

MATCH RULES

U12, U13, U14, U15 & U16/17/18 Leagues

[Normal Cricket]

1. The start time of both mid-week evening and 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).
- 2.1 Each club must endeavor to provide one umpire and one scorer for every match and the two umpires/managers must spend enough time before the start of the match confirming the rules and gaining a mutual understanding for how the match should be played.
- 2.2 The match rules noted below as the standard/basic rules to be used for all 'normal' rules cricket. Both sides have the option to discuss adding additional rules and playing conditions, selected off the 'match day menu' prior to the start of the game. **BOTH** sides must agree to all rules prior to the match starting. Failure to agree to add any additional rules into any match, the rules listed below will be implemented into the fixture and both sides will play by these rules.
3. Matches will be 20 overs per team, with each over consisting of 6 deliveries. **In April and May**, mid-week evening matches shall be played as 16 overs a side with the 1st eight overs of each innings bowled from the same end and the 2nd eight overs of each innings bowled from the other end.
4. Where light or conditions dictate, the length of match can be shortened to ensure maximum opportunity is given to complete the fixture. A minimum of 10-overs per side can constitute a game and all bowling restrictions reduced pro rata, as noted under Rule 9.
5. The home side shall provide a new cricket ball at the start of every game, which will be used throughout both innings. This will be 5oz for the U12 and U13 age groups and 5.5oz for the U14 age groups upwards.
6. 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.
7. All wicket keepers must wear a helmet when keeping wicket at all times, regardless of whether they're standing up to the stumps or not and regardless of age group.
8. The wicket keeper may be changed during either innings but as a league guideline, it is suggested that the two managers agree prior to the start of the game whether the outgoing player may then bowl or not.

9. In all U12 and U13 matches, no one bowler is allowed to bowl any more than 3-overs. In all U14, U15 and U16 matches, no one bowler is allowed to bowl more than 4-overs. Both these restrictions relate to a full 20-over match, but if/when a game is reduced in length the following pro rata guidelines will be used;
- 16-over matches – no one bowler is allowed to bowl more than 3-overs.
 - 12-over matches – no one bowler is allowed to bowl more than 2-overs.
 - 10-over matches – no one bowler is allowed to bowl more than 2-overs.
10. 'Wide' balls shall be called by the umpire and shall concede 2 extras, which are 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.
- 11.1 '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.
- * Note that rule numbers 10 and 11.1 above are subject to adjustments and individual amendments taken from the 'match day menu' but must be agreed by both competing sides, before the start of the match.***
- 11.2 All usual no-ball Laws apply as defined in the 'MCC – The Laws of Cricket', including the Law 21.7 'Ball bouncing more than once'. In any Regional **hardball** match, 2 bounces is called a no-ball.
- 12.1 When batting in the following age groups, the batsman shall retire their innings on the following scores;
- U12 – 25 runs
 - U13 – 25 runs
 - U14 upwards – 30 runs
- 12.2 In all age groups, when reaching the age appropriate retirement score (as above), the batsman shall be made aware of reaching the figure but will be allowed to bat out the over in which they reach the milestone, with all runs and extras counting as normal, towards both his/her own personal score and that of the team. At the end of the over, the batsman is then '*retired not out*' and not allowed to return. Any batter who loses their wicket before the end of the over shall be '*out*' in the same way they would at any other point in the innings.
- 12.3 If a side gets to the stage where their final two batsmen are batting and one of the two players reaches their retirement score, they do not have to retire (i.e. if there is no-one else left to come in to bat). The two players may continue batting until the final wicket falls or the innings concludes.
13. The side with the most runs after both innings have closed, shall be deemed the winners.