**Herefordshire Cricket Limited - Rules Under 11 Pairs – 8 or 10 a side **

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. Festivals that are cancelled due to weather maybe re-arranged if agreed by all.
	3. The match must be run within the ‘**Spirit of the game’**, a Spirit of Cricket Cup will be awarded to the team with the best accumulated score at the end of the season (see scoresheet)
	4. A template for a score sheet is available and a volunteer from each team should carry out the scoring role, ensuring they sit together, respond to the umpires’ signals and agree the score at the end of each over.
	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 all matches at Under 13 the pitch shall be **17 yards** in length.
	2. The suggested length of the boundary is a maximum of **40 meters** from the centre of the pitch.
	3. Artificial pitches (NTP) maybe used, please ensure the opposition are aware and bring appropriate footwear
	4. For all matches the ball used shall be a **4 ¾ oz cricket ball.**
	5. 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.
	6. Matches shall consist of **one innings per side**. There shall be **8 (10 )players in a team** as agreed by both teams coaches.
	7. A match will consist of **16(20), six ball overs for each team**.

1. **Batting, Bowling & Fielding**
	1. The batting side shall be divided into pairs. **Each pair shall bat for 4 overs**. Pairs change at the end of the 4th, 8th , 12th (16th ) over.
	2. Each team will **begin their innings with a score of 200 runs**.
	3. The **maximum number of overs any bowler can bowl during an innings is 3** (not every player is required to bowl)
	4. Batsmen shall have unlimited lives but **each life shall result in 5 runs being deducted from the total**. **Batsmen who are dismissed shall not face the next ball bowled.**
	5. **There shall be no LBW’s**
	6. **A wide or no ball will 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.
	7. 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** (see 2.1)
	8. **A front foot no-ball** should be called if the bowler has **no part of his/her foot behind the front (batting) crease line on delivery** (please be consistentwith this rule for all bowlers or make a decision before the game on whether to call or not – especially if no clear markings)
	9. **A no ball shall be called if the ball bounces more than twice or is rolling before reaching the striking batsman or passes the striking batsman above the waistband height without bouncing**
	10. No player shall be allowed to field nearer than **11 yards** except for behind the wicket on the Off Side. For safety reasons this must be policed at all times.

1. **Players**
	1. Players **MUST be under 11 at midnight on 31st August** prior to the season of the competition.
	2. Girls are allowed to play two years above the specified age for the competition, eg An under 13 girl can play in an under 11’s team.
2. **Results and Scores**
	1. The **Winning Team** shall be the team with the **highest net score** after deductions for wickets lost. A **tie** shall be the result **if the net scores are equal** (regardless of wickets lost)
	2. Scoresheets, (photo or scanned) including the Spirit of Cricket scores, should be sent to HerefordshireCB@ecb.co.uk
	3. Scores can be entered on Play Cricket if you so wish.