

Derbyshire U19's Hundred Ball

1 Management

- a) The committee will determine a league fixture list based on team entries and geography.
- b) League matches will be scheduled on Thursdays. Ideally starting at 6pm but no later than 6.30pm.
- c) Clubs will have 7 days to complete each fixture as outlined in the U19's cover letter.
- d) Entry into the competition is open to any DCF affiliated club which is based in Derbyshire.
- e) These rules apply to Derbyshire U19's Hundred Ball Competition only and all decisions by County Cricket Board (CCB) or League organisers are final.
- f)

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.
- g) All players in a team must wear the same kit.
- h) Pink balls are to be used in all fixtures.
- i) 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) Please refer to the U19's cover letter for specific player eligibility criteria.
- b) Players may play for only one club in the U19 age group competitions in any season unless transferred using the correct transfer process outlined in the Transfer of Players section.

- c) Clubs with limited numbers of U19 players can merge with, or invite players from, no more than 2 other clubs from Derbyshire. Clubs merging in this way must seek prior approval from the Age Group Co ordinator
- d) Ineligible player- The following list of players are ineligible:
 - i) Players that have played in a First Class match, Vitality Blast or OneDay fixture in the current or previous season.
 - ii) Players who have played in an competitive Womens Tier 1 fixture in the current or previous season.
 - iii) All overseas players.
- 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 U19 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) All players must be 18 years old or younger on 31st August in the prior year (i.e. up to school year 14 in current year)
- i) 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.
- j) 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-h) 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 100 balls per team. In response to adverse weather, the game may be shortened to no less than 50 balls per innings by agreement between managers.
- d) Teams must provide an umpire for each game. The umpire may not offer advice during the game.
- e) Teams must provide a scorer for each game
- f) For this competition the generic 'ECB Playing Conditions – 100 balls per side' [CLICK HERE](#) will be used, including the use of powerplays and fielding restrictions, with a brief overview of these rules included in section 10 below.

The following exceptions will apply:

- i) When a batter reaches or passes the personal total of 50 runs they must retire
 - ii) Retired batters may return once all other batters have been dismissed
 - iii) Batters return in the order in which they had retired
- g) It is advised that the competition has been created to support the retention of club cricketers and the rules above should be administered with an ethos to engage more cricketers, rather than select better players who play a large proportion of cricket.

5 Fielding

- a) The wicket keeper may not be changed during the innings apart from in the event of an injury
- b) No young player in the Under 15 age group or younger may field within 8 yards of the wicket measured from the striker's middle stump (the restricted area), except behind the wicket on the off side.
- c) Any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet and, for boys, an abdominal protector (box) when fielding within 8 yards (7.3 metres) measured from the striker's middle stump (the restricted area), except behind the wicket on the off side.
- d) A fielder may move into the restricted area to field a ball once the batter has completed their shot.

6 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.

7 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 - 8 points
 - Losing team - 2 points,
 - Tie (both teams) - 4 points,
 - Cancelled matches - 1 points both teams.

- Abandoned matches - 3 points
 - Team conceding a match - 0 points. Their opponents receive 8 points.
- 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.

8 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 with the highest Net run rate will be the winner.

9 Transfer of Players

- a) Once having played in an U19 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.

10 Hundred Ball rule overview

It's 100 balls per innings. Whoever scores the most runs wins.

The fielding side change ends after 10 balls.

Bowlers deliver either five or 10 consecutive balls. The captain decides.

Each bowler can deliver a maximum of 20 balls per game.

Tight wides, included leg side wides.

Each bowling side gets a strategic timeout of up to two and a half minutes.

The coach can walk out to the middle of the ground and discuss tactics with their players mid game.

A 25-ball powerplay for each team.

Two fielders are allowed outside of the initial 30-yard circle during the powerplay.

Five fielders are allowed outside of the 30 yard circle after the powerplay.