



Under-13s – Match format and Playing Conditions

Match Format

- Each team shall comprise 11 players.
- Each game shall consist of 1 innings per side.
- An innings shall not be more than 20 overs of 6 legal balls.
- A junior-size 4.75 ounce hard ball shall be used.
- The pitch shall be 21 yards in length. [19.20m]
- Clubs are expected to mark appropriate boundaries, given the age of the players.
- All matches shall commence at 10.00 am and must be completed no later than 1 pm.
- Night matches should be commenced as soon as possible before 5.30 pm.
- A drinks interval will be taken after 10 overs of each innings. In particularly warm or humid conditions, umpires should use their discretion about allowing extra drinks, particularly for batsmen and bowlers.
- A maximum break of 15 minutes shall be allowed between innings. The host club should provide drinks of water as well as sandwiches or other light sustenance.

Batting & Bowling

- Any batsman reaching 25 before the 7th wicket has fallen shall retire immediately.
- Batsmen shall be out as according to the Laws, but no batsmen shall be given out when facing his/her first ball.
- No bowler may deliver more than 4 overs.
- Maximum of 2 wides or no-balls per over per over – I.e. the over is a maximum of 8 balls.
- The penalty for a wide or no-ball is 2 runs.



Spirit & Safety

- No coaching shall take place during play other than at the fall of a wicket or between overs.
- Umpires should use their discretion to ensure that no player (particularly a batsman) is in danger of being injured at any time due to a clearly uneven balance of skill levels between that player and a player or players (particularly bowlers) of the opposing side.
- Coaches and umpires must ensure that all players wear the appropriate protective gear when batting.
- Coaches and umpires are expected to ensure that matches are played in good spirit and that individual and group safety is paramount.

Helmet Regulations

- All players must wear a cricket helmet complete with fitted face-guard when batting, regardless of the speed of the bowler.
- Wicket-keepers must wear a cricket helmet complete with fitted face-guard when "standing up".
- Non-compliance shall result in the umpires stopping the match and instructing the player in question to comply.

Fielding Regulations

- With the exception of the wicket-keeper and fielders behind the wicket at slip on the off side, no fielder shall be allowed to field closer than 11 yards [10m] to the batsman's middle stump until the batsman has played at the ball.
- Should any fielder come within this minimum distance during play, the umpires shall stop the match immediately and instruct the player(s) concerned to move back.

Weather & Dangerous Conditions

- In the event of unsuitable weather or dangerous conditions before the game starts, overs may be reduced to a minimum of 10 for each side by mutual consent.
- When weather or dangerous conditions interrupt play after the start of a match, the overs of the side batting second may, before the start of the innings, be reduced to a minimum of 10. The winner shall then be decided on run rate.
- Should weather or dangerous conditions prevent a match from being completed, the run rate shall determine the winner, providing a minimum of 10 overs has been bowled in the second innings.



- The first batting side's run rate shall be its final score divided by its allotted overs, and the second batting side's run rate shall be its final score divided by the number of overs bowled, providing 10 overs of the second innings have been completed. If 10 overs of the second innings have not been completed the match shall be a draw.
- Dangerous conditions are defined as conditions that could pose a danger to any player or players. These range, for example, from a very slippery or hazardous outfield, to the presence of lightning storms, or, as has been known, an ultra-light aircraft buzzing the ground. Where appropriate, coaches and umpires should ensure that all players leave the field of play immediately and gather in a safe place.

Cancellation of Fixtures

- The two team managers shall be the sole judges as to the fitness of the weather conditions and the ground for play.
- Cancellations prior to the two sides arriving at the ground shall be made by agreement of the two managers and with every effort to ensure that the decision is taken in time to allow notification to all players, parents, etc. before they leave home.
- Managers should investigate the possibility of re-scheduling cancelled matches.

Misconduct & Disciplinary Procedures

- Should any club have a complaint about the conduct of any player or players, or spectator or spectators, of the opposing side, the complaint should be dealt with on the spot by the two team managers and/or coaches and that an appropriate solution be found.
- Failing the above, the club concerned may make a written complaint within two days to the BCF Secretary.