



# Saxon Shore League

## Bye Laws

The Normal Rules of Cricket Apply.

(As amended May2013)

### 1. Default on Game

If a match cannot be played due to bad weather, district games, or school games, it can be re-scheduled. However, if a game is cancelled due to other reasons, 4 points will be awarded to the opposing team. Rescheduled matches can be played on any day of the week. The home team will provide 3 reasonable dates, (copy sent to Secretary). If none of these are agreed to, the match will be awarded to the home team. Outstanding matches that cannot be arranged or agreed by 31 July, will be finalised with 1 point awarded to each team. .

### 2. Match Days

All games should start on time, even if an individual player is late due to unforeseen circumstances.

1. U11 & 13 league games to be played on Sunday normal start time to be **9:30am**.
2. U11 & U13 managers of the home team to confirm match details no later than 6pm on the Wednesday before each game.
3. U15 league games to be played on a Tuesday start time to be **5:30pm** (times vary depending on weather, distance to travel etc).
4. U15 managers of the home team to confirm match details no later than 6pm on the Sunday before each game

### 2a. Match Days for cup competitions

1. The finals will be held on a set date with a reserve available.  
(date and venue to be set annually)
2. The match days for preliminary rounds will try to be scheduled on the same basis as league matches; however it may be necessary play on different days.

### 3. Teams

1. U11 field teams of 8
2. U13 & U15 field teams of 11

All players must be bona fida members of the club they are playing for, crossover of players between 2 teams in the same age group is not allowed.

#### 4. Short of players

1. U11 teams with less than 7 players will forfeit match and 4 points awarded to opposing team.
2. If a team has 7 players the opposition captain will choose a player that has already batted (To bat again), however, there is to be no interference from managers or from other team members, in his/her choice of player.
3. U13 & U15 teams with less than 10 players will forfeit match and 4 points awarded to opposing team.

#### 5. Teams with 9 or 12 Players

1. Teams must nominate 9<sup>th</sup> or 12<sup>th</sup> man before match starts and will not be permitted to bat or bowl.
2. Change of player may be made with umpire's agreement.
3. The 9<sup>th</sup> or 12<sup>th</sup> man must be of the same age group or lower.

#### 6. Game format & Points

Points are awarded as follows:

- 4 for a win
- 2 for a tie
- 1 for a match unable to be played by 31 July
- 0 for a loss

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|-----------------------------|---|
| <b>U11 Pairs cricket:</b>   | Each pair bats 5 overs.<br>Start at 200 runs<br>Minus 5 for each wicket lost  |
| <b>U13 Proper cricket:</b>  | When batsmen reach <b>30 runs</b> they must retire, however they <b><u>will</u></b> be allowed to return after the remaining wickets have fallen.<br><b>Once out your out</b> |
| <b>U 15 Proper cricket:</b> | When batsmen reach <b>50 runs</b> they must retire,(except when it would end the innings),and <b><u>will not</u></b> be allowed to return<br><b>Once out your out.</b>        |

**Clubs are requested to remind their managers, coaches and players to comply with the spirit of the rules. Teams deliberately losing wickets to get their retired batsman back in will be considered to be acting outside of the Spirit of Cricket**

## 7. Coaching Responsibilities

U11 A reasonable amount

U13 None

U15 None

U18 None

## 8. Wicket Keeping

1. No change of Wicket Keeper.
2. If Wicket Keeper is injured then a change is allowed.

## 9. Bowling

1. U11, U13 & U15 will bowl 20 over's each innings
2. U11 **each** player (less wicket keeper) has to bowl a minimum of 1 over.
3. U11 & U 13 players can bowl a maximum of **3 over's**
4. U15 players can bowl a maximum of **4 over's**

## 10. Reporting of matches

- It will now be the responsibility of the **winning team** to enter the match result into the SSL Play Cricket website
- The result will have to be posted on the Play Cricket website within **seven days** or there **WILL** be a 1 point penalty deduction imposed on the winning team
- **Both** teams to email match result to Alwyn ([results@saxonshoreleague.co.uk](mailto:results@saxonshoreleague.co.uk)) within seven days.

If you have any problems entering results, contact the League Secretary as soon as possible.

Play Cricket will put teams in the correct order using points first, if points cannot decide, then run rate will be used. If still level then the following should be used:

1. A play off between the teams should be arranged by The Secretary, with neutral umpires and scorer.

## 11. U18 Cricket

The league shall be run once the U15 league has finished and team shall consist of the following make up:

- Maximum of 3 players who play regularly in senior teams (One to be captain)
- The rest of the team shall consist of players that do not play regular senior cricket within the club environment.

### U18 Rules.

1. Games shall consist of 16 over's of 6 balls.
2. The 1<sup>st</sup> innings shall be timed at 70 minutes to a maximum of 16 over's.
3. New batsmen must be ready to face the next ball within 1 minute of a batsman be given out. Umpires shall be responsible for keeping time on this rule
4. A free hit shall be given to a no ball no extras for the no ball shall be given.
5. 2 runs shall be given for all wides. The last over of the game normal rules of cricket apply (I.E) 1 run for a wide or no ball and an extra ball given.
6. The 2<sup>nd</sup> innings shall be the same amount of over's as the 1<sup>st</sup> innings unless first batting team is bowled out, no 70 minute time limit on 2<sup>nd</sup> innings.
7. U18 players can bowl a maximum of 3 over's

### **Recommendation**

1. If the 3 senior players are experienced batsmen/bowlers it is suggested that these players are used in such a way that ensures all players are involved in the game.

### **Note**

These games are meant to be enjoyable & therefore a common-sense approach is needed by coaches & umpires

### **10. Safe Practice**

Safety should be adhered to at all times, and if necessary guidance should be sought from the Cricket Coaches Manual or Coaches Performance Handbook.