

# **Bath and District Youth Cricket League Playing Rules**

[Revision 2025 Season]

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## **Playing Rules**

### **1. General**

- 1.1 All matches are to be played in accordance with the Laws of Cricket as published by the MCC unless otherwise stated or agreed.
- 1.2 The League strongly endorses the ECB directives on fast bowling, proximity of fielders to play and any other guidance issued from time to time and should be adhered to in all fixtures.
- 1.3 The wearing of helmets for batsmen and fielders (including the wicket-keeper) within the ‘danger’ area is mandatory for all matches in all competitions. The League accepts no liability arising from individual Member Clubs failure to comply.
- 1.4 The League encourages Umpires, Coaches and other Officials to give advice during the game to aid game continuity, develop players and to achieve the objectives of the game.
- 1.5 The League is comfortable for the Laws of Cricket to be adapted by mutual arrangement prior to the commencement of a game, provided this is not to the detriment of the game, i.e. LBW laws, wides, no-balls, double bouncers, etc.
- 1.6 Where no agreement is made the Law of Cricket will prevail or alternative rules as prescribed herein shall apply (see specifically Under 11 Rules).
- 1.7 Please be aware of, and compliant with, Safe Hands Policy and Procedures with regard to Child Welfare and Safety and any rules and regulations issued by our National Governing Body.
- 1.8 Games shall start no later than 6.00pm to enable good light for all teams

### **2. Player Eligibility**

- 2.1 Players shall be members of the Club they are representing and shall only play for one club in the BDYCL during the course of a season unless otherwise agreed by the Management Board.
- 2.2 In the event that a Club shall have two or more sides competing in the same League competition, then the player shall only play for one of those sides during the season (unless explicitly agreed by the Management Board). However, if Clubs are represented in the same age group but in two separate divisions, then players are free to play across divisions. A player must only play for one side in the cup competition within one age group.
- 2.3 To compete in U-15 competitions, players shall be under the age of 15 on the 31<sup>st</sup> August of the year prior to the commencement of the season, for U-13 competitions, players shall be under the age of 13 on the

31<sup>st</sup> August of the year prior to the commencement of the season, and for U-11 competitions, players shall be under the age of 11 on the 31<sup>st</sup> August of the year prior to the commencement of the season. The above age groups apply to girls and boys alike although it is agreed that girls may play two years older than boys, thus an Under 13 girl can compete in the Under 11 competitions and so on.

2.4 Players are free to play for different age groups in a Club, provided they meet the above criteria, i.e. an U11 player may also play for his Club at U13 and U15 level.

2.5 Under 15s – Overage Players; in the spirit of providing access to cricket and maintaining participation, sides to play up to three overage players in the Under 15s competitions (U16s for boys and U18s for girls. However girls must be under the age of 18 when playing – i.e. once they reach their 18th birthday, they may not play in junior cricket).

2.6 The spirit of this rule is that overage players playing in the U15 competitions are there to make-up numbers where the Club would not ordinarily be able to field a full side and/or keep to provide access to cricket for the overage player, that they would not otherwise have the opportunity, such that it keeps the young person in cricket with no viable alternatives. Using overage players to strengthen sides or deprive other age group players from a game would not be considered within the spirit. Players that have played in district or county cricket in the prior 12 months are not eligible to play overage.

### **3. Fixtures**

3.1 All fixtures are to be played on the arranged date unless they have been mutually re-organised for a more convenient date by competing clubs, in which case, the Secretary or League Administrator must have been advised in writing of the revised fixture before the commencement of the Season.

3.2 Where clubs wish to rearrange fixtures before the date they are due to be played (e.g. due to ground availability), they will not be considered an official league game unless:

- The new date for the fixture is agreed by both clubs at least 14 days before the date the fixture is originally due to be played.
- The BDYCL is notified of the new date.
- While clubs can exercise the right not to rearrange games prior to their original date, they are encouraged to be as accommodating as they can to get games played.
- A closing date of 31st July shall apply for all fixtures unless agreed by the Management Board officer.

Where games are rearranged following either a cancellation due to weather, or a team forfeiting on the original date, they will not be considered an official league game unless:

- The result on the original date (cancellation or win/loss by forfeit) is recorded on the league website.
- The new date for the fixture is then confirmed by both clubs within 14 days of the date the fixture was due to be played.
- In the absence of a rearrangement, the original fixture outcome will be upheld, e.g. if it is rain or conditions effected then the points will be shared, if one team is unable to fulfil the fixture then the other team shall be awarded the win points, etc.
- Once a rearrangement is made then the outcome of the rearranged fixture will stand, i.e. should it be rain-affected or defaulted.
- Clubs can continue to exercise the right not to rearranged games following a weather-cancellation or forfeit; it has to be a mutual willingness to play.
- A closing date of 31st July shall apply for all fixtures unless agreed by the Management Board officer.

3.3 Where points need to be awarded, the Management Board shall adjudicate.

3.4 With the exception of the Final, all cup competitions games will be arranged and played at the convenience of the competing clubs in accordance with the Cup draws.

3.5 In the event that Cup Fixtures are not completed either within the arranged fixture deadline date or by way of a reserve date the League will arbitrate, and where necessary is empowered to decide the fixture by way of a bowl-out or any other fair means or simply award the win. All Clubs' co-operation to meet pressing deadlines/Final date is essential.

3.6 Fixtures shall commence no later than 6.00pm.

3.7 League fixtures for the U11 and U15 have been arranged for Monday evenings and U13 games for Tuesday evenings. Whilst the freedom to rearrange is offered per the above rules, we expect Member Clubs to remain sensitive to School and Representative Cricket.

3.8 The arranged fixtures will prevail if no alternative timing can be arranged.

#### **4. Results**

4.1 The Home side shall be responsible for the reporting of match results to the League Administrator, by way of the BDYCL website, within 3 days of the match and their opponents are expected to verify the result through the same method.

4.2 Games that did not take place on the arranged date, for whatever reason (weather, default etc.) also need to be reported by updating of the fixture on the BDYCL Website or via the League Administrator.

4.3 In the absence of verification of the result, then after 7 days, the League Administrator shall verify the result as presented.

4.4 If results are not submitted on a timely basis by the home club, the League reserves the right to make appropriate penalties.

4.5 In the event of a contested result, the League Administrator shall arbitrate and whose decision will be final.

#### **5. Playing Conditions**

5.1 The Playing Conditions and playing surface dimensions as recommended by the ECB shall be adopted wherever possible, which are currently as follows:

	Ball Weight	Pitch Length	Stump Dimensions	Maximum Boundary
Under 11	4.75 oz	17 yards	27" x 8"	40 yards
Under 13	4.75 oz	19 yards	27" x 8"	50 yards
Under 15	5.5 oz	22 yards	28" x 9"	55 yards

5.2 However, in the line with the spirit of the BDYCL, provided child welfare and safety is maintained, and a fair contest can be achieved, then the inability to fulfil the specific criteria above shall not prevent a match taking place.

5.3 All matches are played with hard balls and Clubs should ensure their players are sufficiently skilled to participate.

#### **6. Tied Games League and League Cup – All Age Groups**

6.1 In the event of a cup game finishing with scores equal, then the team that has taken the most wickets shall be declared the winners. If still equal, the side with the highest score at the end of the penultimate over shall be the victors; if still equal, scores shall be compared at the end of the prior over and so on.

6.2 In the event of a league game finishing with scores equal, 2 points shall be awarded to each team, regardless of wickets fallen, etc.

## **7. League Only – All Age Groups**

7.1 The winning team shall be awarded 4 points and the losing team 0 points. In the event of a fixture being cancelled, points shall be shared (2 points each) unless one team has been unable to field a side or cancelled the fixture for reasons other than weather or unplayable conditions. In such cases, the defaulting side shall be awarded 0 points and their opposition 4 points.

7.2 No points shall be awarded for a rearranged fixture unless this was organized in accordance with Playing Rules 3.1 or 3.2.

## **8. Determining League Winners**

8.1 The team at the top of each league when the fixtures are completed or results decided will be the League Winner.

8.2 In the event that on completion of the League calendar two or more teams has accumulated equal points resulting in a tied division, then the team who faired best in the head to head game(s) shall be the winners.

8.3 If the sides cannot be separated by these means then the team with the most wins shall be the League winner.

8.4 If still equal, the competition winner will be shared amongst the equal sides.

## **9. Age Group Playing Conditions**

### **General**

9.1 These rules and laws of the game shall prevail in the absence of mutual agreement ahead of the match by the competing clubs. Adjustment of rules to suit playing conditions, time available, respective playing and player strength, etc, are acceptable with the over-riding considerations being player safety and welfare, enjoyment and fair competition.

9.2 Unless agreed otherwise, matches shall be played to the following formats:

- All Under 15s League and Cup: 20 overs with wides and no-balls rebowled.
- Under 13s Pairs Division: Barrington Rules
- All other Under 13s Divisions: 20 overs with wides and no-balls not rebowled
- Under 13s Cup: 20 overs with wides and no-balls not rebowled
- Under 11s 11-a-side division: 16 overs with wides and no-balls not rebowled
- All other Under 11s Divisions: Barrington Rules
- Under 11's Cup: Barrington Rules

### **20-overs matches**

9.3 The match consists of one innings per side of 20 overs with each bowler limited to 4 overs.

9.4 Batsman may bat until they are out but retirements for inclusion (not standard injury and illness considerations) are allowable subject to umpire approval. That batsman may return but only after the number 11 (or highest number in the event of not competing with a full side).

### **16-over matches**

9.5 The match consists of one innings per side of 16 overs with each bowler limited to 3 overs.

9.6 Batsman may bat until they are out but retirements for inclusion (not standard injury and illness considerations) are allowable subject to umpire approval. That batsman may return but only after the number 11 (or highest number in the event of not competing with a full side).

### **Wides and No balls rebowled**

9.7 In matches where wides and no-balls are rebowled, each over must consist of six legitimate deliveries. Wides and no-balls are penalised with 1 run, and are rebowled.

## **Wides and No balls not rebowled**

9.8 In matches where wides and no-balls are not rebowled, overs shall consist of 6 deliveries with wides and no balls penalised with 2 runs but not rebowled, with the exception of the final two overs of each innings when wides and no balls shall count as one penalty run each but are rebowled until 6 legitimate balls have been completed.

## **Barrington Rules**

9.9 Barrington Rules matches shall be played by teams of 8 players. The match shall consist of one innings per side of 16 overs, whereby the batting side is divided into pairs and each pair shall bat for 4 overs.

9.10 Each batsman has 'unlimited lives' but each dismissal and loss of a 'life' shall result in 5 runs being deducted from the total, which starts at 200 for each side. No batsman who is out for any reason shall face the next delivery except for a run out whereby the non-striker shall face the next delivery whomever the victim may have been or the change of an over.

9.11 There shall be no LBWs.

9.12 Each fielder excluding the wicket-keeper must bowl one over but no more than 3 overs.

9.13 The winning team shall be the side that has the highest total after deductions.

## **10. U9 Competitions**

A separate body of rules not detailed herein will cover any U9 Competitions.

## **11. Rules Not Covered**

The Management Board shall arbitrate where appropriate on the Rules or in the absence thereof. The Management Board's decision shall be final.