

## DJCL U13's Hardball Pairs

### Playing Rules

#### 1 Fixtures

- a) The committee will determine a league fixture list based on team entries and geography.
- b) League matches must be played on Mondays. Ideally starting at 6pm but no later than 6.30pm.
- c) Clubs may switch the venue for league matches by mutual consent.

#### 2 Pitch and Equipment

- a) Matches will be played on a 19 yard length pitch. However, coaches & umpires have a duty of care to the players and should take action (e.g. by asking a bowler to bowl further back) if they feel the 19 yard pitch is in any way dangerous to the welfare of the players.
- b) Matches may be played on grass pitches or Non-Turf Pitches. In the event a Non-Turf Pitch is used, then the away team must be notified in good time to ensure they have appropriate footwear.
- c) Boundaries should be clearly marked by lines, rope or cones set at a maximum distance from the stumps of 50 metres.
- d) The home team may determine that bowling takes place from one end only. This is recommended to assist the pace of play.
  - i) If bowling from one end the umpires will switch ends at the mid-point of each innings.
  - ii) If bowling from both ends the umpires will stand at one end throughout each innings.
- e) The fielding team shall supply a match ball of match quality when they are bowling. The match ball should be a junior size of four and three quarter ounces (4¾oz).
- f) Coloured kit or whites may be worn. If the fielding side is wearing coloured kit they must bowl with a pink ball. All players in a team must wear the same kit.
- g) All players must adhere to ECB guidelines on the safety of junior players. In particular:

- i) Wicketkeepers must wear full protective equipment. This includes a helmet with a faceguard when standing up to the stumps.
- ii) Batters must wear a helmet with a faceguard, pads, gloves and, for boys, an abdominal protector (box). The wearing of a thigh pad is also encouraged for all batters.

### **3 Teams**

- a) Players must be Junior Members of their club
- b) Players may play for only one club in the U13 age group competitions in any season unless transferred using the correct transfer process outlined in the Transfer of Players section.
- c) Players may play for more than one team for the same club in the league competition.
- d) Details of all players should be registered in each club's Play-Cricket system and allocated to the correct team "squad" for the match being played.
- e) Any player 'eligibility' issues should be discussed with the Age Group Coordinator in the first instance. Clubs found to have played ineligible players will automatically be deducted all points earned from the fixture(s) involved.
- f) It is the responsibility of the U13 coach/team manager to ensure the eligibility rules are always followed. Ignorance of a player participating for multiple clubs will not be accepted as a reason for waiving this rule.
- g) Boys must be under 13 years old on 31 August in the prior year (i.e. up to school year 8 in current year)
- h) Girls who are not part of a County Age Group Squad in the current year must be under 15 years old on 31 August in the prior year (i.e. up to school year 10 in current year).
- i) The requisite number of players in a team is 8 players, although up to 10 players are permitted to participate.
  - i) A maximum of 8 players are allowed on the field of play at any one time.
  - ii) Fielding players are 'substituted' only at the end of an over (not during, unless there is an injury).
  - iii) Batters may only be 'substituted' at the end of an over.
- j) A team must compete with a minimum of six players, any fewer and they must concede the result of the match. However a team with fewer than six players is encouraged to contact their opposition to discuss borrowing additional players in order to 'get the game on'. If they manage to play by borrowing players they will

receive two points rather than the zero points they would have received had they simply conceded.

- k) If a team does not have the requisite number of players, then prior to the start of the match the opposition coach will select the player(s) to bat twice. The overs of the missing player(s) can be made up of any bowler but must still be subject to the maximum of 3 overs per bowler.
- l) In the event of injury to a player during a game, a substitute player will be allowed and the substitute player may bat and bowl as necessary in place of the injured player. If no substitute is available, the coach of the injured player will, as necessary, select one player to bowl twice and a second, different player to bat twice.

#### **4 The Game**

- a) A coin toss shall decide which team has the choice of either batting or fielding first.
- b) Teams unable to toss-up by 6.15 shall forfeit the toss.
- c) The game shall consist of one innings of 16 six-ball overs per team. In response to adverse weather, the game may be shortened to no less than 8 overs per innings by agreement between managers.
- d) Teams must provide an umpire for each game. The umpire may offer advice during the game but ONLY to the fielding team captain and batters.
- e) Teams must provide a scorer for each game

#### **5 Bowling**

- a) Excluding the wicketkeeper, who does not have to bowl, each player on the fielding team shall bowl at least two and no more than three overs.
- b) Where 9 or more players are to bowl, no player may bowl 3 overs and all must bowl at least one over.
- c) A No Ball is called if a ball:
  - i) bounces more than once before reaching the batting crease or rolls along the ground,
  - ii) is a full toss above the batter's waist at the normal standing point on the popping crease.
  - iii) Repeated No Balls defined by Law 41.7 (dangerous and unfair non-pitching deliveries) shall NOT result in a bowler's immediate suspension other

than when bowled deliberately, whereupon Law 41.7.4 (immediate suspension) shall apply.

- d) No extra ball will be allocated for a Wide or No Ball except in the final over of each innings when six legal balls must be bowled.

## **6 Batting**

- a) Players will bat for four overs, unless there are more players than the requisite number of players as per Rule 3i) when some players will bat for fewer overs. In this situation, each player must bat for at least 2 overs
- b) After a wicket, the non-striking batter will face the next ball.
- c) The non-striking batter for the last ball of an over must face the first ball of the next over.
- d) A batter shall be out in accordance with the Laws of Cricket including, for the avoidance of doubt, leg before wicket.

## **7 Fielding**

- a) The wicket keeper may be changed only once during the innings and only if a team has more than 8 players. The replacement wicket keeper must be off the field and ready in their protective equipment to take full part in the game without causing a delay to the game.
- b) No fielder may field within 11 yards of the wicket measured from the striker's middle stump (the restricted area), except behind the wicket on the off side.
- c) A fielder may move into the restricted area to field a ball once the batter has completed their shot.

## **8 Scoring**

- a) Each batting team starts with a score of 100 runs.
- b) Runs can be scored:
  - i) Off the bat in the normal way.
  - ii) As Byes, when the batter misses the ball, or it hits the batter's body and a run is taken as if the ball had been hit by the bat.
  - iii) No Balls score 2 runs in addition to any Byes or runs scored off the bat.
  - iv) Wides score 2 runs in addition to any Byes.

- c) When a batter is dismissed, the bowling team receive 5 bonus runs.
- d) Scorers should agree the score at the end of each over to avoid any discrepancies at the end of the innings.
- e) Teams are encouraged to score via Play-Cricket

## **9 Cancellations**

- a) In order to prevent unnecessary travel if it is evident that play will not be possible because of (a) prevailing weather conditions or (b) inability to prepare a pitch, the host club should advise the visiting club no later than 90 minutes before the scheduled start time that the game is cancelled. Failure to advise the visiting team shall result in the home team forfeiting the game and the game points will be awarded to the visiting team.
- b) The preferred method of notifying a team of a cancellation is by a phone call. Text messages/WhatsApp can only be used if an opposition manager is not reached by phone. A response must be received from the opposition to confirm the message has been received.

## **10 Result**

- a) The winning team is the team with the highest score. If the scores are identical then the result is a tie.
- b) Points will be awarded for League matches as follows:
  - 5 points to the winning team.
  - 2 points to the losing team.
  - 4 points to each team for a tied match.
  - 3 points to each team for an abandoned match or a match cancelled due to the weather.
  - No points to a team conceding a fixture.
- c) The HOME club to complete the score sheet on their Play-Cricket site.
  - i) The basic result and score should be entered on the club's website within 24 hours of the end of the match.
  - ii) The full result should be entered on the club's website within 5 days of the end of the match.
  - iii) Please complete as much detail as possible to augment the League website statistics package. The minimum required will be the entry of the match score plus all of the batters scores and all of the bowler's figures.

- iv) Any abandoned, cancelled or rescheduled matches are also to be advised to the Age Group Coordinator within 24 hours of the scheduled end of the match.

The primary aim of the committee will be to support clubs, however fines can be administered to clubs, at the discretion of the committee, for non-compliance with the above.

## **11 Determining league standings**

- a) League positions shall be determined by the total number of points gained.
- b) In the event of a tie, the final league positions will be determined by the result in " head to head " matches between tied teams.
- c) If still equal the team with the most wins will be the winners.
- d) If still equal, then the team scoring the most runs will be the winners.

## **12 Transfer of Players**

- a) Once having played in an U13 age group match for his/her club a player may not play in the same age group for another club unless a transfer is agreed by both clubs and the Age Group Coordinator. The DJCL transfer form should be used for this purpose electronically and should be forwarded to the Age Group Coordinator to be ratified before the transfer can take place. No more than two inward and two outward transfers per club will be authorised in a season within an age group.
- b) No inward transfers will be allowed once the receiving team has played 50% of league games in that age group. Any dispute as to player transfers will be decided by the Age Group Coordinator whose decision will be final.