

## NCU YOUTH CRICKET GENERAL RULES

### 1. ELIGIBILITY:-

- (a) UNDER 11 – Pupils in primary school or below, or under 11 on 1 July in the year before the competition; **Girls under 13 on 1 July in the year before the competition, may play in the boys competitions.**
- (b) UNDER 13 – Pupils in second form or below, or under 13 on 1 July in the year before the competition; **Girls under 15 on 1 July in the year before the competition, may play in the boys competitions.**
- (c) UNDER 15 – Pupils in fourth form or below, or under 15 on 1 July in the year before the competition. **Girls under 17 on 1 July in the year before the competition, may play in the boys competitions.**
- (d) UNDER 17 – Pupils in Lower Sixth or below, or under 17 on 1 July in the year before the competition. **Girls under 19 on 1 July in the year before the competition, may play in the boys competitions.**

2. Under 11 cricket to be played on a 17.5 yard pitch with a 4.75 oz ball. Boundaries to be a maximum of 30 yards.

Under 13 cricket to be played on a 19.5 yard pitch with a 4.75 oz ball. Boundaries to be a maximum of 40 yards.

Under 15 cricket to be played on a 22 yard pitch with a 5.50 oz ball. Boundaries to be a maximum of 50 yards.

3. In all U11/13 and 15 leagues each innings shall be a maximum of 20 overs. Each bowler is limited to a maximum of 1/5 of the agreed overs.
4. When a batter's score reaches or passes 30 in the U11 league (50 in the U13 league, 50 in the U15 league) they shall retire. At the fall of the last wicket retired batters may resume their innings in the order of retirement.
5. Where a club has two teams in the same age-group, the club shall star 6 players who can only play for the 'A' team. A list of starred players shall be provided to the Section Secretary and, on request, to the coaches/managers of opposing teams.
6. Results are to be notified by the **WINNING TEAM** by **e-mail or text** to the Section Secretary within 2 days of the scheduled date of the match (e.g. A 102-7 beat B 86 -8). **Failure to so notify will result in the match being declared void. [A full match report form will only be required if specifically sought by the Section Secretary, and in such instance shall be required within four days of the request. In such a case, the failure to properly notify shall result in the match being awarded to the losing team]**
7. Any section match not completed by the Monday week following the due date shall be deemed void unless both teams agree to play it on a later date and the Section Secretary is so informed. Any team failing to fulfil a match, except for legitimate reason shall be deemed to have lost the match. The section secretary will rule on whether the reason was 'legitimate'. There is no appeal from that decision.
8. Four points for a win and 2 for a tie.
9. Abandoned games if at all possible should be re-arranged by agreement. The Section Secretary may impose a date if necessary.
10. In the event of equal points at the top of a section between two teams the result between the two teams shall decide the winner. If still tied or there are more than two teams tied the winner shall be the tying team which has played the greater/greatest number of

matches. If there is still a tie the winner shall be decided by the drawing of lots by the Competition Secretary.

11. Where a match ends prematurely due to weather interruptions, the result will be calculated on the basis on run rate per over achieved by each side provided each innings has reached a minimum of 10 overs. This rule shall apply to all league games and cup matches up to and including semi finals.

#### **KNOCK-OUT STAGES – IN ADDITION TO GENERAL RULES**

12. The winner of a tied match (where both teams finish with same number of runs regardless of wickets lost) will be decided by a 'golden over'.  
Each team shall bat for an additional over. The over can be bowled by any bowler. The batting team shall have a maximum of three batsmen. If they lose two wickets, the over is finished. No-balls and wides will have a one run penalty and will be bowled again. **There is no 'free-hit'**. The team scoring the greater number of runs shall be the winner.  
If the scores are tied the team losing the lesser number of wickets shall be the winner. If still tied, the 'golden-over' will be replayed until there is a winner.
13. In the knock-out stages the first named team shall have home advantage. A knock-out game not played by reason of weather or other reason by agreement of the Competition Secretary shall be re-arranged for a date on, or before, the following Monday. If both teams have travelled and the match not completed, the original away team shall then have home advantage. In the event of a second postponement the result shall be decided by bowl-out - five players from each team shall bowl at a set of unguarded stumps. The side scoring the greater number of hits from legitimate deliveries shall be the winner. In the event of a tie the bowl out shall continue with the same bowlers bowling alternate deliveries on a sudden death basis from an equal number of deliveries
14. In the event a final is delayed the Competition Secretary shall set a date for the re-arrangement. In the event of undue delay the teams shall be declared joint winners.

**The Competition Secretary shall rule on any dispute, and his/her decision shall be final.**

**NOTE:**

**ALL CLUBS ENTERING THE LEAGUE COMPETITIONS SHALL BE DEEMED TO BE FULLY AWARE OF THE APPLICABLE RULES.**