

WILTSHIRE YOUTH CRICKET LEAGUE

RULES FOR SEASON 2018

Note: throughout these rules, options shown *in bolded italics* separated by an oblique ('/') indicate the options for **Under-11, Under-13, Under-15** age groups respectively. These rules cover U11 T20, U11 Pairs, U13 longer form, U13 T20, U15 longer form and U15 T20 matches. Longer form cricket refers to non T20 matches. Where an option applies to one or two age groups only, this will be made clear in the text.

1. Player qualification

- a) Each player must be a bona fide member of the club represented.
- b) No player shall play for more than one club in the same age group and competition but may play for more than one club providing this is in different age groups or different competitions within the same age group. Longer form and T20 count as different competitions for this purpose. Any club fielding an ineligible player shall forfeit all points gained from all matches in which the player plays.
- c) All competing Clubs must maintain a register of the dates of birth of its youth members.
- d) All players must be under the age of **11 / 13 / 15** at midnight on 31st August in the year prior to the competition, and in school year **6 / 8 / 10** or below as appropriate for the age group concerned.
- e) Clubs must be completely satisfied that players who are more than two years younger than the appropriate upper age limit at midnight on 31st August in the year prior to the competition, have the ability to perform in the age group for which they have been selected.
- f) Girls will be allowed to play in a lower age boys group. Following ECB rules, this is two years i.e. year 8 in U11, year 10 in U13 and year 12 in U15.
- g) Competing Clubs must have effective Personal Accident insurance that adequately covers junior players.
- h) Notwithstanding rule 1 b) above, in the interest of 'Getting the Game On', players may be loaned from one club to another and, in exceptional circumstances, play for one club's first and second teams. The league relies on clubs to uphold the 'Spirit of Cricket' and not abuse this rule.

2. League entry fee

- a) The Treasurer will inform Clubs of the entry fee for the Competition before the start of the season.
- b) Entry fees must be paid within fourteen days of the receipt of the notification.

3. Playing regulations

- a) All matches shall be played in accordance with the Laws of Cricket except for the specific provisions in these rules.
- b) Except for U11 Pairs' matches (see 3 n) below) each team shall consist of eleven players.
- c) The pitch shall be **20 / 21 / 22** yards in length.
- d) The ball to be used shall be **4 ¾ oz / 4 ¾ oz / full size**. If either side provides a new ball, its use for both innings must be agreed before the toss. Otherwise two balls in very good condition shall be used, one for each innings.
- e) A team arriving more than fifteen minutes after the appointed starting time shall forfeit the toss.
- f) U11 T20, U13 T20, and U15 T20 matches will be 20 overs per side with no declarations. The duration of the longer form matches are as follows: U13 Div 1 (70 overs), U13 Div 2 (60 overs), U15 Div1 and Div 2 (80 overs). In these matches, the team batting first shall not bat for more than half the total overs i.e. 35 overs (U13 Div 1), 30 overs (U13 Div 2), or 40 overs (U15 Div 1 and Div 2). It may declare its innings closed at any time up to that point. If the side batting first declares or is bowled out before receiving its maximum entitlement of overs then any unused complete overs are passed to the side batting second.
- g) In U11 T20, U13 T20, and U15 T20 matches no bowler shall bowl more than 4 overs. In the longer form matches, no bowler shall bowl more than 7 overs (U13 Div 1), 6 overs (U13 Div 2) or 8 overs (U15 Div1 and Div2). However, if by way of declaration or being bowled out, the overs available for the side bowling second increase, the entitlement for each bowler will increase by one over for each additional 5 overs available e.g. in an U13 Div 1 game if 40 overs are available each bowler may bowl a maximum of 8. However, team managers should ensure that ECB directives are observed with regard to the age and type of each bowler.
- h) No fielder except the wicket keeper and those behind the wicket on the off side shall be nearer than eleven yards measured from the middle stump of the striker's wicket in U13 and U11 matches and eight yards in U15 matches.
- i) Umpires and Team Managers may give guidance to team members providing that such guidance does not impede the progress of the match unnecessarily.
- j) In longer form matches there shall be a tea interval of 25 minutes between innings unless mutually agreed otherwise by the Team Managers
- k) A maximum time out not exceeding 5 minutes may be called in Under 13 and Under 15 matches. One time out per team may be permitted and should be taken at the end of an over.
- l) In all U11 T20, U13 T20, and U15 T20 matches, a batsman will retire having reached 50 but may return if he/she is the only available batsman i.e. in normal circumstances 9 wickets are down. If more than one batsman has to retire, they return in the order that they retired.

- m) With the exception of U11 Div 2N, U11 Div 2S and U11 Pairs (see 3 n) below) all overs will consist of 6 legal deliveries. In U11 Div 2N and Div 2S and in the event of invalid deliveries, i.e. wides and no balls, there will be a maximum of 8 deliveries per over for overs 1-18. Each delivery will be scored uniquely. In extremis, an over of 8 wides will be scored as such for example. Overs 19 and 20 will have no maximum in the event of invalid deliveries.
- n) Rules for U11 Pairs are as follows:
- Clubs can agree to play matches with teams of 8 or 10 players
 - Matches are 16 overs per side (8 players per team match) or 20 overs per side (10 players per team match).
 - Matches will be played under Barrington rules: batting side starts with 200 runs, runs are added as scored and 5 runs are deducted for each wicket lost.
 - The batting side shall be divided into pairs and each pair shall bat for 4 overs.
 - Batters change ends at the fall of each wicket except on the last ball of the over.
 - Bowlers can bowl a maximum of 3 overs (8 players per team match) or 4 overs (10 players per team match).
 - Team managers can agree before the start of play to award one run for wides and no balls and to add an extra ball or to award two runs for wides and no balls and not add an extra ball.

4. Fixtures

- a) The league committee is empowered to decide the league composition to facilitate the smooth running of the league.
- b) Wherever possible, no fixtures will be made on the dates of District representative matches.
- c) Fixtures will be played on the same dates as full county fixtures. This will not be an acceptable reason for the postponement of a match.
- d) Clubs have until 31st March to rearrange as many games as they wish. Any rearrangement must be agreed by both managers with the revised date and venue communicated to the League Administrator.
After this date rearrangements are only permitted in the following circumstances:
U13 and U15 longer form
- Teams can rearrange games up to 3 days before the scheduled date. Any rearrangement must be agreed by both managers with the revised date and venue communicated to the League Administrator within 24 hours.
U11 T20, U11 Pairs and U13/U15 T20
- Matches can be rearranged, including matches cancelled due to poor weather, up to the scheduled date. Any rearrangement must be agreed by both managers with the revised date and venue communicated to the League Administrator within 24 hours.
- e) If a team is unable to fulfil a fixture, the opposition Team Manager must be notified by 2100 six days before the fixture is due to be played e.g. on the Monday if the fixture is due to be played on a Sunday. If this is done, no fine will be imposed on the team cancelling the match. In all cases positive communication with the opposition team should be made in the event that a game should be cancelled.
- f) Normal starting times are 10.30 for morning games and 1.00 for afternoon U13 and U15 games including T20 matches. There is full flexibility to amend the start time providing both clubs involved agree and this is communicated and agreed by the league provided at least a week's notice is given. For evening games, the start time is 6.15.

5. Provision of Teas

A tea will be provided in Under 13 and Under 15 longer form games with the cost to be borne by the home team.

6. Penalties

- a) Any team cancelling a match less than 6 days before the scheduled date will receive a fine of £10. For example this means after 2100 on the Monday before a Sunday fixture.
- b) Any team cancelling a match for a non-weather related reason will forfeit 10 points in U11 T20 and U13/U15 longer form games. In U11 Pairs and U13/U15 T20 matches the team cancelling will forfeit 1 point. The match will be treated as 'cancelled' and not considered in the 'number of matches played' used to determine 'average points'.
- c) Home teams failing to comply with rule 8 (Notification or Results) will be fined £10 for the first occurrence, increasing by £5 for each successive occurrence per club e.g. the second offence will result in a fine of £15 etc.
- d) Any club that fails to send a representative to any of the three planned meetings held during the year i.e. the pre season meeting, end of season meeting or AGM will incur a fine of £10 for each occasion.
- e) For matches cancelled after 6p.m. on the Friday before a Sunday fixture and for reasons other than those weather related, a fine of £50 will be payable to the other club. This will be paid within two weeks of the original fixture date to the league for onward payment at the end of the season.

7. Inclement weather

- a) It will be the responsibility of the home Team Manager to decide whether the match should start if the playing area has been affected by inclement weather.
- b) The number of overs will not be reduced until 30 minutes have been lost. After that c)-f) applies for U13 and U15 longer form games.
- c) Weather interference before the match - for every 6 mins lost after the initial 30 mins reduce the aggregate overs by 2 overs. The resultant number of overs is divided equally between the two sides. A minimum of 40 overs shall constitute a game. The side batting first will not be able to bat additional overs.
- d) Weather interference during the innings of the team batting first - for every 3 mins lost after the initial 30 mins, one over is taken from the maximum allowed for the side batting second. The team batting first will complete its allotted overs i.e. 30,35 or 45. There will be no facility for the team batting first to bat additional overs if weather interferes with its innings. The side batting second must be allowed a minimum of 20 overs to constitute a match. The run rate of the team batting first will be calculated. The team batting second must score the run rate of the team batting first times the number of allotted overs plus one run (ignoring decimals) to win.
- e) Weather interference during innings of the team batting second - for every 3 mins lost after the initial 30 mins, one over is taken from the side batting second. The side batting second must be allowed to bat 20 overs to constitute a game. The run rate of the team batting first is multiplied by the overs allowed to the team batting second plus one run (ignoring decimals). If the team batting second has already passed the total calculated using the run rate multiplied by 20 overs but hasn't batted 20 overs they will be awarded the match.
- f) The number of overs allowed by each bowler will be reduced in proportion to the total number of overs agreed.
- g) There is a general presumption that in the event of inclement weather, common sense will prevail to ensure that the safety of players is upheld.
- h) In 20 overs matches, reduced overs may be agreed by both managers at the start of the game

8. Notification of results

- a) It will be the responsibility of the home team to enter the result on the website as soon as possible after the completion of the game and at the latest by midnight on the following day e.g. for a match played on Sunday by midnight Monday.
- b) Full details of notable performances including full names should be included as this aids the press summaries and the end of season awards.

9. Points scoring

- a) League positions shall be decided on the average points gained during the season. If two or more teams are level on average points, the total number of wins will determine their position. If still equal the result between the teams (points scored) will be the determinant.
- b) In the case of a game being cancelled for weather related reasons, no points are awarded and the game will not count in the calculation of the average points for the season.
- c) Batting bonus points for runs scored (U11 T20/ U13 longer form/ U15 longer form only).
 - i) For scoring 50 runs score 1 / 0 / 0 point.
 - ii) For scoring 75 runs score 2 / 1 / 1 points.
 - iii) For scoring 100 runs score 3 / 2 / 2 points.
 - iv) For scoring 125 runs score 4 / 3 / 3 points.
 - v) For scoring 150 runs score 5 / 4 / 4 points.
 - vi) For scoring 175 runs score 5 / 5 / 5 points
 - vii) For scoring 200 runs score 5 / 6 / 6 points
- d) In U11 T20/ U13 longer form/ U15 longer form matches, there are additional bonus points awarded to sides winning when batting second with at least five wickets in hand. Note also 9 h) for U11 T20 limit on total bonus points from batting.
 - i) A side winning by ten wickets receives an additional 6 bonus points in U13/U15 matches, 5 bonus points in U11 T20.
 - ii) A side winning by nine wickets receives an additional 5 bonus points in all age groups.
 - iii) A side winning by eight wickets receives an additional 4 bonus points in all age groups.
 - iv) A side winning by seven wickets receives an additional 3 bonus points in U13/U15 matches, 4 bonus points in U11 T20.
 - v) A side winning by six wickets receives an additional 2 bonus points In U13/U15 matches, 3 bonus points in U11 T20.
 - vi) A side winning by five wickets receives an additional 1 bonus point in U13/U15 matches, 3 bonus points in U11 T20.
 - vii) A side winning by three or four wickets receives an additional 2 bonus points in U11 T20 matches only.

- viii) A side winning by one or two wickets receives an additional 1 bonus point in U11 T20 matches only.
 - e) Bowling bonus points (U11 T20 / U13 longer form/ U15 longer form only)
 - i) One point awarded for every two wickets taken.
 - f) Result points
 - i) In **U11 T20/ U13** longer form/ **U15** longer form matches the team scoring more runs gains 10 points for the win.
 - ii) In **U11 T20/ U13** longer form/ **U15** longer form matches where scores finish level both sides gain 5 points for the tie.
 - iii) In **U11 Pairs/U13 T20 /U15 T20** matches there are 2 points for a win, no points for a loss and 1 point for a tie..
 - g) Defaulted fixture. See rule 6(b) (Penalties).
 - h) U11 T20 Batting Bonus Points. There will be a maximum of 5 bonus points from batting available.
10. **Spirit of Cricket.** All team managers should be conversant with the Spirit of cricket and seek to ensure that their teams comply at all times
11. **Clubmark.** The WYCL places great importance on each member club having clubmark status. It is difficult to be prescriptive on this given that clubmark status may in itself be lost following the reaccreditation process. The expectation is that all member clubs will have this status by the start of the 2018 season. If a club loses status, the league will expect that the relevant club will be actively working towards reaccreditation. Similarly, new clubs seeking membership who do not have clubmark status will be expected to be actively working towards clubmark. In the event that a club does not have a current clubmark accreditation at the start of the 2018 season, the implications will be discussed with the CDM for Wiltshire and a decision made as to whether the club will be allowed to participate.