



The Newbery Girls Under 13 Junior Cricket League Rules 2024

General:

1. The U13 hardball league will be 9 a-side and will be 20 over per side and but can be reduced to 16 overs per side if agreed by both sides.
2. The pitch length shall be 19 yards.
3. Boundaries should be between 33 – 50 yards either side of the wicket.
4. All matches will be played with a Newbery pink 4 and $\frac{3}{4}$ ounce cricket ball.
5. Rotation of players during a match is not permitted unless to replace an injured player during the game.

Player Eligibility:

6. A player may represent their club in this league if they are under 13 years of age at midnight on 31st August prior to the season of the competition (year 8 and below)
7. Only in the Sussex rounds, if a club is really struggling to get 8/9 players out for a game, as a last resort a club can play two U14 players in the team, **one** of them can be a County Pathway player. This player is only to be used as a last resort if you cannot pull up an U11 player who is capable to play in the U13 hardball league. There are restrictions in the rules for U14 players. Any U14 players who are in the Southern Vipers Academy/EPP cannot play down.
8. A player can only play for one club in the league. However, if a club has only 7 or 8 players for one game and the club, they are playing, has more than 8 and to give the girls more cricket, a player can be “borrowed” for that game, only, if the girl is happy to play for the other team and the clubs both agree.

Umpires/Scorers:

9. Each team must provide an umpire and scorer, but they do not need to be qualified, but they do need to know the rules.

Management

1. The control of the competition shall be undertaken by the Sussex Cricket Foundation (SCF) and all decisions relating to these rules or to matches played in the competition shall be final and binding to all concerned.

Rules:

2. Each match shall be 20 overs per side and no less than 16 overs per side.
3. If due to time or bad light teams must agree before the start of the game if they are to play 20 or 16 overs. Teams cannot change their mind on the number of overs being played halfway through a game.
4. This is 9 a-side and when a player is out, they are out.

Bowling/Fielding:

5. No bowler can bowl more than 4 overs in a 20 over match. If reduced to 16 overs only one bowler can bowl 4 overs.
6. If you play an U14 player they can only bowl a maximum of 3 overs.
7. To speed up the game, if a 20 over game, teams shall bowl 10 overs from one end and then bowl the remaining 10 from the other end. If a 16 over game it will be 8.
8. Teams cannot change wicket keeper during the innings, unless in the event of an injury.
9. Wides and No Balls:
 - a. If a wide or a no ball is bowled 2 runs will be awarded to the batting team and no extra ball shall be bowled, apart from the last over, where there have to be 6 legal deliveries, but the last over will be capped at 9 balls. On the last over wides and no balls shall be 1 run.
 - b. A no ball will be called if the ball bounces more than once before reaching the popping crease. If it bounces twice on or after the popping crease, it is a fair delivery and should not be called a wide.
 - c. If the ball reaches the batter above waist height and without bouncing, no ball shall be called.
 - d. If a no ball is bowled a FREE HIT will be awarded. This will be for any no ball that is bowled, double bounce, waist height and front foot no ball.
 - e. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide ball), then the next delivery shall become a free hit whichever batter is facing.
 - f. If a Free Hit is awarded on the last delivery of an over, the new bowler will have to bowl the Free Hit.
 - g. A batter can only be dismissed off a free hit by being run out, hitting the ball twice, and obstructing the field.
 - h. If a free hit is called fielders cannot change fielding positions from the previous ball, unless it is a different batter facing.
 - i. Additional runs may be scored off wides and no balls.
10. Minimum fielding distances shall apply in all matches.

Batting:

11. Once a player is given out, they are out. All normal dismissals of cricket shall be allowed including LBW.
12. A batter must retire once she has reached/passed 30 runs.
13. A retired batter may resume their innings when only one batter remains. In the event of their being more than one retired batter, they must return in the same order they retired and will retire again once they have reached/passed 60 runs, unless there is only one batter remaining.

14. The innings is closed on the fall of the 8th wicket.
15. If a club plays an U14 player, U14 players are not allowed to bat ahead of number 3 in the order.
16. If a team brings less than 9 players to a game then only the number of players brought will bat, no batter can bat twice.

Results and Points:

17. All club fixtures will be uploaded onto play-cricket by the SCF league organiser, it is down to the teams to make sure that results for the matches are loaded onto play-cricket through your own club's results administration function, 48 hours after each match. Failure to do so may result in your club not finishing where you expect in the league at the end of the last round of games.
18. If clubs are late at putting results onto play cricket, the cut off time all results must be on play-cricket is by Thursday 3rd July as all results need to be checked by the league organiser to determine the winners of each group to then play in the semi-finals which are to be played on the 16th July and the finals to be played on the 30th July.
19. Teams will be awarded league points as follows:
 - Win = 5 points
 - Loss = 2 points
 - Tie = 3 points (please check rule 23 for a tied game in the final)
 - Abandoned = 2 points each team
 - Conceded = The team that concedes the match will receive 0 points, while the opposition will be awarded 5 points
 - Teams bringing less than 9 players and still playing, will receive 1 bonus point, as they got the game on!
20. In the event of a tie in the group stages each team will receive 3 points each and it will remain a tie.
21. If clubs are on the same number of points at the end of the group stages, to determine the winner of that group, it will be which club has the overall best Net Run Rate (NRR), which will be worked out by the SCF league organiser at the end of the group stages.
22. On the County Final stages, due to three matches being on one day, it will be 16 overs per side.
23. In the event of a tie in the County final, the following will be used to determine a winner:
 - a. The team who has taken the most amount of wickets
 - b. The team who scored the most boundaries
 - c. If the scores are still level, a Super Over will be played, where each team having a "one over innings" and the winner shall be the team that scores the most runs. Team captains will toss a coin to decide who bats or bowls first. Only one bowler must bowl, and it must be 6 legal deliveries. If scores are tied after the super over, the team losing the least number of wickets will be declared the winner. If at this stage the game is still tied, it will go on the team who scored the most boundaries.

Conceded, Abandoned or Teams Withdrawing

24. If a match is cancelled without a ball being bowled due to adverse weather conditions or other circumstances beyond the control of both teams, clubs should try to rearrange the fixture first, to be played within the cut off time, which is the 2nd July. If the game cannot be rearranged, then this game would be classed as an abandoned game and both teams will collect 2 points each. If the game has been rearranged and all agreed by both clubs and one of the clubs pulls out of the fixture before the match, then this will be a conceded game and the team who pulled out will receive 0 points and the opposition will receive 5 points.
25. If a match begins and both innings are not completed due to adverse weather conditions, to constitute a game, 8 overs or more must have been completed in the second innings and the result is taken by the team who scored more runs by the end of the 8th over of their innings will be declared the winner. If the scores are both equal after 8 overs, the rules for “tied matches” apply.
26. If adverse weather conditions delay the start of play, the length of the match may be reduced by agreement by the coaches, but cannot be shorter than 8 overs per innings, in the pairs format, each pair batting 2 overs each.
27. If a team withdraws from the league before the start of the season, all matches will be taken off play-cricket and teams will not receive any results.
28. If a team withdraws from the league mid-way through the season, any remaining matches to be played will be classed as conceded games and each team will receive 5 points.
29. If an area is “locked down” by an official source (Government or local council) the games that are unable to be played will be deemed a NO RESULT. If a club has too many players unavailable because of isolations, the clubs shall be encouraged to re-arrange the fixture. If this is not possible the game will be classed as an abandoned game.

Spirit of Cricket

30. Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the ‘Spirit of Cricket’. The major responsibility for ensuring fair play rests with the Captains, but extends to all players, Umpires, and supporters. Respect is central to the ‘Spirit of Cricket’, respect your Captain, teammates, opponents, and the authority of the Umpires. Play hard and play fair. Accept the Umpire’s decision and create a positive atmosphere by your own conduct and encourage others to do likewise. Show self-discipline, even when things go against you. Congratulate the opposition on their successes and enjoy those of your own team. Thank the officials and your opposition at the end of the match, whatever the result. Cricket is an exciting game that encourages leadership, friendship, and teamwork, which brings together people from different nationalities, cultures, and religions, especially when played within the ‘Spirit of Cricket’.