

THE BERKELEY SPORTS TWO COUNTIES YOUTH CRICKET COMPETITION.

THE MAURICE DIXON CUP 2019 UNDER 13 RULES

Follow on Twitter: <https://twitter.com/TwoCountiesYC>

Follow on Facebook: <https://www.facebook.com/BerkeleySportsTCYC>

RECOMMENDED PITCH LENGTH – 19 YARDS. (new for 2019)

BALL SIZE – 4¾oz Cricket Ball

ELIGIBILITY:

No player may play for more than one club (that is participating in the Two Counties league at the same age group) during the season. Players may play for a club in more than one age group as long as they fulfil the age group criteria. Clubs who are discovered to have fielded ineligible players will face the standard competition penalty of a match forfeit as well as a potential league fine to be decided by the Two Counties committee.

AGE:

To play in a specific age group, all players must be younger than the age on Sept 1 of the previous year – i.e. to play in the Under 13s competition in 2019 all players must have been under 13 years old on 1st September 2018. Clubs who are discovered to have fielded over-age players will forfeit competition points as decided by the Two Counties committee. Non-representative players can only play 2 age groups up. I.e. an u11 can play u13s, but not u10s.

Players may also play in the same team as their school group; some children with August births might swap year groups or others sometimes repeat a school year; introduced in 2018.

U13 SPECIFIC PLAYING RULES:

TEAMS – Both Divisions: 11 players per side playing traditional cricket. (WYOYO: When You're Out You're Out)

If a team starts the match in the field with less than 11 players then there is no requirement for the opposition to provide extra fielders.

SCORING – Both Divisions: normal scoring laws.

BATSMEN – Division 1: Batters retire at 50 runs; they may not return after retiring.

Division 2: Batters retire at 30 runs; they may not return after retiring.

Division 2 teams may only have a maximum of 2 county or district players per match.

District & County players may only commence batting after the 10th over.

BOWLERS – Both divisions: Teams must use a minimum of 7 bowlers in 20 overs; maximum 4 overs per bowler.

- **Division 1:** no additional bowling rules.
- **Division 2:** any county or district player can only bowl after 10 completed overs with a maximum of 2 overs for each player.
 - In plain maths, 4 overs maximum of the 20 should a team have 2 C&D players.
 - In plain maths, 2 overs maximum of the 20 should a team have 1 County or District player.

LBW – this law will apply.

WIDES & NO BALLS – Standard laws of the game. I.e. one run for a wide or no-ball with 6 legitimate deliveries.

Updates on non-pitched deliveries, 41.7. See attached.

FIELDERS - must be 11 yards away from centre stump unless in the slip area. After the ball has been struck or has hit the pads, a fielder may, of course, move inside the restricted area to catch or retrieve the ball.

COACHING - permitted on field of play provided it does not interrupt the flow of the game.

PITCH - Artificial or grass of **19 yards**; if artificial then please let opposition know in advance so correct footwear can be worn. Boundary about 40 yards.

PROTECTION – helmets, gloves & pads are all mandatory. All standard hard ball protection must be worn.

GENERAL RULES:

UMPIRES - Each side must provide an experienced umpire. If only one experienced umpire is available, they always stand at the bowlers end with the least experienced/stand-in officiating at square-leg.

WIDES - Leniency in regard of the age of the players must be decided by the two umpires before the match begins so there is consistency throughout the match.

WICKET-KEEPERS - Wicket keepers may bowl, however, if they are swapped mid-innings, the match should continue. I.e. the fielding team should go a fielder down while their new wicket keeper is off the ground getting their pads on.

BALL - The home team must provide one new ball per match (sourced from Berkeley Sports). Use of a pink cricket ball is encouraged for evening matches.

MANKAD RUN OUTS - No batter will be run out while backing up at the bowler's end (sometimes referred to as a Mankad dismissal) unless they've been personally warned by an umpire for committing such an offence in that innings.

DRINKS - Drinks for players should be available for both teams. If the conditions are hot then an extra drinks break in the middle of each innings can be agreed by the Team Managers.

SCOREBOARDS – It is the home club's responsibility to provide a scoreboard for the match.

SCORERS – both teams are expected to provide a scorer, to assist with players names. Modern scoring apps (possibly performed by the umpire) may require more communication during the match between an umpire and scorer on the boundary line.

BEHAVIOUR - Managers and umpires must use their authority to ensure that any instances of unsportsmanlike behaviour, both on and off the field, are dealt with speedily. If an incident warrants reporting, then this should be submitted using the match report form. Send to the secretary with your club's Junior Section Leader copied in.

LIGHT - If a game starts late and poor light will be an issue then overs for both innings should be reduced by agreement by both Team Managers before the start of the match. It is the responsibility of both Team Managers to ensure their players are quick between overs and the match is played at an appropriate speed.

As a suggestion to speed up play, decide to all overs from one end, with the batters rotating at the end of each over or the first 50% from one end consecutively and then final 50% from the other end.

Be consistent in both innings for 'fairness' (to eliminate observations that one leg-side boundary was shorter than another!)

GUIDING PRINCIPLES & ETHOS OF THE TWO COUNTIES:

The committee believe these guiding principles are important components of player enjoyment and retention for a life-long enjoyment of the game.

1. **Participation** for all players. This means managers have all players actively involved in matches in all aspects of the game; batting, bowling, wicket-keeping and fielding positions (not the same player at long leg every over in every match)
2. **Opportunity** for all players. This means coaches think of their player's long-term enjoyment of the game by ensuring players aren't pigeon holed as only a bowler or batter or keeper in their early years.
3. **Fun** for all players. This means managers actively looking at their player's contribution in a match. How have they contributed? Have they tried something new? Demonstrated a skill from training?
4. **Communication** to all players.
 - a. Before the season, has the Two Counties ethos been communicated and explained to parents and players?
 - b. After each match, where players haven't had their expected opportunities, have the players and their parents received an explanation and an assurance for future matches?

TWO COUNTIES MANAGER PARTICIPATION CHECKLIST:

1. Did all 16, 20 or 22 players, depending on the match type, get a bat or a bowl?
2. If they didn't bat, did they get a bowl?
3. If they didn't bowl, did they get a bat?
4. If not, will they get an opportunity in the next match?
5. If not, why not? (that's what the player and parent(s) are thinking)
6. Does the team stick with the same players to open the batting/bowling match after match?
7. How many players have had the opportunity to be wicket-keeper during the season?

TWO COUNTIES 2019 SEASON DATES:

1. Season commences week commencing Monday 6th May 2019.
2. Matches, by mutual agreement of both managers, may be played prior to Monday 6th May 2019.
3. Season concludes Sunday August 4th 2019.
4. Matches, by mutual agreement of both managers, may be played until Sunday 1st September and count towards points table.
5. Final points tally will be taken on Monday 2nd September at 10am.