



### ***Under-11s – Match format and Playing Conditions***

#### **Match Format - Pairs**

- Each team shall comprise 10 players.
- Each game shall consist of 1 innings per side.
- An innings shall not be more than 20 overs of 6 legal balls.
- The ball shall be a junior size "Incrediball".
- The pitch shall be 20 yards in length. [18.29m]
- 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 as well as sandwiches or other light sustenance.

#### **Batting & Bowling**

- Each team begins its innings with 100 runs. Each time a batsman is dismissed, 5 runs are deducted from the team score.
- The batting side shall be divided into pairs. Each pair shall bat for 4 overs. Pairs shall change at the end of the 4th, 8th, 12th and 16th overs.
- Batsmen shall have unlimited 'lives' but each 'life' shall result in five (5) runs being deducted from the total. No batsman who is out for any reason shall face the next ball.
- No batsman is to be dismissed LBW.
- At least eight players on the fielding side MUST bowl. No boy/girl shall bowl more than 3 overs.



- The fielding side shall rotate positions after each over, mid-on moving to the bowling position, the bowler moving to mid-off, etc. Clubs should mark out four fielding positions on each side, using low-level cones to assist the rotation.
- Each over shall consist of six balls, including wides and no-balls. i.e. no extra ball bowled. Wides and no-balls shall each count a minimum of two runs against the fielding side and shall be added to the opponents' score. If more than two runs are scored from the delivery the actual runs scored will count.
- If the final delivery of the allocated number of overs in the innings is a wide or no-ball it will count two runs (or the number of runs scored from the delivery, if greater than two) but the delivery will not count as one of the six balls in the over. This process will be repeated until the over is completed by a legitimate delivery.
- The winning team shall be the side scoring the higher number of runs after deductions for the fall of wickets.
- In the event of the umpires being satisfied that a player is incapacitated his/her place may be taken by a reserve who shall bat and/or bowl in his/her place.
- If a player is incapacitated and no reserve is available, any over due to be bowled by the injured player shall be bowled by another player without exceeding his/her quota. The captain of the fielding side shall choose one of the players in the first three pairs to bat a second time in the fourth pair.

### **Spirit & Safety**

- Coaching of an "on-field guidance" type is permitted by coaches, although the umpires, and the managers and coaches of both sides should ensure this is kept within reasonable limits and does not disrupt or delay the match. Spectators such as parents are not permitted to enter the field of play for this purpose.
- 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.
- Players are not obliged to wear full cricket whites although this is preferred. Appropriate sports clothing such as a white T-shirt and track-suit bottoms are acceptable.

### **Helmet Regulations**

- As junior Incrediballs are to be used, cricket helmets are not compulsory for wicket-keepers standing up, or batsmen. Use of cricket helmets with fitted face guards is at



the discretion of coaches and umpires. Umpires have the authority to instruct players to wear a helmet should the umpires concerned feel this is necessary.

### **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. In this case, each pair bats for 2 overs.
- 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.