Standard Competition Rules and Playing Regulations for Under 11, Under 13 and Under 15 Cricket

The following will apply to all League and Cup Competitions. Further Rules and Playing Conditions that specifically apply to League and Cup are detailed immediately after these Standard Rules.

1. Competitions shall be open to Affiliated Clubs of the Isle of Wight Cricket Board.
2. The control of the administration of all competitions shall be by the Isle of Wight Cricket Board.
3. Fixtures to be arranged by the Junior Competition Secretary.
4. The Home Club shall be responsible for the provision of the 1 match ball, which will be of approved standard and of reasonable quality.
5. Each team shall be responsible for providing an umpire and a scorer.
6. Each member of a competing team needs to be a bona fide member of the club. Players can play for any club during the season. However, players from other clubs will be classed as "loan players". Loan players cannot bowl more than two overs (or ten balls in U13 Leagues) and must not bat above five in the order.
7. In Under-11 competitions the player must be aged 10 years or under on the 31st of August of the year preceding the season of play. In Under-13 competitions the player must be aged 12 or under on the 31st of August of the year preceding the season of play. In Under-15 competitions, the player must be aged 14 years or under on the 31st of August of the year preceding the season of play. Girls are allowed to play two years down, **as long as it is appropriate to their development level**. A boy can also play down an age group if it is appropriate to their development level, but a list of these players must be sent to, and agreed by, the competition secretary at least one week in advance of a match that involves any of these players.
8. The Home Club in any match shall be responsible for ensuring that the result is recorded onto the play-cricket.com website (iowjuniorcomps.play-cricket.com) within five days of the game completion.
9. Under-11 League matches will be played on a Sunday morning starting at 10am and finishing by 12:30pm, with the exception of matches played at Arreton CC and Newclose, which will start at 11am.
10. Under-13 matches will be played on a Monday evening and Under-15 games on a Wednesday evening, all at 6pm. In the event of a game being cancelled because of the weather, matches can be rearranged between clubs, but must be played before the 31st of August of that year. Girls' League matches will begin at 6pm, with the majority played on Tuesday evenings.
11. Each season shall have a start and finish date sufficient, so far as possible, to ensure all scheduled matches are played.
12. Friendly games can be arranged and played at any time.
13. Clubs unable to fulfil their fixture because of the state of the pitch can play at another venue if both teams are in agreement.
14. Clubs may mutually reschedule games with the agreement of the junior competition secretary, who must be informed of any changes.

15. There shall be a maximum of ten minutes between innings in all junior matches. 20 over and 100 Ball matches shall have a 70-minute time limit per innings, with 16 over matches having a 60-minute time limit.
16. Wicket-keepers can be changed during an innings, but the player becoming the wicket-keeper must leave the field to get ready. This can be in a natural break of play (ie. a wicket, or a change of batting pairs) or the fielder becoming the wicket-keeper must leave the field at the end of an over to get ready and return at the end of another over.

Playing Regulations

Matches will be played under the Laws of Cricket 2017, disregarding any Special Regulations for Test and First Class Matches, with the exception of:

Under 11 Friendly & Under 11 Girls League Regulations

1. A team can only use eight players at one time when fielding; however a team can consist of more than eight players. The extra players may bat, bowl, and field. (ie. Eight players could bowl and a different eight players could bat)
2. A match shall consist of 1 innings per side, each of 16 overs.
3. The batting side is divided into 4 pairs of batters with each pair batting for 4 overs.
4. Each time a batter is given out the wicket is recorded on the scoresheet and the bowling team gains 5 runs to their final score. The batters change ends and continue batting as a pair for the rest of their 4 overs. All runs scored during the 4 overs are credited to the pair.
5. No extra balls are given for Wides or No Balls and they will count as 2 runs except for the last over when the extra ball is bowled and 1 run is awarded to the batting team.
6. 6 members of the fielding side must bowl at least 1 over each, and no player may bowl more than 3 overs. There will be a nominated wicketkeeper who does not have to bowl but can if required.
7. The maximum boundary is 40 metres.
8. If 16 overs cannot be played, the managers need to decide before the game starts how many overs per side are to be bowled. If bad weather delays the start of the first innings or suspends the length of either innings, the number of overs will be arranged so that each side bats for the same number of overs, with a minimum of 8 overs per side, 2 overs per pair, pro rata.
    a. In the event of a suspension, or suspensions of play, during the innings of the team batting first, the quota of overs per team will be reduced by such a number that will result when the total number of overs in a match is reduced by dividing the minutes lost by 3.
    b. In the event of a suspension of play during an over in the innings of the team batting first, and the over is not resumed, the over shall be considered to have been completed for calculation purposes.
    c. In the event of a suspension, or suspensions of play, during the innings of the team batting second, the quota of overs for their innings will be reduced by the same calculation as in paragraph (a) above. Should the side batting second have fewer overs to bat, the target score shall be worked out using the batting run rate from the team who batted first.

Under 13 League & Under 13 Girls League Regulations

1. Matches will be 100 balls a side. If 100 balls cannot be played, the managers need to decide before the game starts how many balls per side are to be bowled. If bad weather delays the start of the first or suspends the length of either innings, the number of balls will be arranged so that each team bats for the same number of balls as follows:
   a. In the event of a suspension, or suspensions of play, during the innings of the team batting first, the quota of balls per team will be reduced by such a number that will result when the total number of balls in a match is reduced by dividing the minutes lost by 3.
   b. In the event of a suspension of play during an over (of 5 balls) in the innings of the team batting first, and the over is not resumed, the over shall be considered to have been completed for calculation purposes.
   c. In the event of a suspension, or suspensions of play, during the innings of the team batting second, the quota of balls for their innings will be reduced by the same calculation as in paragraph (a) above.
2. No bowler may bowl more than 20 balls in any innings. Where a match starts with reduced balls, no bowler may bowl more than 20% of the total number of balls. A minimum of six bowlers must be used.
3. Bowlers will bowl 5 consecutive balls, before another bowler will do the same. Either ten or fifty balls will be bowled at one end before swapping to the other end – umpires to decide whether they swap after every ten balls or after fifty before the match begins.
4. In Under-13 matches, when a batter reaches or passes the personal total of 20 runs they must retire, but may return to the crease only when all other players have batted. Retired batters must return in their order of retirement and take the place of the retiring or dismissed batter. The batter shall retire again when an additional 20 runs on their return to the crease if there is another batter available to bat.
5. Under-13 matches will be 9 a side games unless **both** managers agree on a different number (ie. 10v10 or 11v11). These numbers must be confirmed by the managers **two days before the game is due to be played.** If this is not communicated, then teams shall play 9v9. If a manager agrees to play 10-a-side with the other manager, but then turns up with more than 10 players, only 10 can bat and only 10 can be on the field at one time when fielding, but the extra player(s) can rotate in the field. A maximum of eleven players can bat for a team in an Under-13 match.

Under 15 League Regulations

1. Matches will be 20 overs a side. If 20 overs cannot be played, the managers need to decide before the game starts how many overs per side are to be bowled. If bad weather delays the start of the first or suspends the length of either innings, the number of overs will be arranged so that each team bats for the same number of overs as follows:
   a. In the event of a suspension, or suspensions of play, during the innings of the team batting first, the quota of overs per team will be reduced by such a number that will result when the total number of overs in a match is reduced by dividing the minutes lost by 3.

b. In the event of a suspension of play during an over in the innings of the team batting first, and the over is not resumed, the over shall be considered to have been completed for calculation purposes.
c. In the event of a suspension, or suspensions of play, during the innings of the team batting second, the quota of overs for their innings will be reduced by the same calculation as in paragraph (a) above.

2. No bowler may bowl more than 4 overs in any innings. Where a match starts with reduced overs, no bowler may bowl more than 20% of the total number of overs except where the total is not divisible by 5. An additional over shall be allowed to each of the minimum number of bowlers necessary to make up the balance. A minimum of six bowlers must be used.
3. When a batter reaches or passes the personal total of 30 runs they must retire, but may return to the crease only when all other players have batted. Retired batters must return in their order of retirement and take the place of the retiring or dismissed batter. The batter shall retire again when an additional 30 runs on their return to the crease if there is another batter available to bat.
4. Under-15 matches will be 9 a side games unless **both** managers agree on a different number (ie. 10v10 or 11v11). These numbers must be confirmed by the managers **two days before the game is due to be played.** If this is not communicated, then teams shall play 9v9. If a manager agrees to play 10-a-side with the other manager, but then turns up with more than 10 players, only 10 can bat and only 10 can be on the field at one time when fielding, but the extra player(s) can rotate in the field. A maximum of eleven players can bat for a team in an Under-15 match.

Under-11 Cup Additional Regulations

1. The Under-11 Cup Fixtures will be 8 a side games that follow the standard rules of cricket.
2. A match shall consist of 2 innings each of 16 overs with each team starting with 0 runs.
3. No bowler can bowl more than 3 overs.
4. When a batter reaches or passes the personal total of 25 runs they must retire, but may return to the crease only when all other players have batted. Retired batters must return in their order of retirement and take the place of the retiring or dismissed batter. The batter shall retire again when an additional 25 runs on their return to the crease if there is another batter available to bat.
5. An innings will be over when 16 overs have been bowled or when 7 wickets have fallen.
6. No extra balls are given for Wides or No Balls and they will count as 2 runs, except for the last over when the extra ball is bowled and 1 run is awarded to the batting team.
7. Players may only play in **either** the U11 Plate Finals Day **or** the U11 Cup Finals Day.

Additional Rules and Playing Regulations for Under-11 and Under-13 Cricket

1. The ball shall weigh 4.75 ounces.
2. No fielder, except the wicket keeper, shall be allowed to field nearer than 11 yards, measured from the middle stumps, except behind the wicket on the off side.
3. The pitch shall be 17 yards in length for Under-11's and 19 yards for Under-13's.
4. The stumps shall be 27 inches above the ground and 8 inches wide.

Additional Rules and Playing Regulations for Under-15 Cricket

1. The ball shall weigh 5.5 ounces (5 ounces for Girls' only fixtures).
2. No fielder, except the wicket keeper, shall be allowed to field nearer than 8 yards (11 yards if the player is Under-13), measured from the middle stumps, except behind the stumps on the off side. The manager shall be responsible for informing the Umpires of the players' age group in a particular match.
3. The pitch shall be 22 yards in length (20 yards for Girls' only fixtures).

Results

1. In league matches, the team scoring the most runs in its innings 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 that have fallen.
2. In the cup competitions, with the exception of the final, if the scores are level, the match shall be decided by the least amount of wickets lost. If this is still level, a countback shall be used (if a 16 over game - score after 15 overs, then 14, then 13 etc.). If the scores are level in the final, the trophy shall be shared.
3. A result can only be achieved if both teams have batted for at least 10 overs (50 balls in U13 Leagues, 8 overs in U11 Cup), unless one team is all out in less than 10 overs, or unless the team batting second scores enough runs to win in less than 10 overs.
4. In rain-curtailed cup matches, games are to be rearranged where possible. If it is not possible to rearrange matches, a bowl out with 5 players shall take place or a coin toss if this is not possible.
5. Points will be awarded to the opposition should any team refuse to honour the fixture.

Scoring of Points for League Matches

1. 3 points will be awarded for a win.
2. 1 point will be awarded for a tie.
3. In the event of a game being cancelled because of the weather or a rain affected match not being completed, each team will be awarded 1 point.
4. The winners of the league will be the team with the most points. If any teams are equal on points, the title will be shared.

Under 16 Girls League

The Under 16 Girls League will follow the Under 15 League regulations. However, matches shall be ten-a-side, with two clubs combining for each team. Each club shall provide five players for each fixture. The winning clubs shall be awarded a maximum of five points per win – if a winning club was unable to provide five players, they shall be awarded a point per player provided.