. **On the first occasion that a team plays the opposition, this fixture will be Pairs Format. On the return fixture, the fixture will be T20 format. OR as indicated on the fixture list where there are not return fixtures.**

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

Pairs

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 over 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 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.



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.

T20

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.

- 1.4 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.
- 1.5 When a batsman reaches or passes the personal total of **30 runs**, they must 'retire' and will be allowed to return if all wickets fall.
- 1.6 The innings will conclude, when the entitled overs have been bowled, the batting side has lost all of their wickets (no last batter stands). There are no declarations permitted.
- 1.7 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.

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.

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.

5 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 3 points each.

Conceding a game will result in 5 points to the conceded to team and -3 points to the conceded by team.

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.



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. A ball will not be called a wide, no matter how wayward it may be, if the batter manages to hit it.

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.

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.

SHROPSHIRE CRICKET BOARD – JUNIOR LEAGUES – UNDER 13 HARD BALL Pairs/T20 REGIONAL



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.

