

Canterbury Junior Cricket League
Under 15 Match Rules- 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. Male Players and female Kent CAG players must be Under 15 on 31st August 2024. All other female players must be Under 16 on 31st August 2024, unless previously agreed with management group.
3. Each team will supply their own ball for their fielding innings.
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 group 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. Matches start at 6.00pm on Wednesdays except for matches which are scheduled in August which will start at 5.30pm due to fading light. However, managers should be sympathetic to potential delays if the opposition is travelling a long distance.
3. If a side cannot field a team for the scheduled match date, the manager of that team must inform the other manager as soon as possible and they will default the match.
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 unless teams have agreed 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. If teams are equal standing in the league, then positions will be based on run rate, followed by highest batting score within the league.
7. The top 4 teams of each division will go into the semi-finals, which will take place the week following the end of the season. If the semi-final is called off the team that came highest in the league will go to the final. League position 1 (H) v league position 4, League position 2 (H) v league position 3.
8. Finals will take place the following Wednesday at a neutral ground. There will be a spare date the following week in the event of rain. If still unable to play, then trophy is shared.
9. If the score is tied at the end of the semi-final 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 manager 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/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. A match will consist of 1 innings of 20 six ball overs per side. There will be a limitation of 4 overs per bowler. Reduced matches are permissible but must be agreed prior to the normal agreed start time as identified in section B above. The minimum number of overs in a reduced match shall be 10 per side. There is a minimum of 7 players per team before a match can commence.
2. The ball must be from the approved League supplier.
3. To ensure a good over rate the first 10 overs of an innings will be bowled from a single end and the remaining 10 overs will be bowled from the other end. The facing batsman will change at the end of each over and the umpires will change at the end of each over.
4. When a batter reaches a personal total of **40** runs, he/she shall retire and cannot return to the crease. The exception to this is if they reach 40 runs when the team only has 1 wicket remaining.
5. No fielder, except for the off-side slips, will be allowed to be nearer than 8 yards (7.3 metres) from the bat.
6. Any balls bowled above waist height are no balls.
7. At least one adult must accompany each side. These adults shall act as umpires unless the club is able to provide their own. The same umpires should stand throughout the game. Neutral umpires will be sought for the Final
8. The Umpire is not allowed to coach or 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 game to score otherwise team with no scorer will make up the book at the end of the game from the team who has supplied a scorer.
9. The wicket keeper **MUST** always wear a helmet either standing up to the wicket or back. The position of 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. Super sub players nominated at the start of the game can bowl & field but cannot bat in the game. Only 11 fielders can be on the field of play at any time.

D Determining Results (League matches)

1. The points for matches will be as follows: Winning team receives 20 points and **NO** bonus points. The losing team receives bonus points only.
2. Bonus points – Batting; 50 runs = 1 point, 70 runs = 2 points, 90 runs = 3 points, 110 runs = 4 points, 130 runs = 5 points, 150 runs or more = maximum 6 points.

3. Bonus points - Bowling; 2 wickets = 1 point, 4 wickets = 2 points, 6 wickets =3 points, 8 wickets = 4 points, bowling the opposing team all out = maximum 6 points
4. In the event of a tie, both sides will receive 8 points and any bonus points.
5. If a match cannot be played after the game has started or has been called off, due to inclement weather, both sides will receive 10 points and **NO** bonus points.
6. If a side is unable to carry out its commitments, they concede the game (and 20 points) to the opponents.

E Notification of results

1. Winning team Manager must input the result and bonus points within 72 hours of the end of the match onto the play-cricket website. Failure to notify within 72 hours will result in a 5-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 20 points) to the opposition. For any subsequent offence in that season the club in question shall be deducted 10 points for each occurrence. Further action may be determined by the management group.