

DJCL U17's Hardball Standard

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 22 yard length pitch.
- b) Matches should be played on grass pitches with Non-Turf Pitches used only in exceptional circumstances. In the event a Non-Turf Pitch being required, then both team managers must agree to this and 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 60 metres.
- d) Bowling shall take place from both ends and 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 senior size of 5.5oz.
- 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) All batters under the age of 18 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 members of their club and playing their cricket at a club that has completed and signed the DCF affiliation form.
- b) Players playing their cricket at clubs who have not completed and signed the DCF affiliation form will not be permitted to play.
- c) Overseas players are not permitted.
- d) Players may play for only one club in the U17 age group competitions in any season unless transferred using the correct transfer process outlined in the Transfer of Players section.
- e) 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.
- f) 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.
- g) It is the responsibility of the U17 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.
- h) Boys must be under 17 years old on 31st August in the prior year (i.e. up to school year 12 in current year)
- i) Girls who are not part of a County Age Group Squad in the current year must be under 19 years old on 31 August in the prior year (i.e. up to equivalent school year 14 in current year).
- j) The requisite number of players in a team is 11 players, although up to 13 players are permitted to participate.
 - i) A maximum of 11 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) Only 11 players may bat.
- k) A team must compete with a minimum of eight players, any fewer and they must concede the result of the match. However a team with fewer than eight 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 plus any bonus points scored rather than the zero points they would have received had they simply conceded.
- l) In the event of injury to a player during a game, a substitute player will be allowed (as long as they comply with rule 3a-j) and the substitute player may bat and bowl as necessary in place of the injured player.

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 20 six-ball overs per team. In response to adverse weather, the game may be shortened to no less than 10 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) Each player may bowl a maximum number of overs in a match as defined in following table:

Number of Overs	Maximum Overs Per Bowler
16 to 20	4
11 to 15	3
10	2

- b) In a full length 20 over match, 6 bowlers MUST be used if the 20th over is started. If the match is won before the 20th over, this rule shall NOT apply. In a reduced scheduled overs game, the requirement to use 6 bowlers shall NOT apply.
- c) **No Balls.** The Laws of Cricket shall apply. A 'Free Hit' is to be awarded after all modes of No ball. The fielding team may not adjust the field when a 'Free Hit' has been awarded unless the batters have swapped ends on the previous ball.
- d) **Wide Balls.** The Laws of Cricket shall apply. In the interest of completing matches on time, "tight wides" shall not apply. However, repeated, and intentional leg side bowling which, in the opinion of the umpire(s), is being used to limit scoring shall be called "wide".

6 Batting

- a) A batter must retire upon reaching 40 runs. All the runs scored on the final strike before retirement shall count.

- b) If the application of Rule 6a) would result in the end of the innings before the maximum overs have been bowled, Rule 6a) shall not be applied and any batter reaching 40 runs may continue to bat until the end of the innings.
- c) A retired batter will NOT be permitted to return after 10 wickets have been taken.
- 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 not be changed during the innings apart from in the event of an injury
- b) No fielder may field within 10 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) Runs can be scored in the accordance with the Laws of cricket.
- b) Scorers should agree the score at the end of each over to avoid any discrepancies at the end of the innings.
- c) Games must be scored 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:

- Winning team - 25 points
- Losing team - 2 points, plus bonus points as below
- Tie (both teams) - 10 points, plus bonus points as below
- Cancelled matches - 8 points both teams.
- Abandoned matches - 8 points plus any bonus points accrued.
- Team conceding a match - 0 points. Their opponents receive 25 points.

Bonus points

- 1 bonus point for every 2 wickets taken.
- 1 bonus point for every 25 runs scored up to 125 runs
- (i.e. maximum bonus points is 10)

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 U17 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.