



THE SUSSEX YOUTH CRICKET COMPETITION

MATCH RULES & REGULATIONS [Appendix A to the Constitution]

Approved by Sussex Cricket Foundation

2020

SUSSEX YOUTH CRICKET COMPETITION MATCH RULES & REGULATIONS

[Appendix A to the Constitution]

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MATCH RULES

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MATCH REGULATIONS

1. Team Regulations

- 1.1 All four Regional Leagues expect all junior cricket Countywide to be played within the *'Spirit of the Game'* and expect all players, managers, coaches, volunteers, club representative and parents to behave as such. Any issues or concerns throughout the summer must be initially referred to the four Regional League committees who will respond accordingly.
- 1.2 All players must be under the age of the competition on the first day of September preceding the year of the competition.
- 1.3 All players must be fully registered members of the club. No individual may play for more than one club in the same age group in any one season. However, players may play for a different club at a different age group within the same Regional League.
- 1.4 Players may play for two different clubs in the same age group, providing the two clubs in question are playing in different Regional League competitions.
- 1.5 Girls may play 2-years below their actual age group in any Regional League competition with the exception of County pathway players, who may only play 1-year below their actual age group.
- 1.6 All clubs must pay their entry fee on application to their chosen competitions, without exception.
- 1.7 Any club requesting substantially more away matches than home matches shall be expected to offer to provide the opposition a match ball. A *'substantial'* amount of away matches would be deemed to be 3:1 in favour of playing away.
- 1.8 As much as possible, when two teams from the same club enter the same age group, in the same regional league, they will remain totally separate entities. This is inevitably difficult, but the team regarded as the *'First XI'* team will be expected to comprise the strongest available side, without exception. No representative County player may move from the *'First XI'* to the *'Second XI'* at any point and when a side have players moving from the recognized first team to the recognized second team, the manager of said side should contact and tell their opposing manager, prior to the game. Any/all disputes should be referred to the individual Regional League Committees.
- 1.9 All sides should ensure as much as possible the same umpires stand throughout the whole game to ensure maximum consistency. Ideally this should also apply to scorers for each side.

2. Playing Down

- 2.1 Across all age groups, players may play down one age group from their actual age group, providing they conform to the restrictions and exclusions noted below. The aim of the rule is to allow all players to enjoy the game and receive maximum

opportunity at either a level appropriate standard or environment in which they can thrive and enjoy the game;

- You may not play down if you are a representative player or if you are currently selected into any of the Area or County squads.
 - Girls may continue to play down up to 2-years, unless they are full County selected players, in which case they may only play down 1-year.
 - The names of the players playing down must be made known to the league and opposition manager/coach, prior to the fixture taking place.
 - No more than 2 players may play down in the same game.
- 2.2 The aim of the rule is to allow maximum participation across as many young players as possible and is not aimed at simply enhancing the standard of a side to win a game. In order for more games to be played, additional overage players can potentially play down to ensure fixtures are fulfilled. However, special dispensation **must** be sought from the Regional League Committee and the fixture may then still be considered as a 'league' fixture.

3. ECB Guidelines

- 3.1 All clubs have the responsibility under ECB guidelines, as to the wearing of protective clothing, equipment, field placings and bowling regulations.
- 3.2 All clubs must have adopted and implemented the ECB Safeguarding Policy '*Safe Hands*'. Any/all concerns must be reported direct to Eddie Hick at Sussex CCC.

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4. Balls and Pitch Lengths

- 4.1 At the start of every match, the home side shall provide an unused ball, that's used in both innings of the match. The weight of the ball and pitch lengths for each age group is listed below and must be adhered to for all league and Cup matches played:
- Under 8/9 use an incredi-ball, with a pitch length of 15 yards and junior sized stumps;
 - Under 10 (soft ball) use an incredi-ball, with a pitch length of 17 yards and junior sized stumps;
 - Under 10 (hard ball) use a 4¾ oz. cricket ball, with a pitch length of 17 yards and junior sized stumps;
 - Under 11 use a 4¾ oz. cricket ball, with a pitch length of 18 yards and junior sized stumps;
 - Under 12 use a 5 oz. cricket ball, with a pitch length of 19 yards and junior sized stumps;
 - Under 13 use a 5 oz. cricket ball, with a pitch length of 21 yards and junior sized stumps;
 - Under 14 use a 5½ oz. cricket ball, with a pitch length of 22 yards and full-size stumps;
 - Under 15 use a 5½ oz. cricket ball, with a pitch length of 22 yards and full-size stumps;

- Under 18 use a 5½ oz. cricket ball with a pitch length of 22 yards and full-size stumps.

** Junior stumps in softball matches can be the spring back stumps if appropriate.*

- 4.2 All clubs are expected to play on grass wickets from U14 upwards as regularly as possible. Should the need arise to play on an artificial pitch, the home club is required to notify their opponents in advance of the match day, whether spikes are permitted.

5. Cancelled/Abandoned Matches

- 5.1 Matches must be played on the date of the fixture, unless weather prevents this from happening. When matches are abandoned due to the weather, the individual regional league committees must be referred to for the conditions on re-arranging.
- 5.2 The West Area League expects clubs to attempt to re-arrange postponed or abandoned fixtures between themselves. In the event that a mutually agreeable date cannot be found, then the points will be shared. Clubs are responsible for updating PlayCricket.

6. Points Awarded

- 6.1 The following points are awarded in any **league** match, where results and tables are published and recorded (U12 upwards):
- 4 pts Awarded to the winning side;
 - 1 pt Awarded to the losing side;
 - 3 pts Awarded to each side involved in a tied match;
 - 2 pts Awarded to each side involved in an abandoned match;
 - 0 pts Awarded to any side failing to raise a side;
 - 4 pts Awarded to the opponents of any side failing to raise a side.

Weather Affected Matches

- 6.2 In matches affected by weather, a result will stand as a completed fixture if:

- i) The side batting second has completed 8 overs (in a 20-over fixture)
- ii) The side batting second has completed 6 overs (in a 16-over fixture)
- iii) The side batting second has completed 4 overs (in a 12-over fixture)

The run rate of each innings at the point at which each innings ended will be the deciding factor in the outcome of the match, providing the minimum number of overs have been completed in the second innings to constitute a match as above.

- 6.3 If a side batting second isn't able to complete the above threshold of overs, the match will be classed as '*abandoned*' and each side shall receive 2pts.
- 6.4 Before the start of any match, the two competing sides may reduce the number of overs per innings, down to a minimum of 10-overs per side. Both sides must agree and this must be agreed before the 1st ball is bowled in the 1st innings.

7. Reporting Results & League Tables

- 7.1 For each match played over the course of the league season, only the **home** side is responsible for submitting the match result onto their club Play-Cricket site within 48hrs of the completion of the match (by midnight 2-days after the fixture date). The away side will then confirm the result on the system.
- 7.2 The expectation on the home side is to input full scorecards onto Play-Cricket with all player names, including catchers and bowlers included. This is encouraged across all age group matches from U9's upwards but mandatory from the U12 age group upwards.
- 7.3 Should any club have a query or wish to appeal against either the league tables and/or results, they will have 7 days from the date of the fixture, in which to appeal to the Competition Coordinator.
- 7.4 If no appeal or query is heard within this 7-day period, the table/result will stand as originally published to all clubs.
- 7.5 If any team withdraws from the league before the end of the season, all their results will be expunged from the tables and declared null and void. This only applies when clubs withdraw **before** completing 50% of their fixtures.

8. League Placings

- 8.1 Once all matches have been completed, if two or more teams in the league table have the same number of points, the final placings shall be decided by the following basis:
 - The result of the head to head record between the two clubs tied on points.
 - If the head to head record between the two clubs concerned is equal, the league placings will be decided using the following equation for the head to head matches only. All runs conceded, divided by the number of overs bowled...minus all runs scored divided by the number of overs faced.
- 8.2 This shall only apply to the age groups where '*Normal Cricket*' is played and in the regional league competitions that **don't** have play-off finals to determine league winners.
- 8.3 In all U9, U10 and U11 matches, the results, tables and outcomes won't be published by the regional competitions as they are all played as friendlies. The results are recorded for reference but not advertised in league standings.
- 8.4 Each year the winners and runners up of any competition from U12 upwards shall receive individual medals for the players, up to a maximum of 15 medals per team, which will be funded by the competition. The winning team shall also receive a cup/trophy depending on the competition, which it shall keep.

9. Cup Competitions

- 9.1 In the regional leagues, on occasion a League Cup may take place. Should there be a tied match in any Cup competition, the two competing teams shall play a '*super over*' to decide the winner.
- 9.2 A '*super over*' shall be a 1-over shoot-out between the two sides with one bowler from each side nominated before the super over begins. A normal toss of the coin takes place to decide who bats and bowls first and a normal 6-ball over is delivered, in accordance to the normal league rules. Scoring is done in the same way as it would normally be, but if the batting side loses 3-wickets in the over, their over is finished and the score on which they close on is their final score. The side batting second then has their turn to chase down the score, with the same rule on only having 3-wickets before their innings is closed. The side with the most runs off their over will be deemed the winners.
- 9.3 All regional League Cup finals shall attempt to be organized and played on neutral grounds and neutral umpires appointed.
- 9.4 As with league matches, only the home side shall report the result of the Cup matches, in accordance with the reporting of results procedure and confirmed by the away side.

10. Champions League

- 10.1 The teams winning the respective regional leagues at U12, U14 and U16 shall progress to represent their league at the Sussex County Champions League.
- 10.2 Rules shall be distributed for the Champions League separately and hosted at neutral venues with neutral officials.
- 10.3 The dates for the competition shall be sent out (where possible) with the league fixtures at the start of the season.

MATCH RULES

U8/9, U10 & U11 Leagues **[Pairs Cricket]**

1. Teams shall play 8-a-side for all 'Pairs' age group matches but clubs have the caveat and licence to reduce this to 6-a-side or increase this to 10-a-side, in order to ensure matches get played.
2. The start time of weekend morning matches is determined by the individual Regional Leagues, but all clubs are encouraged to keep the games moving and look to complete the match within 2½hrs (including break time between innings).
3. Each club must endeavor to provide one umpire and one scorer for every match.
4. The home side shall provide a new or good condition 'incrediball' which shall be used throughout the entirety of the match. In the hardball Regional matches (U11) a new 4¼oz cricket ball shall be provided.
- 5.1 The makeup of the number of overs per innings will be determined by the number of players per side, worked out to the following criteria;
 - 10-a-side matches – 20 overs per team, minimum of 1-over per bowler up to a maximum of 3-overs per bowler.
 - 8-a-side matches – 16 overs per team, minimum of 1-over per bowler up to a maximum of 3-overs per bowler.
 - 6-a-side matches – 12 overs per team, every bowler bowls 2-overs each
- 5.2 The wicket keeper doesn't have to bowl but may bowl if they wish. In any 6-a-side matches, the wicket keeper must bowl.
6. No fielder with the exception of the wicket keeper, shall be allowed to field nearer than 11-yards from the batsmen on strike, in front of the wicket. Behind the wicket fielders are allowed within the 11-yard restriction, but the umpires must use discretion to ensure safety at all times.
7. Sides shall split into pairs, and each pair shall bat for 4, six ball overs.
8. After 4 overs, the pair shall finish batting and swap with the next pair of batsmen. Once all 6/8/10 players have batted, the innings shall close and the teams swap round.
9. Batsmen play in the normal way, but if they lose a wicket, 5-runs are either credited to the fielding side or deducted from the batting side. **This will be based on what**

the two sides concerned have agreed at the start of the game, whether to add the runs to the bowling side or deduct the runs from the batting side.

10. Regardless of the number of wickets any batsman loses, each pair shall bat their full 4 over allocation.
11. When a batsman loses his/her wicket, he/she shall swap ends with their partner, unless the wicket is lost on the final ball of the over, in which case they stay where they are. Simply put, when a batsman loses their wicket, they must not be on strike for the next ball delivered in the innings.
12. In all matches there will be a 4mins authorized '*time out*' at the halfway point in each innings. During this time, drinks will be taken and the coaches have the opportunity to talk to their players and impart coaching points etc... After completion of the 1st innings, the sides will turn round straight away without the need for another extended break in the game.
13. 'Wide' balls shall be called by the umpire and shall concede 2 extras, which is added to any other runs scored off the ball. No extra ball is bowled in the case of a wide, until the final over of the innings, when 6 legal deliveries must be bowled.
- 14.1 'No balls' shall be called by the umpire and shall concede 2 extras. Any additional runs scored off the ball shall also count, and if the batsman hits the ball, these runs are credited to the batsman's score. As with wide deliveries, no extra ball shall be bowled until the final over of the innings, when 6 legal deliveries must be bowled.
- 14.2 All usual no-ball Laws apply as defined in the '*MCC – The Laws of Cricket*', with the exception for 21.7 '*Ball bouncing more than once*'.

In all **softball** 'pairs' matches 2 bounces are permitted, before the ball passes the batsman. In any Regional U11 **hardball** matches, 2 bounces is called a no-ball.
15. The LBW law shall not be applied in 'pairs' matches.
16. Each side shall start their innings with 200 runs.
17. Batsmen may use either a plastic or wooden bat and wicket keepers are permitted (and encouraged) to wear gloves when keeping wicket.

MATCH RULES

U12, U13, U14, U15 & U16/17/18 Leagues **[Normal Cricket]**

1. The start time of both mid-week evening and weekend morning matches is determined by the individual Regional Leagues, but all clubs are encouraged to keep the games moving and look to complete the match within 2½hrs (including break time between innings).
- 2.1 Each club must endeavor to provide one umpire and one scorer for every match and the two umpires/managers must spend enough time before the start of the match confirming the rules and gaining a mutual understanding for how the match should be played.
- 2.2 The match rules noted below as the standard/basic rules to be used for all 'normal' rules cricket. Both sides have the option to discuss adding additional rules and playing conditions, selected off the 'match day menu' prior to the start of the game. **BOTH** sides must agree to all rules prior to the match starting. Failure to agree to add any additional rules into any match, the rules listed below will be implemented into the fixture and both sides will play by these rules.
3. Matches will be 20 overs per team, with each over consisting of 6 deliveries. **In April and May**, mid-week evening matches shall be played as 16 overs a side with the 1st eight overs of each innings bowled from the same end and the 2nd eight overs of each innings bowled from the other end.
4. Where light or conditions dictate, the length of match can be shortened to ensure maximum opportunity is given to complete the fixture. A minimum of 10-overs per side can constitute a game and all bowling restrictions reduced pro rata, as noted under Rule 9.
5. The home side shall provide a new cricket ball at the start of every game, which will be used throughout both innings. This will be 5oz for the U12 and U13 age groups and 5.5oz for the U14 age groups upwards.
6. No fielder with the exception of the wicket keeper, shall be allowed to field nearer than 11-yards from the batsmen on strike, in front of the wicket. Behind the wicket fielders are allowed within the 11-yard restriction, but the umpires must use discretion to ensure safety at all times.
7. All wicket keepers must wear a helmet when keeping wicket at all times, regardless of whether they're standing up to the stumps or not.
8. The wicket keeper may be changed during either innings but as a league guideline, it is suggested that the two managers agree prior to the start of the game whether the outgoing player may then bowl or not.

9. In all U12 and U13 matches, no one bowler is allowed to bowl any more than 3-overs. In all U14, U15 and U16 matches, no one bowler is allowed to bowl more than 4-overs. Both these restrictions relate to a full 20-over match, but if/when a game is reduced in length the following pro rata guidelines will be used;
- 16-over matches – no one bowler is allowed to bowl more than 3-overs.
 - 12-over matches – no one bowler is allowed to bowl more than 2-overs.
 - 10-over matches – no one bowler is allowed to bowl more than 2-overs.
10. 'Wide' balls shall be called by the umpire and shall concede 2 extras, which are added to any other runs scored off the ball. No extra ball is bowled in the case of a wide, until the final over of the innings, when 6 legal deliveries must be bowled.
- 11.1 'No balls' shall be called by the umpire and shall concede 2 extras. Any additional runs scored off the ball shall also count, and if the batsman hits the ball, these runs are credited to the batsman's score. As with wide deliveries, no extra ball shall be bowled until the final over of the innings, when 6 legal deliveries must be bowled.
- * Note that rule numbers 10 and 11.1 above are subject to adjustments and individual amendments taken from the 'match day menu'.**
- 11.2 All usual no-ball Laws apply as defined in the 'MCC – The Laws of Cricket', including the Law 21.7 'Ball bouncing more than once'. In any Regional **hardball** matches, 2 bounces is called a no-ball.
- 12.1 When batting in the following age groups, the batsman shall retire their innings on the following scores;
- U12 – 25 runs
 - U13 – 25 runs
 - U14 upwards – 30 runs
- 12.2 In all age groups, when reaching the age appropriate retirement score (as above), the batsman shall be made aware of reaching the figure but will be allowed to bat out the over in which they reach the milestone, with all runs and extras counting as normal, towards both his/her own personal score and that of the team. At the end of the over, the batsman is then 'retired not out' and not allowed to return. Any batter who loses their wicket before the end of the over shall be 'out' in the same way they would at any other point in the innings.
- 12.3 If a side gets to the stage where their final two batsmen are batting and one of the two players reaches their retirement score, they do not have to retire (i.e. if there is no-one else left to come in to bat). The two players may continue batting until the final wicket falls or the innings concludes.
13. The side with the most runs after both innings have closed, shall be deemed the winners.