**Herefordshire Cricket Limited**

**Rules Under 13 - 11 a side Matches**

1. **Purpose**
	1. Matches will be umpired by **two coaches/volunteers**, one from each club, with a **current DBS** certificate and a solid knowledge of the rules of Junior cricket.
	2. Matches that are cancelled due to weather maybe re-arranged if agreed by both teams.
	3. The match must be run within the ‘**Spirit of the game’**
	4. Scoring can be on the **Play Cricket Scoring App**, which will populate Play Cricket.
	5. The **result is not the most important thing** about the game, **the players’ enjoyment is** and we encourage all teams to do all they can to get games played.
2. **Game Structure**
	1. For matches at Under 13 the pitch shall be **20 yards** in length. Boundary length is suggested to be 2 to 2.5 x the length of the pitch (max 50 yards)
	2. Artificial pitches (NTP) maybe used, please ensure the opposition are aware and bring appropriate footwear.
	3. The ball shall weigh **4¾ ozs.** It is the responsibility of the Home Club to provide a new or a good standard used ball. Spare balls should also be available.
	4. The stumps shall be 27 inches above the ground and 8 inches wide. Any spring back stumps are suggested, **the base is** **NOT** considered to be part of the stumps.
	5. Matches shall consist of **one innings per side**. Each innings will consist of 20, six ball overs per team. There shall be 11 players in a team.
3. **Batting, Bowling & Fielding**
	1. All normal rules and modes of dismissal shall apply.
	2. A batsman shall **'retire '** on the stroke that takes him/her to the **individual score of 30** or beyond. A retired batsman will not be able to return at any stage. The only time a batsman can continue past 30 runs is if he/she is part of a last wicket (8th wicket) partnership.
	3. The **maximum number of overs any bowler can bowl during an innings is 4** (not every player is required to bowl)
	4. **A wide or no ball shall cost 2 runs (plus any extra runs scored as a result of running or boundary)** and shall not be repeated other than in the last over of an innings where all wides and no-balls shall be bowled again and will count as 1 run plus any runs scored as a result of running or boundary.
	5. 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**.
	6. **A no ball** should be called if the ball **bounces more than once** or **rolls along the ground** before reaching the striking batsman.
	7. **Any full** pitched ball that passes or would have passedabove waist height of the striking batsman standing upright at the crease shall be called and signalled a **No Ball by the umpire at the strikers end.**
	8. **A no ball** should be calledif any delivery**, after pitching passes clearly over the shoulder height of the striker,** standing upright at the crease.
	9. No player shall be allowed to field nearer than **11 yards** from the striking batsman (measured from the middle stump), except behind the wicket on the Off Side. For safety reasons this must be policed at all times.
4. **Weather Interruptions**
	1. The object shall always be to re-arrange the number of overs so that both teams have the opportunity of batting the same number of overs – minimum game 10 overs per side.
	2. In the case of a game being interrupted by rain, if the first innings is completed, 10 overs must be bowled to the team batting second to constitute a result. The target will be the overall run rate of the 1st innings (eg total 105 Run Rate = 5.25 per over Target 53 (round up) in 10 overs
5. **Eligible Players**
	1. All players MUST be under the age of **13 at midnight on 31st August** prior to the season of the competition.
	2. All players of age who are in a County squad shall be able to play in this competition.
	3. No over age players are allowed to play in this competition apart from Girls who are allowed to play two years above the specified age for the competition, eg; An under 15 girl can play in an under 13s team
6. **Points Structure & League Tables**
	1. The Winning Team shall be the team with the highest score. A tie shall be the result if the scores are equal (regardless of wickets lost).
	2. In all league matches; **6 pts shall be awarded for a win or win by concession, 3 pts each for a tie, 2 pts for a cancelled/abandoned game, 1 pt for a loss and 0pts for a concession.**
	3. Final Divisional positions shall be decided in the following way. The highest position shall be awarded to the team with the highest number of points. In the event of two teams ending on the same number of points the higher finishing position will then be determined by the following process; most wins, if still tied then the team that won the divisional match contested between the two tied teams will be awarded the higher finishing position.
7. **Result Reporting, Penalties & Final Rulings**
	1. **It is the responsibility of the Home Team to upload** each result or use Play Cricket Scorer App no later than 48 hours following completion of the match.
	2. Once the result has been uploaded by the home team it is then the responsibility of the **Away Team to confirm the result**. Each result should be confirmed no later than 72 hours following completion of the match
	3. If a match result has not been entered by the Home Team inside the advised time (as in 18 above) and the Away Team is therefore unable to confirm the result it is the responsibility of the Away Team to notify the Competition Manager (HerefordshireCB@ecb.co.uk) to report the problem. This should be done as soon as possible following the failure of result entry. The Competition Manager will then work to resolve any issues.
	4. In all cases the decision of the Competition Manager (HerefordshireCB@ecb.co.uk) is final and binding.