

Sussex Cricket - West Area Junior Leagues  
Rules (Revised March 2019)

*'It is hoped that these competitions will give youngsters an opportunity to experience all the joys of cricket at any early age. The competitions should not in any way detract from the principles of fair play enshrined in the game. There is no place for bad behaviour from players or spectators and it is hoped that standards set will help to establish the fact that the game is played for enjoyment and with the aim of winning, but not at all cost. All normal cricket rules apply with the exception of those in this document.'* Quote from the original softball Rules

## WAJL Rules for Pairs Games

Match day & Time	U10 Matches to be played on Saturdays at 9:30am (U9 Mini Festivals - host club will decide) U11, U12 Matches to be played on Sundays at 9:30am
Player Eligibility	Age limits apply based on school year (1/9 – 31/8). Clubs have a responsibility to ensure that they know and adhere to the correct ages for all of their players. There is no lower age limit but managers are responsible for ensuring the safety of the players. The playing down rule applies; <ul style="list-style-type: none"> <li>• Girls are allowed to play two age groups down.</li> <li>• In certain circumstances, boys may play one year down for development or 'to get the game on' see page 3.</li> </ul> Players to be registered Junior Members of the Club they represent. Players usually may not play for more than one West Area Club during the current season. But see page 4 for cross-Club partnerships. A player selected for a Rep fixture in the afternoon, is not allowed to play a club game in the morning.
Stumps	Suitable junior size stumps must be used; if plastic sets are used bowled decisions will include the ball hitting the base.
Ball size	The Home team is responsible for providing: Softball - a new Incrediball, or mutually agreed alternative Hardball - 4 ¾ oz
Pitch Length	A suitable 15 yard pitch should be used for U9s, 17 yards for U10s, 18 yards for U11s
Pitch	An artificial pitch may be used. Please advise the opposition manager in advance.
Team Size / Over	U9 & u10 between sides of 8 players, 16 overs per innings. U11 & U12 matches are to be played between a min of 4 pairs & a max of 6 pairs. If necessary, the number of overs per innings can be reduced if time is a consideration. 16 overs must be bowled to complete an innings with the Win going to the team with the largest NET SCORE. A tied result is possible.
Bowling	Each player must bowl at least one over with a maximum of 3 (2 in a 16 over innings). Wicket keepers who keep for the entire innings are exempt from bowling. Over arm bowling must take place, unless mutually agreed between managers.
Batting	Players to bat in pairs for 4 overs. Players change ends when out, except when a player is dismissed off the last ball of an over. Wooden or plastic bats may be used in the softball competitions.
Wicket Keeper	Wicket Keepers can be changed during the course of an innings but only at the end of an over. In the softball cricket a wicket keeper is encouraged to wear gloves.
Fielding	Fielding restriction under <a href="#">ECB code</a> must be strictly enforced.

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No Balls & Wides	No Balls and Wides count as 2 runs in addition to other runs scored, including byes & leg byes. No extra ball is bowled in the over, except in the final over of the match, when this rules still applies but 6 legitimate deliveries must be bowled.
Wickets	A deduction of 5 runs is made from the batting side's score for each wicket lost. Teams start with 100 runs credit
LBW	No LBW decisions unless a player deliberately obstructs the path of the ball onto the wicket when they would be deemed to be out under the normal LBW laws.
No-ball	All usual No Ball Laws apply as defined in the <a href="#">MCC – The Laws of Cricket</a> , except for 21.7 'Ball bouncing more than once', where 2 bounces may be permitted in U9 and U10 Softball matches.
Match Officials	Each team to provide an umpire and a scorer.

### WAJL Rules for Traditional 11-a-side Games

Match date & Time	U-17, U-15 U-14, U-12 and U-11 Matches to be played on Sundays at 9:30am. U-13 - Friday league (but see below re Cancellations/Rescheduling).
Player Eligibility	Players to be registered Junior Members of the Club they represent, Players usually may not play for more than one West Area Club during the current season. But see page 4 for cross-Club partnerships. The playing down rule applies; <ul style="list-style-type: none"> <li>• Girls are allowed to play two age groups down.</li> <li>• In certain circumstances, boys may play one year down for development or 'to get the game on' see page 3.</li> </ul> Clubs have a responsibility to ensure that they know and adhere to the correct ages for all of their players. A player selected for a Rep game in the afternoon, is not allowed to play a club game in the morning.
Stumps	Full size.
Ball size	U-11 - 4 ¾ oz U-12/13 – 5 oz U-14/15/17 - 5 ½ oz Balls are available for purchase from the League. Please contact the Committee.
Pitch Length	U-11 – 18 yards U-12 – 19 yards U-13 – 21 yards U-14/15/17 – 22 yards
Pitch	Where possible the home side should provide a grass wicket. It is permissible to use an artificial wicket provided the manager of the home team notifies the opponents at least 48 hours prior to the match being played. It is highly recommended that all U13 and above age groups play on a grass wicket.
Overs	40 overs 20 per innings. (Overs not to be carried over).
Bowling Restrictions	Max of 9 balls per over. 3 overs maximum with a run up not exceeding 15 yards. 'Non-spin' bowlers will also be subject to the <a href="#">ECB Fast Bowling Match Directives</a> .

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Batting Restrictions	On reaching the maximum runs a batsman must retire – not out but are not permitted to return. U11 & U12 20 runs U13 & U14 25 runs U15 & U17 40 runs
Fielding Restrictions	No fielder, apart from the wicketkeeper and slips on the off-side, shall be allowed to field nearer than: U13, 11 yards; U17, 8 yards from the middle stump of the batsman, until the batsman has played the ball. <a href="#">ECB Fielding Restrictions</a> All Clubs are required to abide by the ECB's Safety Guidance Recommendations regarding the wearing of cricket helmets with face guards for all U-18 youth players when batting, or keeping wicket standing-up to the stumps. This is COMPULSORY for ALL players taking part. <a href="#">ECB Helmet Guidelines</a>
No-ball	All usual No Ball Laws apply as defined in the <a href="#">MCC – The Laws of Cricket</a>
Match Officials	Each team to provide an umpire and a scorer.

### WAJL Rules for All formats

Cancellations / Rescheduling	Clubs have the flexibility to move fixtures by date, time and length of game, in the interest of getting the game played. Both clubs must be in agreement for the game to take place. Please update the fixture on PlayCricket.
Player Eligibility (Additional rules)	<p>The WAJL is keen to get as many games as possible played. We would rather see a game played than conceded without being played. Therefore, if a team is struggling to fulfil a fixture due to lack of number of players of the correct age or below, the suggested route for “Getting the game on” they can:</p> <ol style="list-style-type: none"> <li>1. Play overage boys one year down, with the following provisos: <ol style="list-style-type: none"> <li>a. For the “Spirit of Cricket” to field a side for a game to be played</li> <li>b. The player(s) is deemed less experienced and/or new to cricket</li> <li>c. Maximum of 2 overage boys</li> <li>d. Boys must not be involved in representative cricket</li> <li>e. Inform the opposition Manager via email of the plan to field overage boys</li> <li>f. The WAJL reserves the right to amend the result if a club is believed to be breaking the “Spirit of Cricket” re overage players.</li> </ol> </li> <li>2. If it is still not possible to raise a side, more overage players can be used so the game is played (making sure that the overage players are used in the “Spirit of Cricket”), but the game must be conceded.</li> </ol> <p>In addition, in the spirit of “getting the game on”, the WAJL encourages cross-Club partnerships to allow players to participate for more than one club, as long as this is across different age groups. The relevant paperwork must be completed prior to a player playing for a second club, and both clubs must be in agreement, before this is put in place.</p>
Results	The HOME club is responsible for entering the results on the Play-Cricket site within 48hrs of completion of the match. All matches must be played and results notified by 25 <sup>th</sup> August.

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Points	10 points for a win or win conceded 5 points for a tie, abandoned or cancelled 3 point for a loss 0 points for conceded.
League Results	Any club that does not fulfil ALL of their League fixtures may, at the discretion of the WAJL, be removed from the League and all points gained by their opposition shall be ignored in calculating the final League positions at the end of the season. League Winners will be confirmed by a League subcommittee and announced on the SCWAJL PlayCricket website by 31 <sup>st</sup> August. Trophies will be awarded to the winning team in each League.
Appeals	In the event a Club wishes to make an appeal, they should contact the League Secretary within 48 hours, providing full details. The League will consider the matter and aim to respond within 7 days.
Overall	The West Area Junior Leagues are run by the Sussex Cricket West Area Junior League and all decisions they reach are final.