



MATCH RULES

U8/9, U10 & U11 Leagues [Pairs Cricket]

1. Teams shall play 8-a-side for all 'Pairs' age group matches but clubs have the caveat and licence to reduce this to 6-a-side or increase this to 10-a-side, in order to ensure matches get played.
2. The start time of weekend morning matches is determined by the individual Regional Leagues, but all clubs are encouraged to keep the games moving and look to complete the match within 2½hrs (including break time between innings).
3. Each club must endeavor to provide one umpire and one scorer for every match.
4. The home side shall provide a new or good condition 'incrediball' which shall be used throughout the entirety of the match. In the hardball regional matches (U11) a new 4¾oz cricket ball shall be provided. Although it isn't mandatory to use a second new ball for the second innings, there are times where this may be sensible. For example, if the weather impacts on the condition of the ball in the first innings.
5. The makeup of the number of overs per innings will be determined by the number of players per side, worked out to the following criteria;
 - 10-a-side matches – 20 overs per team, minimum of 1-over per bowler up to a maximum of 3-overs per bowler.
 - 8-a-side matches – 16 overs per team, minimum of 1-over per bowler up to a maximum of 3-overs per bowler.
 - 6-a-side matches – 12 overs per team, every bowler bowls 2-overs each
6. The wicket keeper doesn't have to bowl but may bowl if they wish. In any 6-a-side matches, the wicket keeper must bowl.
7. No fielder with the exception of the wicket keeper, shall be allowed to field nearer than 11-yards from the batsmen on strike, in front of the wicket. Behind the wicket fielders are allowed within the 11-yard restriction, but the umpires must use discretion to ensure safety at all times.
8. Sides shall split into pairs, and each pair shall bat for 4, six ball overs.
9. After 4 overs, the pair shall finish batting and swap with the next pair of batsmen. Once all 6/8/10 players have batted, the innings shall close and the teams swap round.
10. Batsmen play in the normal way, but if they lose a wicket, 5-runs are either credited to the fielding side or deducted from the batting side. **This will be based on what the two sides concerned have agreed at the start of the game, whether to add the runs to the bowling side or deduct the runs from the batting side.**
11. Regardless of the number of wickets any batsman loses, each pair shall bat their full 4 over allocation.
12. When a batsman loses his/her wicket, he/she shall swap ends with their partner, unless the wicket is lost on the final ball of the over, in which case they stay where they are. Simply put, when a batsman loses their wicket, they must not be on strike for the next ball delivered in the innings.



13. In all matches there will be a 'time out' at the halfway point in each innings. During this time, drinks will be taken and the coaches have the opportunity to talk to their players and impart coaching points etc... After completion of the 1st innings, the sides will turn round straight away without the need for another extended break in the game.
14. 'Wide' balls shall be called by the umpire and shall concede 2 extras, which is added to any other runs scored off the ball. No extra ball is bowled in the case of a wide, until the final over of the innings, when 6 legal deliveries must be bowled.
15. 'No balls' shall be called by the umpire and shall concede 2 extras. Any additional runs scored off the ball shall also count, and if the batsman hits the ball, these runs are credited to the batsman's score. As with wide deliveries, no extra ball shall be bowled until the final over of the innings, when 6 legal deliveries must be bowled.
16. All usual no-ball Laws apply as defined in the 'MCC – *The Laws of Cricket*', with the exception for 21.7 'Ball bouncing more than once'.
17. In all **softball** 'pairs' matches 2 bounces are permitted, before the ball passes the batsman. In any Regional U11 **hardball** matches, 2 bounces is called a no-ball.
18. The LBW law shall not be applied in 'pairs' matches.
19. Each side shall start their innings with 200 runs.
20. Batsmen may use either a plastic or wooden bat and wicket keepers are permitted (and encouraged) to wear gloves when keeping wicket.