

Canterbury Junior Cricket League
Under 11 Match Rules (8 a side pairs cricket)- 2024 Season

A General Conditions

1. All matches will be played in accordance with the laws of cricket as laid down by the MCC. Unless otherwise stated here. Team managers shall assume responsibility for ensuring that the preamble to the laws (The Spirit of Cricket) is strictly adhered to and enforced on behalf of their respective clubs.
2. All players must be bona fide members of affiliated clubs and may not play in the same age group for more than one club in any one season unless it is agreed by both clubs concerned and agreed by the league Management Committee. Players must be under 11 years of age on 31st August 2024. Female players may be under 12 years of age on 31st August 2024
3. Home team will supply the ball for the match.
4. Clubs will have access to a home ground. They must supply details to the fixture secretary before the start of the season. There will be a maximum of 2 teams per ground. If a home ground cannot be provided for a match, then the home team will concede the fixture and points awarded to the opposition.
5. The Management Committee shall have the power to deal with any matters not provided for in these rules.

B Arranging for matches to be played.

1. A fixture list will be issued to each club.
2. All matches should be played on the date stated in the fixture list starting at 10.00 (in exceptional circumstances managers can agree to a 9.30 if there is a clash with the start of an afternoon match).
3. It is the responsibility of the home team manager to liaise with the opposing manager to confirm the game.
4. If a club cannot host a game due to rain the opposition can hold the game at their own venue. If neither club can hold the match due to weather, then the match is abandoned. (The exception to this rule is for Folkestone where a team has decided not to travel)
5. Folkestone have been accepted to the league with the proviso that their games are held away unless already scheduled by the fixture secretary. (This will be reviewed again at the end of the season)
6. The top 4 teams in each division will then go into the semi-finals, to be played the Sunday following the league season's end. If the semi-final is called off the team that came highest in the league will go to the final. First placed team plays at home vs Fourth. Second Place team plays at home vs Third.
7. The Final will be at a neutral ground on the following week. There will be a spare date for the final the following week in the event of rain. If still unable to play, then the trophy is shared.
8. If teams are equal standing in the league, then positions will be based on highest batting

score within the league.

9. If the score is tied at the end of the semifinal or final match the team conceding the least wickets wins. If these are also equal, then there will be a super over which will be organized in conjunction with both managers and the member of the management committee attending the match (if possible). If scores continue to be tied at the end of a super over, then another super over will take place and so on and so forth until the game is decided.
10. Players can only play in 1 semi/final for their age group unless there are mitigating circumstances and in this case, this would need to be agreed by the league management committee.

C. Special Regulations

1. The pitch shall be 17 yards in length and where possible the boundary will be 40 metres
2. The ball shall weigh 4.75 ounces and be from League approved supplier.
3. The stumps shall be 27 inches above the playing surface by 1.25 - 1.375 inches diameter (bails 3 3/16 inches)
4. Each team will consist of 8 players.
5. Each game shall consist of 1 innings per side of 16 overs.
6. 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 and 12th overs.
7. Batters shall have unlimited lives, but each life shall result in 5 runs being deducted from the total. No batsman who is out for any reason shall face the next ball. Batsmen shall change ends at the fall of each wicket except on the last ball of an over.
8. Each player on the fielding side must bowl at least 1 over, except for the wicket keeper. No player shall bowl more than 4 overs.
9. The wicket keeper MUST always wear a helmet either standing up to the wicket or back. A wicketkeeper can be changed during the opponent's innings. Any player keeping wicket in an innings and then is replaced is permitted to bowl.
10. To control the length of the match, wide balls and no balls shall score 2 runs plus any runs made. No additional balls will be bowled except in the last over of the innings where normal cricket rules prevail.
11. Each team shall commence its innings with a score of 200 runs.
12. No fielder, except for the off- sideslips, will be allowed to be nearer than 11 yards (10 metres) from the bat.
13. Any ball over waist height is a no ball.
14. If a player is incapacitated, his place may be taken by a reserve that shall bat and/or bowl in his place. If no reserve is available, another player not exceeding his quota shall bowl any over due to be bowled by the injured player. The captain of the fielding side shall choose any one of the players in the first three pairs to bat again. The opposition may supply a reserve; in this case, the reserve may take a full part in the game.
15. Super sub players nominated at the start of the game can bowl & field but cannot bat in the game. There must be a maximum of 8 players on the pitch, per team.
16. At least one adult must accompany each side. These adults shall act as umpires unless

the club is able to provide one. The same umpires should stand throughout the game. The Umpires are not allowed to score their team during the game. If no scorer is available for both teams, then one umpire shall stand as square leg umpire for the entire game to score. Otherwise, the team with no scorer will make up a book at the end of the game from the team who has supplied a scorer. Neutral umpires will be sought for the Final

D Determining Results

1. The side scoring the most runs shall be the winner and will receive 5 points. In the event of a tie, both sides will receive 3 points.
2. If a match cannot be played after the match has started or has been called off, due to inclement weather, both sides will receive 2 points.
3. If a side is unable to carry out its commitments, they concede the game (and 5 points) to the opponents.

E Notification of results

1. Winning team Manager must input the result within 72 hours of the end of the match onto the play-cricket website. Failure to notify within 72 hours will result in a 2-point penalty.
2. In the event of a fixture being rained off or abandoned, the home team will input the result. The same timeframes and penalties will be applied as above.

F Discipline

Any side found guilty of fielding inappropriate players shall automatically concede the game (and 5 points) to the opposition. For any subsequent offence in that season the club in question shall be deducted 5 points for each occurrence. Further action may be taken by the Management committee.