

Cardiff & the Vale of Glamorgan Junior Cricket League



2021 Rules and Regulations

These rules and regulations apply to the U11, U13 and U15 leagues. Rules applying to the 'Under 9 and Novices' tournaments are stated elsewhere and are available upon request from the Committee.

1. General Principles & Interpretation

1.1 The league is intended to provide opportunities for children within the area to be involved in competitive games of cricket and, by doing so, develop their skills and understanding of the sport and the spirit of sport in general. Whilst the league is competitive, all children who play should have the opportunity to participate in the game as much as possible and to derive enjoyment from playing, even when not winning. In this respect the rules of the league are intended to ensure opportunity to participate, fairness and that matches are played within the 'spirit of the game'.

1.2 Where not specifically amended by these rules, the Laws of Cricket will apply in all matches. However any interpretation of the rules must firstly ensure the application of the spirit of the game and secondly apply common sense in relation to the age and abilities of the children playing.

1.3 Where a decision on the interpretation of the rules is required, both coaches should attempt to resolve this amicably at the time and explain any decision clearly to the players. If it proves impossible to reach such an agreement, the match will proceed upon the interpretation of the home coach, but will be referred immediately afterwards to The League's Executive Committee who may determine what action, if any, to take (Note: The powers of the Executive Committee to run the League, to make decisions and the appeal process is set out in the League Constitution - copies available on request).

2. Code of Conduct

2.1 All players, junior cricket co-ordinators, team coaches, umpires, parents and spectators are expected to observe a high standard of integrity and behaviour. In this respect it is expected that they adhere to the code of conduct, before, during and after matches. Breaches of the code must be reported to the League. The League strongly recommend that each club ensures that players and parents sign a 'Code of Conduct' so that club and League expectations are clearly stated and understood.

3. Players

3.1 A player may represent a club in the appropriate age group if he/she is under the age for that team (11/13/15 years of age) at midnight on 31st August prior to the season of the competition. Girls are allowed to play down one calendar year (for example, if they were under 12 they could play down as under 11, but if they were under 13 they would be regarded as under 12 and therefore have to play under 13), but that no girl also playing representative cricket is allowed to play down in the B division if she is also playing for her own age group.

3.2 Where a club has more than one team at the same age group the following rules apply:

- Players may play for an A division side up to FOUR times before they become ineligible to play for any other side at the same age group.
- Regional and National squad players must play in the A league team, if it exists, and for only one team at each club age group unless they are more than a year younger than the maximum age.

3.3 All players must be bona-fide Junior Members of the club they represent and not play in any other junior club league competition during the same season, unless sanctioned by the Executive Committee. The league will not condone any form of poaching of players, whether direct/indirect or by influence, from one club to another by parents, coaches/officials or players.

3.4 No player shall play for more than one club during the summer (outdoor) season without the consent of the Executive Committee. Girls may play for their own club and another club's or hub's, girls-only team if their own club does not have a girls-only team at the correct age-group. A player is automatically registered for a club when that player's name appears on a score sheet for that club. If an ineligible player is used, sanctions may be taken against the offending club by the Executive Committee in the form of a fine or deduction of points or both. If a player wishes to transfer clubs within the Cardiff and the Vale of Glamorgan Junior Cricket League during the summer (outdoor) season, he or she should write to the Chairman indicating the circumstances and these will be conveyed to the Executive Committee for consideration.

4. Fixtures

U11, U13 and U15 Leagues

4.1 Sides will be split by age group and strength into divisions by the league considering club requests. Every effort will be made to achieve a season where each side plays another once home and away. Fixtures will ideally be allocated from the last week of April until the last week of July. This may vary season to season by the number of clubs in each division.

For u15s, the League will try to ensure that we build in a two week break at exam time.

4.2 U11A and U13A Leagues will ideally be set up with 8 clubs, playing each other twice, home, and away -14 games.

4.3 U15A League will ideally be set up with 6 clubs, playing each other twice, home, and away – 10 games.

4.4 Lower strength leagues in each age group will be allocated the same number of games but may play some teams twice and some teams once depending upon the number of clubs in their division.

4.5 Clubs when they enter teams can request which division A or B, they wish their teams to enter and every effort will be made to accommodate these requests, but the final decision will be made by the fixtures committee.

4.6 Clubs can re-arrange games before the Sunday in April when the first games commence but after that date no games can be re-arranged even if lost to inclement weather or lack of player availability.

4.7 The two Bank Holidays in May and games scheduled in school summer holidays are potentially problematic. If a team should request any of these to be re-arranged, the other team should agree if it is requested, and a new date fixed before the season commences in April.

4.8 Games that are re-arranged before the season commences in April can be re-arranged up to and including the second week of August. This is to allow clubs to re-arrange if their ground is unavailable on the last week of April and they are allocated a home match (although we will try to avoid this, if possible when constructing the fixtures) or U11 sides who are allocated bank holiday fixtures and may wish to change to a different date^{4.9}

Under 11 and u12 Girls Softball matches are normally scheduled to be played on a Monday from 6pm.

Under 13 matches are normally scheduled to be played on a Tuesday from 6pm.

Under 15 matches are normally scheduled to be played on a Thursday from 6pm.

4.10 Finish times may be acceptably extended, if agreed by both coaches, if the weather causes a temporary halt in play. In the case of electric storms, all play should be suspended for at least 20 minutes after the final flash of lightning/sound of thunder has been seen/heard.

4.11 Clubs who use more than one ground must inform their opposition at least seven days before the fixture as to where the game will take place.

5. Matches

5.1 The League offers two types of cricket, Pairs and Traditional. All matches shall consist of one innings per side. Teams will be made up of a minimum of eight players. Teams are not penalised any runs should they be unable to field a full team however teams with seven or fewer players will forfeit the match. Clubs must make every effort to commence matches on time and complete the game promptly. If one team is not ready to commence a match on time the other team may, if it wish, claim the toss. Coaches should report on the scorecard teams that unduly delay the match. The Executive Committee may impose sanction on persistent offenders.

5.2 Coaches can agree to reduce the game to a minimum of 10 overs per side but must do this before the game commences and both coaches must agree. Overs per bowler must be reduced proportionately. Batsman retirement totals would remain unchanged

Pairs Cricket

5.3 U11A, U11B, U12 Girls Softball and U13B games apply the rules of 'Pairs Cricket.' Batters play in pairs and occupy the crease for four overs in turn. Both teams should strive to field teams of 10 players but the coaches may agree in advance of the game to increase this up to a maximum of 12 players per side. Teams with fewer players than the opposition shall bat the same number of overs as them. Each pair in teams with fewer players than the opposition may bat one extra over to make up the short fall in their batting overs allocation.

5.4 If a team has an odd number of players there will be a single batter. If there is a single batter, he/she shall bat for two overs, normally last and with a runner at the non-strikers end. Batters shall have unlimited "lives" but each "life" shall be recorded as a wicket lost. A wicket shall cost the batting team six runs. A batter dismissed cannot receive the next delivery.

U11 and U12 Girls Softball Pairs Cricket

5.5 If one team fields 10 players but the other team can field only nine, the team with nine players shall ensure that the lowest scoring batsman (runs off the bat) shall be the partner forming the 5th pair.

5.6 If one team fields 10 players but the other team can field only eight, the team with eight players shall ensure that the lowest scoring pair will form the 5th pair.

5.7 In addition to the above, applied to U11B league cricket and u12 Girls Softball Cricket

1. Clubs can play eight players per team per match but only by prior agreement between the coaches of the two teams
2. A fielding ring of 20 yards shall be set up. No fielder (wicket keeper apart) will be allowed in the ring at the point of delivery of the bowler. The ring should, ideally, be marked by discs on the ground although alternate methods may be agreed by both coaches on the day.

Traditional Cricket

5.8 For Under 13A and U15 matches, each innings shall normally be 20 overs.. Both teams should strive to field teams of 11 players however, provided coaches agree before the date of the match, U15 matches may consist of any equal number of players between eight and 11.

5.9 U9 Cricket (See Addendum 1)

6. Team (coloured) clothing and equipment

6.1 Clubs should make every effort to ensure that players are appropriately dressed for playing cricket. Children may play in coloured clothing that represents the club for which they are playing. A team wearing coloured clothing must bring a coloured (i.e., not red) ball with which to play the match. Ideally more than one coloured ball should be available should a ball become lost. The cost of the pink ball should be shared if both teams play in colours. If coloured clothing is worn by a team, that team's coach should ensure that all players wear the same. It is permissible for one team to wear coloured kit and for the other to wear traditional whites.

6.2 Wicketkeepers and batters must wear protective pads, gloves, helmet, and abdomen guard. Fielders may wear protection if required but beneath clothing.

6.3 As required by ECB regulations, no fielder should stand so close to the batter that a helmet is required. It is the responsibility of the clubs, coaches and umpires (if present) to ensure that no-one bats without a helmet.

6.4 Cricket shoes with studs may be worn but the protected area of the pitch must not be damaged by them.

7. Pitches

7.1 Clubs should attempt to play matches on good quality grass wickets. However, artificial wickets are a perfectly acceptable alternative especially where it enables a match to proceed when the weather has prevented playing on grass. The outfield must be grass: no matches to be played on any artificial outfield surface. Boundaries must be marked by a line, rope or flags and should be set at an appropriate distance taking into consideration the age and ability of the players.

7.2 The pitch shall be:

Under 11A: 17 yards with the maximum boundary distance of 40 metres

U11B/U12 Girls Softball: 17 yards with the maximum boundary distance of 35 metres (see also 5.1.2)

Under 13: 19 yards

Under 15: 22 yards

8. The Ball & Stumps

8.1 The hard cricket ball shall weigh 4.75 ounces for Under 11 & 13 matches. Adult sized balls may be used for U15 matches. A softball should be used for U11 Softball matches. This may be a Wonder-ball or equivalent.

8.2 A new or good condition ball should be provided by the home side for each match. Once the match has commenced the ball should only be changed if it is badly damaged or lost. In such circumstances it is to be replaced by the best available ball. A white or pink ball can be used if both sides are wearing coloured clothing.

8.3 Where possible for U11, U12 Girls Softball & U13 matches, the stumps shall be 27 inches above ground and 8 inches wide. Otherwise they should be full sized.

9. Bowling

9.1 No player can bowl more than three overs in a game. In all U13A and U15A leagues, no player may bowl and keep wicket in the same match except where the wicket keeper is injured and is forced to leave the field. In U11A, U12 Girls Softball and all B leagues, a player who has kept wicket during a game is also allowed to bowl but is not allowed to return to the position of wicketkeeper again afterwards. This rule is to prevent the flow of the game being restricted. If more than one keeper is expected to be used in a match, it is strongly recommended that this is discussed between opposition coaches before the match and that the two wicketkeepers can keep for half the innings each.

9.2 In under 11A games, every member of the fielding side, except for the wicketkeeper, must bowl at least one over. In U11B, U12 Girls Softball and U13B matches, every member of the fielding side, except for the wicketkeeper if not voluntarily changed in the match, must bowl at least one over

9.3 If a ball bounces more than twice or rolls along the ground before reaching the batting crease, then a “no ball” will be called.

10. Batting

10.1 In U13A games, batters shall retire after reaching a personal score of 25 runs.

10.2 In U15 games, batters shall retire after reaching a personal score of 30 runs.

10.3 Retired batters will not be allowed to bat again in the match.

11. Fielding

11.1 All wicketkeepers must wear a helmet when standing up to the wicket. It is the responsibility of the clubs, coaches, and umpires to ensure that no-one keeps wicket without a helmet when standing up to the wicket.

11.2 No fielder except the wicket keeper will be allowed to field nearer than 11 yards measured from the middle stump, except behind the wicket on the offside.

12. Scoring

12.1 For U11A, U11B, U12 Girls Softball and U13B matches, the following will apply:

- Each team shall commence its innings with 200 runs.
- 6 runs shall be deducted from the overall score for each wicket lost.
- 2 runs will be added to the score for a wide or no ball and no extra ball will be allowed except in the final two overs of an innings.

12.2 The normal laws of cricket will apply to scoring for Under 13A and U15 matches.

13. Umpires/ Coaching

13.1 It is appreciated that it will not generally be possible to appoint neutral umpires for matches (though this will be arranged for 'Final Day'). Clubs should make every effort to find umpires (other than the coach) who have an understanding of the Laws of Cricket, the league rules and who can apply these sensibly to the age and ability of the players. Whoever umpires a match, they must do so impartially.

13.2 Once an umpire has commenced standing in a match, he/she should normally complete the whole match. If it is necessary to change an umpire, the reasons must be explained to the other umpire and both coaches (if different) before they stand. Umpires may stand at whichever end they consider most suitable. For example, if one umpire is inexperienced, the other umpire may stand at the bowlers end every over.

13.3 The team captain is responsible for managing the players on the pitch. However in U11 matches it is permissible for coaches to stand on the playing area to give coaching advice and demonstrate skills, providing they do not interfere with or delay play. Coaches must only advise the captain on fielding positions between overs, but they may demonstrate a skill between balls.

14. Results/ League Tables/ Finals.

14.1 In each match the team scoring the most runs shall be the winner. In the event of the scores of each team being equal, the winner shall be the team which has taken the greater number of wickets. This rule applies only to 'traditional' cricket, not pairs cricket. 14.2 Points will be allocated as follows:

- Win 5 points
- Play and Lose 2 points
- Tie 3 Points
- Cancelled game 1 point each side
- Defaulting team 0 points
- Claimed 5 points

Clubs should enter their results onto play cricket at their earliest opportunity or at the very least before the next scheduled game for that team. Any games not entered may be considered by the Management Committee to be abandoned

14.3 League tables will be published by the League throughout the season on the Play-Cricket website. Any decision made on appeal by the Executive Committee on contested results or league tables will be final.

15. The Hardwick Shield Day (Finals Day).

15.1 Finals will involve the two teams who scored the most points, subject to them having played a minimum of 50% of their fixtures. If no team has played sufficient matches the team(s) having played most matches will qualify. In the event of two or more teams tied on points then order of selection will be:-

- Most games played
- Results against tied teams
- A play-off. No player may appear in the finals unless they have played for that team during the season, unless approved in advance by the Executive Committee.

In the event of a three-way tie, the total number of wickets taken in the season shall decide the outcome. If this does not decide the issue, the highest total of runs scored in all the league games shall be the deciding factor.

15.2 The venue(s) dates and times of finals will be determined by the Executive Committee, whose decision shall be final. Trophies will be provided at the discretion of the Executive Committee.

Addendum 1

Under 9 Competition Rules

Maximising Participation and Minimising Competition is the ethos of the under 9 League

Each Team will play 3 matches per 'mini tournament'.

Matches will be played simultaneously as follows:

Round 1: Team 1 v Team 2 and Team 3 v Team 4

Round 2: Team 4 v Team 1 and Team 2 v Team 3

Round 3: Team 1 v Team 3 and Team 4 v Team 2

- Games will start at 10am and finish by 1pm. Any games incomplete at that time will be awarded to the side with the highest run rate.
- 2 points for a win, 1 point for a draw, plus a further point for playing the game.
- 6 players per team under 9 at midnight 31 August in previous year unless coaches mutually agree to play 8 a side.
- Travelling coaches to confirm attendance by Thursday evening to host club
- Target of at least 1 girl in each team.
- Each game, 1 innings per side, 8 overs per innings - 4 pairs batting 2 overs each.
- Overs to be bowled from one end only to speed game along
- Coaches should communicate with one another so that the strongest batters face the strongest bowlers of each team
- Coaches should ensure both batters get an even amount of strike
- Team score starts at 200 and runs are scored in the normal way. 5 runs are deducted for each wicket lost however there are no LBWs.
- Every player bowls 1 over.
- Bowlers are encouraged to bowl overarm, however underarm bowling is also acceptable.
- Bowlers should be encouraged to bowl closer to the batsman so that the ball only bounces once before reaching the batter
- If the ball bounces more than twice (or more than once if delivered underarm) or if it is a full toss above the batter's waist a 'no ball' will be called.
- 2 runs will be added to the score for wides and no balls, however no extra delivery will be bowled other than in the final over of the innings.
- No fielder other than the wicketkeeper can field within 10 yards of the batter on strike.

Recommended Pitch Sizes and Equipment

- Recommended pitch length is 15 yards – likely to be a cut strip on the outfield
- Recommend a maximum boundary of 30 yards from each set of stumps
- 15m circle of cones – fielders not to be inside the circle until the bowler has bowled the ball
- Game ball should be agreed by both coaches before the start of the game
- Recommended balls are the 'All Stars' ball or the 'Incrediball'
- Kwik or Inter Cricket stumps or normal cricket stumps
- Kwik /Inter cricket or normal cricket bats
- Small pads for batters are optional

