

DJCL U9's rules

1 Fixtures

- a) The committee will determine fixture lists for groups based on team entries and Geography.
- b) Matches will be hosted at a single venue on Fridays in two rounds starting at 6:30pm.
- c) Host clubs shall ensure that:
 - i) an adequate first aid kit is available.
 - ii) a competent "host" is identified as the point of contact for all enquiries from visiting teams.
 - iii) The host club provide a pitch map for the evening. Either communicated to clubs before hand or available on the match evening.
 - iv) In the event of wet weather and cancellation, ensure that all participating clubs are notified no later than 90 minutes before the start of the first game.

2 Pitch and Equipment

- a) The pitch length shall be 15 yards.
- b) Boundaries should be set at a maximum of 30 metres from the stumps but can be reduced to accommodate other matches and can be marked by lines, rope or cones.
- c) Bowling will take place from one end only and the umpire of the fielding team will stand at the bowling end and the umpire of the batting team will stand at square leg.
- d) Both teams shall use the same equipment during the match.
- e) Plastic junior stumps should be used

3 Teams

- a) Each team will comprise 6 players.
- b) Boys should be under 9 years old on 31 August in the prior year (i.e. up to school year 4 in current year).
- c) Boys under 11 years old (i.e. up to school year 6 in the current season) are permitted to play if this level of cricket is deemed to be appropriate to their ability, for example if they have only just started playing cricket. Prior to the start of the match, the coach must inform the opposition coach of all boys in Under 10/11 age groups (i.e. school years 5 and 6 in current season).

- d) Girls must be under 11 years old on 31 August in the prior year (i.e. up to school year 6 in current year).
- e) If a team has less than 6 players, then prior to the start of the of the match the opposition coach will select a player to bowl twice and a different player to bat twice.
- f) 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 player to bowl twice and a 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) The game shall consist of one innings of 6 five ball overs per team.
- c) Each team must provide an umpire
- d) Each team must provide a scorer

5 Bowling

- a) Each player on the fielding team must bowl one over.
- b) Bowling should be over arm, where possible.
- c) A wide is called if a ball is too far from the batter to strike from the normal batting position regardless of whether the batter hits or misses the ball.
- d) A no-ball is called if a ball:
 - i) bounces more than twice 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) No extra ball will be allocated for a wide or no-ball except in the final over of each innings when five legal balls must be bowled

6 Batting

- a) The batting team shall be divided into pairs, each pair batting for 2 overs, after which the pair will retire and be replaced by a new pair.
- 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 may be out bowled, caught, run out, stumped, hit wicket.

- e) A batter may not be out LBW unless the batter deliberately blocks the ball with a leg or foot.
- f) The base of the stumps shall count as part of the stumps for dismissals.

7 Fielding

- a) The wicketkeeper shall not wear gloves.
- b) No fielder may field within 11 yards of the wicket, measured from the middle stump, except behind the wicket on the off-side.
- c) A fielder may move into the restricted area to field a ball provided he/she was outside the area when the stroke was made.

8 Scoring

- a) Each team starts batting with a score of 100 runs.
- b) Runs will be scored off the bat in the normal way.
- d) A bye is scored if a batter misses the ball, or if it hits their body and a run is taken as if the ball had been hit by the bat.
- d) No-balls will score 2 runs in addition to any byes or runs scored from the bat.
- e) Wides will score 2 runs in addition to any byes or runs scored from the bat.
- f) When a batter is dismissed, the bowling team receive 5 bonus runs.
- g) Scorers should agree the scores at the end of each over to avoid any discrepancies at the end of the innings.
- h) Scoring on the ECB Dynamos Cricket app is encouraged.
- l) No results will be recorded on play cricket for this age group