

# JUNIOR SCHOOLS' CUP RULES

## 1. FORMAT

The competitions shall be played on a knock-out basis, the first-drawn team having choice of ground.

## 2. ELIGIBILITY

Players must have been under the age specified for the relevant competition on 1<sup>st</sup> July in the year before the competition and be *bona fide* pupils of the school for which they play (but preparatory department pupils may not play for main school teams). Girls are eligible to play in all competitions and may play for teams up to one year younger than their actual ages (i.e. an Under-16 girl may play in the Under-15 cup, etc), except where the girl is on a performance pathway, in which case no leeway shall be allowed.

Where a school enters two teams at the same age level, it shall star the first ten players normally chosen for the A XI, who shall not be eligible to play for the B XI. Where it enters three teams, it shall also star the first ten players normally chosen for the B XI, who shall not be eligible to play for the C XI. The list of starred players shall be sent to the Competition Secretary of the competition in which the lower team is playing before the date of the First Round.

No boy or girl may appear in more than two open age-group competitions (for boys, normally the player's own age group and the next higher level) in the same season.

## 3. FIXTURES

Fixtures shall be played on or before the date specified in the Fixtures Book. Schools are encouraged to play matches as early as possible. Where the two schools have different games afternoons for the relevant year that of the travelling team shall take precedence.

## 4. REARRANGEMENTS

If adverse weather prevents a result from being achieved at the first attempt, the match shall be rearranged within seven school days of the specified date (but not on a Saturday that conflicts with either school's Saturday League fixtures). If the teams fail to agree a rearrangement date within this period, the Competition Secretary shall impose a date. If the visiting team travelled for the initial fixture, it shall have choice of ground for the rearranged fixture. In matches prior to the final, if adverse weather prevents a result from being achieved within the 7-day rearrangement period, the result shall be determined by a bowl-out or, where the visiting team has not travelled or conditions do not permit a bowl-out, by the toss of a coin.

All competitions shall be completed by the end of June. If bad weather prevents the Final from being completed on the scheduled date, and there is insufficient time to rearrange it before the end of June, the trophy shall be shared. The Competition Secretary has the authority to disqualify any team that does not make reasonable efforts to complete its fixtures and rearrangements on schedule.

## 5. CLOTHING AND BALL COLOUR

Matches shall normally be played in coloured clothing with a white ball. Should any team wish to play in white clothing, the schools shall agree in advance the colour of ball to be used, having regard to the need for safe visibility against the clothing being used and the background, especially behind the bowlers.

## **6. DURATION OF MATCHES**

The maximum length of each innings shall be:

- Under 15 – 35 overs
- Under 14 – 25 overs
- Under 13 & Under 12 – 25 overs (may be reduced in advance by agreement to 20 overs).

Where the first innings is delayed or interrupted by bad weather, the number of overs available to each side shall be reduced by one for every complete 6 minutes of playing time lost on each occasion. Where the second innings is so interrupted or delayed, the number of overs available shall be further reduced by one for every complete 3 minutes of playing time lost on each occasion.

A match in which either side does not have the opportunity to bat for 10 overs shall be deemed a 'no result' and dealt with in accordance with Rule 4.

### **Duckworth/Lewis/Stern Method**

Wherever possible, the D/L/S method shall be used to determine the result where overs are lost after the start of either innings (the Committee will be recommending an app that coaches should download on their phones for use during matches). Where the D/L/S method cannot be used, the Par Score procedure below shall apply.

### **Par Score**

The Par Score shall be arrived at by dividing the number of runs scored by the team batting first by the number of overs available to it when its innings ended, and multiplying this figure by the number of overs available to the team batting second, the result being rounded down to the next whole number where it is not already a whole number. To win the match, the team batting second must exceed the Par Score.

## **7. BOWLING RESTRICTION**

No bowler may bowl more than one fifth of the overs available at the start of the innings.

## **8. WIDES**

'One-day' wides shall apply but umpires should apply a somewhat less strict interpretation than they would in senior adult cricket (particularly for the younger age-groups), remembering that the purpose is to prevent deliberate negative bowling rather than to over-penalise young and inexperienced bowlers for lack of control.

## **9. FIELDING RESTRICTIONS**

### **Under 15 Cup and Plate**

Two semi-circles of 30 yards radius centred on each middle stump, linked by parallel lines on either side of the pitch, shall be marked on the field of play by means of painted dots at 5-yard intervals covered by white plastic or rubber (but not metal) discs measuring 7" in diameter. The discs shall not be fixed to the ground by means of a nail, pin or any other dangerous sharp object. At the instant of delivery, a minimum of four fielders (plus the bowler and wicket-keeper) shall be within this area. In the event of an infringement, the striker's end umpire shall call and signal 'No ball'.

### **Other Competitions**

Wherever possible, the above provision shall apply. Where the nature of the playing surface makes the marking of a fielding circle impracticable, coaches shall ensure that a minimum of four fielders are within 30 yards of the striker's wicket at the instant of delivery.

## **10. FREE HIT (UNDER 15 CUP AND PLATE ONLY)**

In addition to the penalty prescribed by Law 21, the delivery following a No ball shall be a free hit for whichever batter is facing it. If this delivery is not a legitimate delivery (ie it is any kind of No ball or a Wide ball), then the next delivery shall become a free hit for whichever batter is facing it. Off any free hit delivery, the striker can be dismissed only under the circumstances that apply for a No ball (even where the free hit delivery is called 'Wide ball'). Field changes are not permitted for free hit deliveries unless there is a change of striker (where they are permitted because of a change of striker, any other fielding restrictions in place shall continue to apply). However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker. Where field changes that are not permitted take place, either umpire shall call and signal 'Dead ball'. The umpires shall signal a free hit (after the normal No ball signal) by extending one arm straight upwards and moving it in a circular motion.

## **11. PITCHES AND BALLS**

- Under 15 & Under 14 – 22 yards, 5½ oz ball
- Under 13 & Under 12 – 19.5 yards, 4¾ oz ball

## **12. TIED MATCHES**

If the Final finishes in a tie, the trophy shall be shared and each school shall hold it for six months. In all other matches, the winning team shall be the one that has lost the fewer wickets.

Where both sides have lost the same number of wickets, a Super Over shall be played as follows.

- In each innings of the Super Over, the fielding side shall choose from which end to bowl.
- The team batting second in the match shall bat first in the Super Over.
- The loss of two wickets in the over ends the team's one-over innings.
- Where the teams have the same score after the Super Over, the team whose batters hit the greater total number of boundaries in both the main match and the Super Over shall be the winner.
- If the number of boundaries hit by both teams is equal, the team whose batters scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. For this purpose, the runs scored from a delivery shall be defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

## **13. RETURN OF RESULTS**

The winning team shall notify the result to the Competition Secretary and the NCU Webmaster by electronic means within 24 hours of the match, giving team totals, overs faced and figures for any players on either side who scored 20 or more runs or took three or more wickets. This is essential so that publicity can be maximised and the Union reserves the right not to recognise any result that is not notified promptly to both the Competition Secretary and Webmaster.

## **14. DISPUTES**

In the event of dispute, the Schools' Committee shall decide the outcome.