



Hertfordshire  
Junior  
Leagues

## **2021 Rules**

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# Coaches/Managers/Parents Setting Fields

One issue that continues to cause concern is Coaches/managers/Parents setting and changing field positions.

Rule 12 of the ECB Non-First-Class rules and Regulations 2011 states:

*Coaching shall not be permitted from the side-lines during a match. In such an event, the umpire shall request the coach/manager/parent spectator to stop. If this persists, the umpire shall have the power to warn the offending team captain and manager that the matter will be reported to the County Board/ECB.*

The HJL Committee recognises that for younger age groups (U9/U10/U11) a captain may need some degree of help when setting a field. This may also be the case in some B League matches as these are still regarded as a learning experience. In order to keep this within the bounds of acceptability during a game the following rules should be applied.

- In U12 - U17 A matches no Coach/Manager/Parent or Umpire should interfere in field setting unless there is a safety issue. Any instruction should take place before the game or in the interval between innings.

For all other games:

- A discussion of what is acceptable should occur in the pre-match meeting (at the toss) between managers/coaches and umpires. It is the expectation of The League Committee that the Team Officials on the day will come to an equitable, sensible and fair agreement. Any subsequent dispute will be regarded as a failure on behalf of both Clubs to discharge their responsibilities with respect to this issue.
- Any advice on setting a field should be done in the form of a question to the captain helping him or her to learn rather than the adult taking charge and making the field changes.

Repeated violation of these rules will be reported to and dealt with by the Disciplinary Officer.

## DBS checks for Managers

At all HJL matches the person accompanying each team (Match Manager), who is responsible for running the match for that team, must have an Enhanced DBS Disclosure (formerly called CRB).

The Match Manager must be listed in the HJL Handbook or on the HJL website.

If the Match Manager is not available to run the match then an appropriate adult, who holds an ECB Enhanced DBS Disclosure can be substituted.

To help with compliance, a match sheet must be completed for each game – see General Rules for all Competitions – rule 4.

Clubs will be given time to comply with this rule, but any team that does not have a checked Manager in place by 1st June is liable to be withdrawn from competition by the County Welfare Officer.

# Spirit of the Game of Cricket

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action that is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the managers, captains and umpires.

Managers of All age groups should meet with their counterparts, the umpires and both captains before the game to emphasise the importance of adhering to the "Code of Conduct" outlined at the end of these rules particularly with regard to inappropriate verbal abuse (sledging) or dissent around umpiring decisions.

1. There are two Laws that place responsibility for the team's conduct firmly on the captain.

## **Responsibility of captains**

The captains and managers are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

## **Player's conduct**

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decision of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

2. **Fair and unfair play**

According to the Laws the umpires are the sole judges of fair and unfair play.

The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3. **The umpires are authorised to intervene in cases of:**

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

4. **The Spirit of the Game involves RESPECT for:**

- Your opponents
- Your own captain
- The roles of the umpires
- The game's traditional values

5. **It is against the Spirit of the Game:**

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
  1. to appeal knowing that the batsman is not out
  2. to advance towards an umpire in an aggressive manner when appealing

3. to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6. **Violence**

There is no place for any act of violence on the field of play.

7. **Players**

Captains, managers and umpires together set the tone for the conduct of a cricket match. The pre-match meeting between these key personnel is an ideal opportunity to reinforce these sentiments and agree any changes in match rules to be applied during the game (ie application of the laws pertaining to lbw or wides, reduction in the length of the game due to bad light, etc.).

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# General Rules for all Competitions

These Rules will apply to all matches played in the Hertfordshire Junior Leagues [including B matches]. There are however specific Rules relating to 8 a side and 11 a side matches which should be read in conjunction with these General Rules.

1. All matches will be preceded (at the toss) by a meeting of Coaches/Managers/Umpires and Captains to discuss Conditions of Play and expectations around the "Code of Conduct". In U9/10/11 and B League matches an agreement should be reached around the rules for field placing to be adopted for the match within the rules outlined in the section covering this issue. An agreed policy on giving wides and LBW decisions should also be reached.
2. Every effort must be made to play matches within the week for which they were originally scheduled, Sunday to Saturday. Any matches cancelled due to bad weather before half term must be rearranged unless it is agreed by both clubs to share the points as an abandoned game. Home teams must offer two dates that do not clash with existing fixtures and if this is not possible a swap in venue should be considered. If a game is rearranged before half term and subsequently cancelled again due to bad weather then whilst every effort should be made to find an alternative date to replay the game, this is not mandatory.

The League controller must be informed of the cancellation within 48 hours of the original fixture date and subsequently advised as to the new date no later than 7 days from the end of the week that the original fixture was scheduled in which will be a Saturday.

If a team is not able to play in an agreed fixture, they may ask the other team if they are willing to try to rearrange that fixture. Where that is agreed, if it is subsequently not possible to rearrange, the team who were not able to fulfil their obligations in the originally agreed fixture will be regarded as having conceded the game. In addition, where a new date has been agreed, but it is not possible to play on that date due to weather, the team who were not able to fulfil their obligations in the originally agreed fixture will be regarded as having conceded the game, unless the teams mutually agree to rearrange again.

If it has been agreed by mutual consent to rearrange a fixture because neither team could fulfil the date originally agreed, and then a new date cannot be agreed within the time scale permitted it will be regarded as an "Abandoned Game" and the points awarded appropriately. Failure to report the cancellation or the new date for the game by the home team will lead to the points for a win being awarded to the away team. N.B. All games in the last week of the season, whether scheduled or rearranged should, if possible, be played no later than the Wednesday of that week.

Matches which have started but subsequently abandoned due to poor weather can be rearranged by mutual consent. Games categorised as "Double Headers" must be played as two distinct games back to back (minimum of 10 overs per side), The result of a single game cannot be counted as two separate results in lieu of an abandoned game but must be recorded as one completed game and one abandonment.

For competitions with a Quarter Final week the last date for arranging matches is the Thursday of the last week of scheduled fixtures. For B Leagues when there are no Quarter Finals games can be arranged up to the Thursday of the week before Finals Day.

### 3. **Bad Light**

Up until the first week of May and from the second week of August all games should be

scheduled to start at 5.30pm. Where possible the League will arrange local fixtures during these periods. If it not possible, for any reason, to start at 5.30pm then matches should be reduced by 2 overs per side for every 15 minutes lost.

If a reduction in overs is agreed, then the maximum number of overs to be bowled by each bowler should be reduced pro rata. This must be agreed by the match managers before the match begins.

It is dependent on match managers to consider all conditions pertaining on the day to ensure games do not end up being played in unacceptable light. This should include ensuring overs in both innings (20 overs) should be bowled within 1 ¼ hours.

The management of games or arrangements on the day should be confined to match managers and umpires only.

4. **Match sheets**

The completion of Match sheets at each game is mandatory and the sheet should be retained by the home side. League controllers will make spot checks in 2017 and a sanction will be applied if sheets cannot be produced. The match sheet replaces the team sheet used previously.

5. All players will wear helmets, whether batting or standing up to the wicket-keeping wicket, in Hertfordshire Junior League organised matches when using a hard cricket ball. Helmets will be optional when using an Incrediball or other soft ball.

6. The Laws of Cricket will apply unless specifically excluded or changed for various age-related leagues. See also comments regarding dangerous bowling below.

7. The age qualification date for players to be 1st September of the preceding year, thus players will be Under 9, 10, 11, 12, 13, 14, 15, 16 or 17 – on that date i.e.

Under 9	Year 4 and below
Under 10	Year 5
Under 11	Year 6
Under 12	Year 7
Under 13	Year 8
Under 14	Year 9
Under 15	Year 10
Under 16	Year 11
Under 17	Year 12

Private schools will not always follow the Year groupings so age will be the qualifying factor.

Teams playing over age players without notification may be disqualified from the league, the only exception being girls or girls' teams who may be up to 2 years older (see rule 6 below).

Any teams wishing to play overage, players may do so with the permission of the opposing team, but 30 points must be conceded to the opposition.

8. **Girls playing in boys' matches**

Girls playing in boys' matches can be up to two years older than the age group in which they play. (e.g. an U12 girl can play in an U10 boys' league match with no penalty for that team).

There is no limit to the number of girls allowed to play in a boys' match.

There is no upper age limit applicable to this rule.

## 9. Fixtures

When clubs change match dates, the points are decided on the result of the last accepted date. During completion of fixture lists the home side shall offer their opponents the choice of two dates, in the fixture week that the fixture schedule provides for the match to be played in, if at all possible.

Managers are asked to make certain that they know the Rules/Laws relating to their Age group matches. If there are any queries, please do not hesitate to ask the Hertfordshire Junior League.

## 10. Player Eligibility

A player may only represent a club in the Hertfordshire Junior Leagues provided they are a junior member of the club for which they are playing. Further, in normal circumstances a player may play for only one club in an HJL competition in any one season. For these purposes, summer leagues are defined as being a separate competition to others in the same age group, but all other leagues played between April and July within an age group are defined as the same competition. Once a player has played one game for a junior club in a season, they cannot change clubs in an HJL competition in that season unless sanctioned by Hertfordshire Junior Leagues, having made an application for special circumstances. Any club playing ineligible players will lose all the points gained in that game.

Players can, however, represent different Clubs in different age groups if one of the Clubs does not have a team entered in the League in that age group. They must be junior members of both Clubs.

Clubs playing more than one team in a competition may use a squad to cover all teams in that age group, subject to players in B league matches meeting B team eligibility rules; this does not preclude a player playing up an age group. If two teams from a club reach the knockout stages of the same competition, they will automatically play each other at the earliest opportunity.

No player may play for a team in the quarter finals or on Finals Day unless they have been selected for at least 3 of the pool games for the same team or another team from the same club in the same competition, or (where the team in the quarter Finals or Finals Day is an A Team) a B Team in the same age group, or three pool games for a younger age group at the same club, or three games combined from the three. Exceptions can be made, for example, due to injury, or to absence from the Club's area for educational purposes, by way of application to the League Controller. In such cases, a record of previous involvement with the club will be sought. Where clubs wish to combine teams at an age group in order to promote participation, they must apply to the HJL Committee for permission to do so.

Players will not be eligible to play for an HJL club in the ECB National Competition (whether in the County stage or the later National and Regional stages, including finals) if they have already represented another club in the same competition (whether in Hertfordshire or in another county). For these purposes, the County stage of the ECB National Competition is defined within Hertfordshire as being the semi-finals and final held specifically for the purpose of determining the Hertfordshire representative.

## 11. Results Reporting System

Home side to enter all results – win, lose, rained off, conceded, abandoned, onto the HJL Results App by 6pm on the Sunday immediately after the week in which the fixture was scheduled or rescheduled (League Week runs Sunday-Saturday). If the App is not available please email, text or phone in results to the League controller. Failure will result in 30 points to the away side.



If a Club persistently fails to send in results on time the Age Group League Controller will advise the Hertfordshire Junior League who may exclude the offending team [not Club] for the following season, as it affects all the Clubs in their league.

**12. Pitch lengths should be:**

U9	15 yards (this can be played on the outfield)
U10 incrediball, U10 hard ball, U11	17 yards
U12 & U13	19 yards
U14 & above	22 yards

**13. Balls should be:**

U9	Light windball or similar
U10	4¾ oz Incrediball Junior ball
U10, U11, U12 & U13	4¾ oz Standard Junior cricket ball
U14 & above	Standard cricket ball

Pink balls must be used in hardball fixtures played during the first two weeks of the League season.

Only one ball per match except the Final

**14. Stumps**

U9, U10, U11, U12 & U13	27" high and 8" wide
U14 & above	28" high and 9" wide

**15. Tethered bails**

Tethered bails are allowed in all HJL matches providing that this agreed by both coaches.

**16. Artificial pitches:**

Artificial pitches will be allowable for U11 and below matches on the proviso that the home manager notifies the opposing team at least two weeks prior to the match date, so that players can bring appropriate footwear i.e. non-studded for non-turf surfaces. If not so advised, then the match is forfeited unless that is the only pitch available and both managers are agreeable. Matches may be played on artificial wickets due to weather conditions provided both Managers are agreeable. All matches for U12 and above are to be played on grass pitches unless mutually agreed by both teams.

**17. Umpires and Scorers**

Each side shall provide an Umpire and scorer if possible and agree a scoring system. Neither Umpire nor match Managers shall give advice or instruction to any player on the field of play, unless there are safety issues.

**18. Late arrival**

If a team arrives 15 minutes late, they forfeit the toss.

**19. Honouring fixtures**

A side failing to honour one half of its scheduled league fixtures shall have its record erased from the league.

**20. Affiliation of Clubs**

All competing clubs MUST be affiliated to HCL and the ECB.

## 21. Responsibility for Minors

Managers and Umpires must remember that they are in “loco parentis” and they are LEGALLY responsible for players their behaviour and safety.

## 22. Beamers and high bowling

The Law relating to high non-pitching deliveries was changed again in 2018 following feedback about the 2017 laws. The law now gives the bowler's end umpire discretion in deciding if a non-pitching delivery is dangerous or not. The first two clauses of the law are amended as follows:

*41.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is unfair. Whenever such a delivery is bowled, the umpire shall call and signal No ball..*

*41.7.2 The bowling of a delivery as defined in 41.7.1 is also dangerous if the bowler's end umpire considers that there is a risk of injury to the striker.*

*In making that judgement the umpire shall:*

*- disregard any protective equipment worn by the striker*

*- be mindful of:*

*the speed, height and direction of the delivery*

*the skill of the striker*

*the repeated nature of such deliveries- call and signal No ball*

## 23. No Balls

For all competitions in the age groups U12 and below a delivery may bounce twice before reaching the popping crease without being called a No Ball. For U13 and above, Law 21.7 will be applied and any ball bouncing more than once before reaching the popping crease will be called a No Ball.

## 24. Minimum distance for fielders

Minimum distance of fielders from the striker's middle stump must be maintained

## 25. Player behaviour

The sanction of removing a player for a set period of time in Law 42 will not be available in the Herts Junior League. Please see paragraph 25 below for circumstances when a player may need to be removed from the field of play.

## 26. Dissent

Dissent must not be tolerated, and it is up to Captains, Umpires and Managers to deal decisively with it and if necessary, remove the player from field of play if it continues.

## 27. Serious incidents

Any serious incidents must be reported to the Saracens Hertfordshire Junior Leagues

## 28. Disputes

The Saracens Hertfordshire Junior Leagues will be the sole arbiter of any disputes that cannot be settled by the clubs involved.

## 29. Knockout stages of Competition

After all the league matches have been completed the League Controller (LC) will announce the draw for the knockout stages of the competition.

If the knockout stages are to include any of the group 'Runners Up', then these will be the teams finishing 2nd in a group that have the Highest Point Average (HPA). The Point

Average (PA) will be calculated by dividing the total number of Points by the number of matches including matches cancelled due to the weather. In the event of two teams having the same Point Average the standings will be decided as follows:

1. The team with the most wins
2. The team with the fewest losses
3. The team with the highest net run rate.
4. The team with the most Batting Bonus Points
5. Lots drawn by the League Controller

The knockout stage draw will be decided as follows:

1. In the unlikely event that two teams from the same club qualify for the knockout stages, they shall play each other at the earliest possible opportunity (quarter final or semi-final).
2. For any teams left the following criteria will be used to determine the draw:

### **30. Determination of league positions and Knockout Stages**

The determination of league positions is decided by the number of points a team has.

In the event of two or more teams having the same number of points, positions will be decided as follows:

1. The team with the Highest Points Average (HPA). The Point Average will be calculated by dividing the total number of Points by the number of matches including matches cancelled due to the weather.
2. The team with the most wins
3. The team with the fewest losses
4. The team with the highest net run rate
5. The team with the most batting bonus points
6. Lots drawn by the league controller

The knockout stage draw will be decided as follows:

- a) If two teams from the same club qualify for the knockout stages, they shall play each other at the earliest possible opportunity (quarter final or semi-final). After application of this rule, no team shall play a team from their qualifying group in the Quarter Finals.
- b) In a 4 Group league

A leagues

The winners and runners up of each group will qualify for the Quarter Finals.

After applying a) above

Group winner (highest Points Average) vs Runner up (lowest Points Average)

Group winner (2<sup>nd</sup> highest PA) vs Runner up (2<sup>nd</sup> lowest PA)

Group winner (3<sup>rd</sup> highest PA) vs Runner up (3<sup>rd</sup> lowest PA)

Group winner (lowest PA) vs Runner up (highest PA)

B leagues

The group winners will qualify for the Semi Finals. After applying a) above  
Group winner (highest Points Average) vs Group winner (lowest PA)  
Group winner (2<sup>nd</sup> highest PA) vs Group winner (2<sup>nd</sup> lowest PA)

c) In a 5 Group league

A leagues

The winners of each group will qualify for the Quarter Finals. The 3 best runners up will also qualify. The runners up will be ranked using the criteria at the start of this section.

After applying a) above

Group Winner (highest Points Average) vs Runner up (lowest Points Average)

Group Winner (2<sup>nd</sup> highest PA) vs Runner up (2<sup>nd</sup> lowest PA)

Group Winner (3<sup>rd</sup> highest PA) vs Runner up (3<sup>rd</sup> lowest PA)

Group Winner (4<sup>th</sup> highest PA) vs Group Winner (lowest PA)

d) In a 6 Group league

A leagues

The winners of each group will qualify for the Quarter Finals. The 2 best runners up will also qualify. The runners up will be ranked using the criteria at the start of this section.

After applying a) above

Group Winner (highest Points Average) vs Runner up (2<sup>nd</sup> highest PA)

Group Winner (2<sup>nd</sup> highest PA) vs Runner up (highest PA)

Group Winner (3<sup>rd</sup> highest PA) vs Group Winner (lowest PA)

Group Winner (4<sup>th</sup> highest PA) vs Group Winner (2<sup>nd</sup> lowest PA)

e) In a 7 Group league

A leagues

The winners of each group will qualify for the Quarter Finals. The best runner up will also qualify. The runners up will be ranked using the criteria at the start of this section.

After applying a) above

Group Winner (highest Points Average) vs Runner up (highest PA)

Group Winner (2<sup>nd</sup> highest PA) vs Group Winner (lowest PA)

Group Winner (3<sup>rd</sup> highest PA) vs Group Winner (2<sup>nd</sup> lowest PA)

Group Winner (4<sup>th</sup> highest PA) vs Group Winner (3<sup>rd</sup> lowest PA)

f) In an 8 Group league

A leagues

The winners of each group will qualify for the Quarter Finals.

After applying a) above

Group Winner (highest Points Average) vs Group Winner (lowest PA)

Group Winner (2<sup>nd</sup> highest PA) vs Group Winner (2<sup>nd</sup> lowest PA)

Group Winner (3<sup>rd</sup> highest PA) vs Group Winner (3<sup>rd</sup> lowest PA)

Group Winner (4<sup>th</sup> highest PA) vs Group Winner (4<sup>th</sup> lowest PA)

For leagues with 2 or 3 Groups or where Leagues have very different numbers of Clubs in each group, the Committee will confirm the criteria for the knockout stages before the season commences.

The League Controller may, for whatever reason, decide to vary the draw. In this case the League Controller's decision is final.

Arrangement of Quarter Finals:

Within 48 hours of the LC announcing the draw, the home team will offer their opponents two separate dates to play the Quarter Final. The away team **must** accept one of those dates or forfeit the tie. If the home team only offer the away team one date and the away team cannot play on that date, the home team will forfeit the tie.

All of the arrangements between the clubs must be undertaken by e-mail or text message with the LC copied in.

In the event of any dispute about the date of the fixture, the LC will use the correspondence in evidence to determine the result.

If the agreed date is cancelled due to inclement weather, it is the responsibility of both clubs to **mutually** agree an alternative date. If this cannot be done before Finals Day the LC will draw lots to determine the result.

In the event of the scores being level at the end of a knockout match the winner shall be determined using the following criteria:

**1. The team losing fewer wickets**

If both teams have lost the same number of wickets:

**2. The team with the most NET runs after 10 overs**

If both teams have the same number of runs at this point:

**3. The team losing fewer wickets after 10 overs**

If both teams have lost the same number of wickets at 10 overs:

4. A 'Bowl Out' will be completed immediately after the completion of the game. On the wicket that the game was played on, the team who bowled first will nominate 5 players to bowl a single ball at the stumps. If a player bowls a 'no ball' it will not be taken again and will not count if it hits the wicket. Once all 5 balls have been bowled the other team will take their turn. The team with the most 'hits' will be declared the winners. If the scores are level at this point, each team will nominate another player (not one of the original 5) to bowl a single ball. This will continue until one team hits the wicket and the other team misses.

**Please remember the main goal is to provide enjoyable/safe cricket**

# Competition Rules for 11-a-side games

The Rules set out below are to be used in conjunction with the General Rules for Hertfordshire Junior Leagues.

## 1. The current Laws of Cricket shall apply except that:

- U11/U12/U13/U14/U15/U16 & U17 matches shall be of one innings of 20 overs. It is strongly recommended to either start matches before 6pm or shorten their length in April/May to ensure they finish in adequate light. The Final of the U17 competition will be of one innings of 40 overs duration unless mutually agreed. Playing conditions can be agreed by the League controller in conjunction with the Managers of the teams participating in the final.
- In U11, U12, U13, U14 and U15 matches, both A and B league, no player may bowl more than three overs in a 20 over game or the same proportion in a curtailed match;
- No player may bowl more than eight overs in an U17 40 over game or the same proportion in a curtailed match; Each bowler may bowl a maximum of 4 overs in any one spell and must wait until the same number of overs have been bowled at that end before they can bowl again. This is applicable to all bowlers, not just fast bowlers.
- A player cannot begin the game and then leave when other late players arrive, as he/she has become part of the full side.
- Batting retirements in A league competitions:  
For U11 and U12 matches when a batsman reaches the personal total of 25 runs, he/she must retire and may not return. The batsman may remain at the wicket if there is only 1 wicket left to fall and they may bat on until overs are completed or they or the other batsman is dismissed. For U13 the personal total will be 30 runs. For U14 & U15 the personal total will be 40 runs. For U17 matches there will be no retirement in any 40 over games whether the Final or not, but in any games with fewer overs retirement will be when a batsman reaches a personal total of 50 runs.

## 2. Minimum distance for fielders

No fielder at U15/16 level, except the wicket keeper, shall be allowed to field nearer than 8 yards, measured from the middle stump of the striker's wicket except behind the wicket on the offside. At any age group Under 14 and below the distance is increased to 11 yards.

## 3. League points

League points shall be awarded thus:

- 30 points for a win.
- For the purpose of these leagues there will be no drawn games.
- In the event of a tie the team losing the least number of wickets in the game shall be declared the winner.
- If in a tie if both teams lose the same number of wickets, 20 points will be awarded to each team.

Bonus Points for losing teams

- Batting: 1 point for every 10 runs scored - Max 10.
- Bowling: 1 point for every wicket taken – Max 10

Abandoned and incomplete matches or matches not started due to inclement weather:

- 10 points will be awarded to each team. If a match is abandoned and either or both teams have accrued more than 10 bonus points, the teams will be awarded the bonus points scored or 10 points, whichever is the greater.

Match conceded:

- 30 points to the opposing team

## Competition Rules for B Leagues

HJL set up the B Leagues to encourage those players who were not at a stage in their cricket development to play A team cricket. They were not set up as an alternative option for Clubs who believed their teams not good enough to win the A league. By their very nature, set up to encourage participation, coaches and managers will need to set aside their urge to win against the need to involve all their players in an enjoyable cricket experience.

Judging by the volume of complaints we receive about how Clubs are approaching selection and tactics in these Leagues they are not currently fulfilling their original purpose. In essence, the problem appears to be what constitutes an A League player. Some Clubs would argue that if a player is a regular in an A League Team that makes them an A League player. Others say it is a matter of absolute ability not what team anyone is playing in. A further complication is where Clubs only enter a side into the B League. Does that therefore make all their players B League players? Many sides have squads who draw from one pool of players for both A and B Leagues which leads to the possibility of sides putting out stronger B Teams as the business end of the season approaches giving rise to cries of recrimination from other Clubs.

The HJL Committee do not believe they are able to, or it is their role to, legislate for the full range of sharp practices that can run contrary to the “Spirit of Cricket” and negate the purpose of the B leagues. Ultimately, it is the member clubs who will define the ethos of the B Leagues by the way they approach tactics and selection and we very much hope they accept this responsibility. However, we do believe that some changes are necessary, and some fundamentals need to be reinforced.

- B Leagues are set up to encourage participation and help the development of players not yet able to realistically participate in A League Cricket.
- B leagues are not an alternative for Clubs who think they cannot win an A league.
- County Age Group (CAG) boys of any age are not allowed to play in a B League team. CAG girls can play B team cricket with the two-year age gap rule remaining in place (General rules for all competitions – rule 6). Only 4 Area players (boys) can play in any one side. Area players from younger age groups do not count in this number.
- Clubs must consider very carefully the size of their squads before entering teams in A and B Leagues in any one age group. Sides will not be allowed to essentially field the same players in both A and B leagues in the same year group. If a Club feels they want to run two sides with a limited squad or share players (4/5) between squads, they should approach the League with the possibility of entering a B league in the year above their age group.
- If sides have an essentially weak squad with some strong players and wish to enter a B league the stronger players should be encouraged to play in older age group teams rather than dominate games in the B League of their own age group.
- From 2019 onwards there will be no Finals Day for B League competitions and no trophies will be awarded.

To build this philosophy within the competition players in the U15 B league will be required to retire at 25.

# Competition Rules for 8-a-side pairs games

The General Rules and Laws of Cricket shall apply with the following exceptions:

Managers of younger age groups are encouraged to talk before the game to agree an approach that ensures all participants take a full part in the game and enjoy their cricket.

Pads and helmets are not compulsory when using an Incrediball or other soft ball.

## 1. Team numbers

Each team shall comprise of 8 players. Teams with less than 8 players will have the appropriate reduced overs and the opposition will play as normal (e.g. 7 players have 12 overs, the other team have the normal 16 overs). Alternatively, with the agreement of the opposition, if a team has less than 8 players the opposition shall nominate a player, or players, to bat twice.

## 2. Match duration

Each game shall consist of one innings per side. Each innings shall be of 16 overs durations. Wides and no balls will score two penalty runs but no extra ball will be bowled. This includes the last over of each innings.

## 3. Batting

- 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.

## 4. Scoring

- Each team shall commence its innings with a score of TWO HUNDRED RUNS.
- Batsmen shall have unlimited "lives" but each "life/wicket" shall result in 5 runs being deducted from the total. Batsman shall change end at the fall of each wicket except on the last ball of an over.

## 5. Bowling

- Each player on the fielding side MUST bowl, with the exception of wicket keeper. No player shall bowl more than 3 overs.. Wicket keepers may bowl under the normal overs rule.

## 6. Winning the match

The winning team shall be the side scoring the higher number of runs after deductions for the fall of wickets. If the net scores are level the match will be declared a tie.

## 7. Minimum distance for fielders

In ALL matches no fielder, except the wicket keeper, shall be allowed to field nearer than 11 yards, measured from the striker's middle stump.

## 8. Substitutes

In accordance with the Laws of the Game a substitute shall be allowed to take the place of an injured player.

## 9. League Points

League points shall be awarded thus:

- 30 points for a win
- 20 points for a tie when the net scores are level



#### 10. Bonus points for losing teams

- Batting: 1 point for every 10 runs scored over 180 runs (i.e. first batting point starts at 190 runs) - Max 10
- Bowling: 1 point for every 1 wicket taken – Max 10 points

#### 11. Abandoned and incomplete matches or matches not started due to inclement weather:

- 10 points will be awarded to each team. If a match is abandoned and either or both teams have accrued more than 10 bonus points, the teams will be awarded the bonus points scored or 10 points, whichever is the greater.

#### 12. Match conceded:

- 30 points to the opposing team

#### 13. Reporting results:

When reporting the result to the league, the NET score must be used together with the total number of wickets lost – e.g. A team scoring 300 runs and loses 5 wickets should be reported as 275 runs for 5 wickets.

## Competition rules for Girls 8-a-side pairs games

- The U11 Girls competition will be played with a soft ball (not Incrediball)
- The U13 Girls competition will be played with a hard ball (4.75oz)
- Boundary sizes will be set at
- U11 35 yards
- U13 40 yards
- In the U11 competition a team can have 3 over age players aged U12 or U13.

## Competition rules for 10-a-side pairs games

The General Rules and Laws of Cricket shall apply with the following exceptions:

#### 1. Team numbers

Each team shall comprise of 10 players. In the Girls' U13 matches, if a team has less than 10 players then both sides should attempt to find a mutually agreeable number of players and play a reduced match. For example: if both teams have 8 players then an 8-a-side match should be played.

#### 2. Match duration

Each game shall consist of one innings per side. Each innings shall be of 20 overs duration (or a reduced number of overs if necessary). Wides and no balls will score two penalty runs but no extra ball will be bowled. This includes the last over of each innings.

#### 3. Batting

- The batting side shall be divided into pairs.
- Each pair shall bat for 4 overs.
- Pairs shall change at the end of the 4<sup>th</sup>, 8<sup>th</sup>, 12<sup>th</sup> and 16<sup>th</sup> overs.

#### 4. Scoring

- Each team shall commence its innings with a score of TWO HUNDRED RUNS.

- Batters shall have unlimited “lives” but each “life/wicket” shall result in 5 runs being deducted from the total. Batters shall change ends at the fall of each wicket except on the last ball of an over.
5. **Bowling**
- Each player on the fielding side MUST bowl, with the exception of wicket keeper. No player shall bowl more than 3 overs. Wicket keepers may bowl under the normal overs rule.
6. **Winning the match**
- The winning team shall be the side scoring the higher number of runs after deductions for the fall of wickets. If the net scores are level the match will be declared a tie.
7. **Minimum distance for fielders**
- In ALL matches no fielder, except the wicket keeper, shall be allowed to field nearer than 11 yards, measured from the strikers middle stump.
8. **Substitutes**
- In accordance with the Laws of the Game a substitute shall be allowed to take the place of an injured player.
9. **League Points**
- League points shall be awarded thus:
- 30 points for a win.
  - 20 points for a tie when the net scores are level
- Bonus points for losing teams
- Batting: 1 point for every 10 runs scored over 180 runs - Max 10
  - Bowling: 1 point for every 1 wicket taken – Max 10 points
- Abandoned and incomplete matches or matches not started due to inclement weather:
- 10 points will be awarded to each team. If a match is abandoned and either or both teams have accrued more than 10 bonus points, the teams will be awarded the bonus points scored or 10 points, whichever is the greater.
- Match conceded:
- 30 points to the opposing team
10. **Reporting results:**
- When reporting the result to the league, the NET score must be used together with the total number of wickets lost – e.g. A team scoring 300 runs and loses 5 wickets should be reported as 275 runs for 5 wickets.
11. If in a Girls' U14 match, by agreement of both sides, an 11-a-side match is to be played then the rules for the ECB National U13 competition shall be applied

# Competition Rules for Girls' U15 games

The General Rules and Laws of Cricket shall apply with the following exceptions:

## 1. Team numbers

Each team shall comprise of 9 players. If a team has less than 9 players then both sides should attempt to find a mutually agreeable number of players to make the match as even as possible, or to support the opposition by providing fielders as appropriate.

## 2. Player Eligibility

In exceptional circumstances, to ensure that teams have enough players to make a game, teams can "borrow" players from other HJL affiliated clubs. Team managers should be informed in advance, but every effort should be made to ensure that matches take place as scheduled.

## 3. Balls should be:

U15                      4¾ oz. Standard Junior cricket ball, or 5oz cricket ball if available.

Pink balls must be used in hardball fixtures played during the first two weeks of the League season.

## 4. Match duration

Each game shall consist of one innings per side. Each innings shall be of 20 overs duration (or a reduced number of overs if necessary). Wides and no balls will score two penalty runs but no extra ball will be bowled. This includes the last over of each innings.

## 5. Pitch length should be:

U15                      20 yards

## 6. Batting

For U15 matches when a batsman reaches the personal total of 25 runs she must retire but can return at the fall of the last wicket. The batter even if out remain at the crease until they have faced six balls. This rule is to encourage positive batting. Once a batter is out from the seventh ball her innings is over. All wickets taken must be recorded, The last batter stand rules apply therefore the innings close either at the fall of the 9<sup>th</sup> batter or the bowling of the 20 overs.

## 7. Bowling

No player shall bowl more than 3 overs in a 20 over game. Wicket keepers may bowl under the normal overs rule.

## 8. Minimum distance for fielders

In ALL matches no fielder, except the wicket keeper, shall be allowed to field nearer than 11 yards, measured from the striker's middle stump.

## 9. League Points

### Bonus Points for losing teams

**Bowling:** 1 point for every wicket taken, if a side is bowled out then 18 points scored.

**Batting:** 1 point for every 10 runs scored - Max 10.

## **Competition Rules for U11, U13 & U15 Summer Leagues**

The rules for the Summer competitions will be the same as those for the U11 11-a-side, U13 and U15 mixed competitions with the following exception:

Players at all age groups will be required to retire at 25 and no one bowler will be allowed to bowl more than 3 overs.

# ECB and PCA guidance: head protectors/helmets

The ECB and PCA strongly encourage all cricket clubs and cricketers to review their existing head protector equipment. In this Guidance Note, references to “head protectors” means helmets with a faceguard or grille.

The design and manufacture of cricket head protectors is now governed by British Standard BS7928:2013, which has been adopted by the ICC as the international standard. The standard ECB/PCA playing contract for professional cricketers also specifies that any helmet provided to a player by his employer club must meet this safety standard.

Note that BS7928:2013 specifies different tests for helmets to be used in senior and junior cricket, reflecting the smaller ball size used in the latter.

The helmets listed below at Section 6 are those for which evidence has been provided to the ECB by the relevant manufacturer that the standard has been met and the appropriate authority to display a “CE quality mark” granted.

That list distinguishes between helmets that are approved for use in senior and junior cricket, and also includes some helmets that have been approved for use at both levels.

## 1. Key Features of the New Safety Specification

The key features of the new specification, BS7928:2013, are:

- It now includes a facial contact projectile test that assesses for penetration of the ball through the faceguard, and contact of the faceguard onto the face, using realistic ball impact speeds and conditions.
- Head protectors have been tested separately against men’s and junior sized cricket balls (a five-and-a-half-ounce ball and a four-and-three-quarter ounce ball, respectively).

## 2. Women’s cricket

There was neither a pre-existing specific women’s head protector nor is there any BSi specification for women’s cricket head protectors.

However, as the size of the standard women’s cricket ball is between the standard men’s and junior’s balls, it is recommended that women use head protectors which have been tested against both the men’s and junior sized ball or at least against the junior size ball (because the smaller ball could potentially get through the gap above the faceguard on a men’s head protector).

## 3. Junior cricket

Since 2000, the ECB has published safety guidance regarding the wearing of head protectors by all cricketers under the age of 18. The ECB’s current guidance is that all cricketers under the age of 18 must wear a head protector whilst batting in matches or practice sessions. The ECB also now strongly recommends that junior players use head protectors that have been tested against the junior sized ball.

Wicketkeepers under the age of 18 should wear a head protector with a faceguard, or a wicketkeeper face protector, at all times when standing up to the stumps.

Any individual taking responsibility for any player(s) under the age of 18 should take reasonable steps to ensure this guidance is followed at all times. No parental consent to the non-wearing of a head protector should be accepted.

## 4. Risk of injury

Whilst the ECB and PCA consider that head protectors are an essential part of a cricketer’s kit to mitigate the risk of death, injury or disability, it must be remembered

that wearing a head protector cannot entirely eliminate that risk. The new specification makes head protectors safer than before but cannot eliminate the risk of injury.

#### **5. Things to look out for in purchasing a new head protector**

The ECB and PCA has issued this guidance in order to heighten understanding, so that informed decisions as to which head protectors to purchase and use can be made by all cricketers.

Head protectors that have been tested against and comply with the new specification will be clearly labelled “BS7928:2013” and will contain clear labelling setting out whether the head protector has been tested against

- i. a men’s standard ball size of 5 ½ ounces,
- ii. a junior standard ball size of 4 ¾ ounces, or
- iii. both men’s and junior size balls.

The up-to-date list of known head protectors that have met BS7928:13 can be found on the ICC website here: <https://www.icc-cricket.com/about/cricket/rules-and-regulations/helmets>