

LEAGUES

Playing Conditions

The Laws of Cricket 2017 Code shall apply with the following exceptions:

1 In All Matches

- 1.1 Each team can consist of up to 12 players. No more than 11 players can bat or be on the field at any time. All players must be nominated to the umpires in writing before the toss is made. There is no requirement to nominate which 11 players will bat. Any replacement/ substitution of a member of the fielding side can only be made with the approval of the umpires and only at the end of an over, the fall of a wicket or during an interval, unless as a result of an injury. Once a player has taken the field he can play a full part in the match, subject to the provisions of Law 17.6 (Bowler changing ends).
- 1.2 The **pitch length** and **stump measurements** in all Surrey Junior Invitation League (SJIL) matches shall be as defined in the ECB Recommendations for Junior Cricket. (*Appendix 1*)
- 1.3 A new Reader County ball of appropriate size (*see Appendix 1*) shall be used for each innings.
- 1.4 Boundaries and Fielding Circles should conform to the recommendations in the following table:

Age Group Minimum Boundary Maximum Boundary Fielding Circle

Under 15	35 yards	55 yards	30 yards
Under 14	30 yards	45 yards	25 yards
Under 13	30 yards	45 yards	25 yards

2 Duration:

- 2.1 All matches will consist of one innings per side, and each innings will be limited to a maximum of 30 six-ball overs for matches in the U14 & U15 Leagues, and to 25 overs for the U13 League. A minimum of 10 overs per team will constitute a match (subject to the provisions of 4.1 below).
- 2.2 In exceptional circumstances, team managers can mutually agree to reduce this number of overs subject to a minimum of 20 overs. If the circumstances are due to foreseen problems with travel or pitch availability, any reduction in overs must be notified, by both Team Managers, via e-mail, to the League Administrator at least 48 hours before the match.

3 Length of innings:

- 3.1 Uninterrupted matches (i.e. Matches which are neither delayed nor interrupted)
Each team shall bat for the number of overs as defined in 2.1 above unless all out earlier. A team shall not be permitted to declare its innings closed.
- 3.2 Delayed or interrupted matches
 - 3.2.1 Rearrangement of the number of overs may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions, or any other reason. The timing and duration of all suspensions of play

(including all intervals) or delays during the match will be taken into account when calculating the length of time available for either innings.

- 3.2.2 The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.
- 3.2.3 A minimum of 10 overs must be bowled to the team batting second in order to constitute a match (subject to 4.1 below).
- 3.2.4 The calculation of the number of overs to be bowled shall be based on a rate of 17 overs per hour in the total time available for play. Before the match, managers should agree a notional latest finish time to enable this calculation to be made if necessary.
- 3.2.5 If, owing to a delayed start to the second innings or a suspension of play during the second innings, there is insufficient time for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated as in 3.2.4 above.
- 3.2.6 The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less than the agreed number of overs.
- 3.2.7 Fractions are to be ignored in all calculations regarding the number of overs.

4 The Result

- 4.1 A result can be achieved only if both teams have had the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs. All matches in which the match has begun but both teams have not had the opportunity of batting for a minimum of 10 overs (subject to the provisions of this clause) shall be declared 'Abandoned'.
- 4.2 Where the maximum number of overs available to both sides remains unaltered once play has commenced, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a Tie and no account shall be taken of the number of wickets which have fallen.
- 4.3 If, due to adverse weather or pitch conditions, the number of overs available to each side is not equal then the winner will be the side with the higher average run rate. *(see Appendix 3)*, subject to 4.1 above.
- 4.4 Points will be awarded as below:
WIN 4 pts **TIE** 2 pts **LOSS** 0 pts **ABANDONED** 2 pts **CANC/CONCEDED** 0 pts

5 Restrictions:

5.1 Fielding

- 5.1.1 At the instant of delivery there may not be more than 5 fielders on the leg side.

1.2 Junior Fielding Restrictions

- 5.1.2.1 No player in SJIL matches shall be allowed to field closer than 8 yards (7.3 metres) from the batsman's position on the popping crease on a middle stump line, except behind the wicket on the off side, until the batsman has played at the ball. A fielder shall be allowed to move into the restricted area to make a catch or field the ball provided that they were outside the area when the stroke was made.

5.1.2.2 For players in the Under 13 age group and below the distance is 11 yards (10 metres).

5.1.2.3 These minimum distances apply even if the player is wearing a helmet.

5.1.2.4 Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.

5.1.3 Restrictions on the Placement of Fielders:

5.1.3.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.4 metres) for U15 matches and 25 yards for U13 & U14 matches. The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by painted white 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

5.1.3.2 For the duration of the innings only five fielders are permitted to be outside the field restriction marking at the instant of delivery.

5.1.3.3 In the event of an infringement of the above fielding restrictions, the umpire at the striker's end shall call and signal 'No Ball'.

5.2 Bowling

5.2.1 No bowler shall bowl more than one fifth of the number of overs scheduled for the innings. However, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. after 14 overs of a 30 over innings, rain interrupts play and the innings is reduced to 22 overs. Both opening bowlers have bowled 6 overs. Two bowlers can bowl 5 overs and three bowlers can bowl 4 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (5 as opposed to 4) and so any other bowlers may bowl a maximum of 4 overs.

5.2.2 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.

5.2.3 In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

5.2.4 ECB Fast Bowling Regulations

5.2.4.1 The ECB Fast Bowling Directives (*see Appendix 2*) will apply to all matches in SCF Competitions subject to 5.2.5.2 below.

5.2.4.2 In matches of 20 overs or less per team where the competition regulations only allow bowlers to bowl less than or equal to the number of overs specified as the maximum in a spell in the Directives the provisions requiring an equivalent number of overs from the same end to have elapsed before a subsequent spell can commence shall not apply (e.g. in any age group competition where a maximum of 4 overs per

bowler is allowed these may be bowled at any time in the innings irrespective of the number of spells bowled).

5.3 **Batting**

5.3.1 In the U13 League, when a batsman reaches or passes the personal total of 50 runs they must 'retire' and will not be allowed to return. A batsman can continue their innings beyond 50 if their 'retirement' would end the innings before the agreed number of overs have been bowled.

5.3.2 In U14 & U15 Leagues there will be no early retirements.

6 **Free Hit after a No Ball**

6.1 The delivery following a no ball shall be a free hit for whichever batsman is facing it.
Note: this applies to all modes of No ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease.

6.2 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery shall become a free hit for whichever batsman is facing it.

6.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

6.4 Field changes are not permitted for free hit deliveries unless there is a change of striker or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

6.5 The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion

7 **Bowling of dangerous and unfair deliveries**

7.1 Laws 41.6 & 41.7 will apply with the addition of the following:

7.2 There shall be no more than one short-pitched delivery passing above the shoulder of the striker per over. The umpire will make it clear to the bowler (and any bowler called upon to complete an over) and the batsmen at the wicket when a delivery within this limit has been bowled.

7.3 The second, and any subsequent deliveries in an over shall be in breach of law 41.6.2 and shall invoke the penalties in laws 41.6.3 and 41.6.4.

8 **Wide Ball**

8.1 Any ball passing behind the striker without hitting the bat, or any part of the striker's person, and passing outside the leg-stump shall be called Wide.

Appendix 1

ECB Recommendations for Junior Cricket

Age Group	Hard Ball	Stumps	Pitch	Soft Ball	Stumps	Pitch
Under 7	4.75oz	27" x 8"	16 yards	Kwik	Kwik	Max 14 yds

Under 9	4.75oz	27" x 8"	18 yards	Kwik	Kwik	15 yards
Under 10	4.75oz	27" x 8"	19 yards	Kwik	Kwik	16 yards
Under 11	4.75oz	27" x 8"	20 yards	Kwik	Kwik	16 yards
Under 12	4.75oz	27" x 8"	21 yards	Inter Cricket	Inter Cricket	Max 20 yds
Under 13	4.75oz	27" x 8"	21 yards	Inter Cricket	Inter Cricket	Max 21 yds
Under 14	Boys 5.5oz Girls 5oz	28" x 9"	22 yards	Inter Cricket	Inter Cricket	22 yards
Under 15	Boys 5.5oz Girls 5oz	28" x 9"	22 yards			

Conforming to the Laws of Cricket 2017 Code published by the Marylebone Cricket Club (MCC)

ECB Cricket Department ECB Schools, Junior & Youth Group

Appendix 2:

ECB Fast Bowling Regulations:

<u>Age</u>	<u>Maximum overs per spell</u>	<u>Maximum overs per day</u>
Up to, & inc. Under 13	5 overs per spell	10 overs per day
Under 14 & Under 15	6 overs per spell	12 overs per day
Under 16 to Under 19	7 overs per spell	18 overs per day

For the purposes of these Directives a fast bowler is defined as a bowler to whom a wicket keeper in the same age group would in normal circumstances stand back to take the ball.

Appendix 3

Average Run Rate

A team's average run rate is calculated by dividing the number of runs scored in its innings by the number of legitimate balls received during that innings. In the case of the team batting first being dismissed in less than the number of overs allocated for their innings, the calculation will be based on the number of balls that the team was scheduled to receive and not on the number actually received. In the case of the team batting second being unable to receive their allocated overs, the calculation of their average run rate will be based on the actual number of legitimate deliveries received by them during their innings. The average run rate can be calculated to any number of decimal positions and a tie can only be achieved if the average run rates are identical.